

TERRORSCAPE

AMORPHOUS PERIL

Components:

• The Strangler miniature	x2	• Killer's skill card	x27
• The Unidentified miniature	x2	• Evolve card	x4
• Game board	x2	• Special rule card	x1
• Killer board	x2	• Rule sheet	x1
• Core token	x10	• Organizer	x1
• First-aid cabinet	x1		

NEW MAP - THE LABORATORY

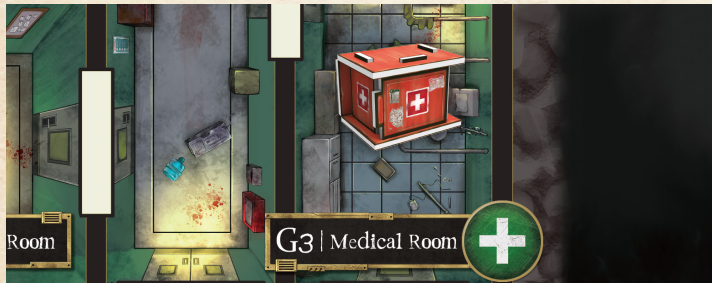
On the remote lands of the American east, hikers may sometimes walk past the site of a former gold mine unknowingly. They are oblivious to the history beneath their feet. Decades ago, a rare species of plant had been excavated one summer. Ever since that discovery, the mine was sold to a research company, which sealed off the site from the public. Behind closed doors, a team of thirty ambitious scientists became involved with unethical archaeogenetics research. They performed all kinds of experiments on the plant, eager to discover a breakthrough that could earn them a prestigious award, and the money that came with it.

One night in their drowsy drunkenness, the scientists let their guard down for a night of fun. Little did they know a seedling inside the laboratory sprouted into a carnivorous plant overnight. Its tentacles radiated into every nook and cranny – the elevator, the office, the machine room, even strangling a lone researcher on duty.

During setup, players may choose which map to use. This expansion provides the Laboratory map. This section will introduce the special features of the map.

The first-aid cabinet

At the end of setup, the Survivors place the first-aid cabinet on G3 Medical Room.



During the Survivor's turn, if the first-aid cabinet is still there, a Survivor can do a **special action**: [HEAL] and remove all fear of a Survivor there, then remove the cabinet. The Survivors do not have to tell the Killer what they have used to [HEAL].



Sterile Room

Whenever a Survivor [MOVE] into R4 Sterile Room, they need to put a noise token there.



A blocked door

At the end of setup, for both sides, place a block token on the door between B1 Main Laboratory and B4 Generator Room.



KILLER - STRANGLER

Special setup:

- For both side, in the starting location of the Strangler, place 1 core token. Place 4 core tokens near the map ready for use.



Gamplay:

- The Strangler may place a core token using its skills (if there are already 5 core tokens on the map, Strangler may remove 1 and place it). A location can have more than 1 core token.
- During the Survivors' turns, a Survivor may remove 1 core token in their current location as a **special action**.
- When a core is placed, moved or removed, the player should immediately informs the opposing team to do the same on their map.

Further explanation of Telesynthesis:

- When the Strangler teleport, simply place the Strangler into the destination and inform the Survivors to do the same thing.
- The core token can move through a block token without removing it.



Further explanation of Frenzy Vines:

- This card can maximumly deal 1 damage to each Survivor in the location with any core token or a secret passage.

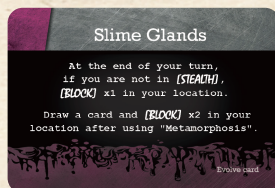
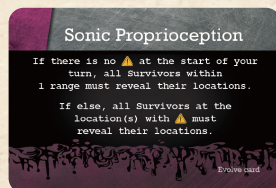
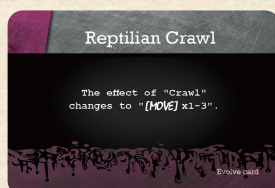
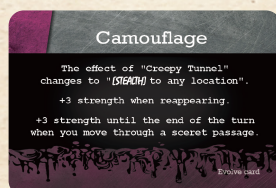
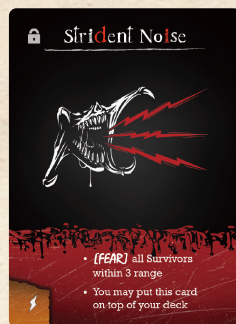




KILLER - UNIDENTIFIED

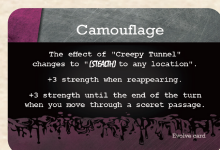
Special setup:

- The Unidentified has 2 locked skill cards and 4 unique evolve cards. During the Killer's setup, place the 2 locked skill cards and 4 evolve cards near the map, ready for use.

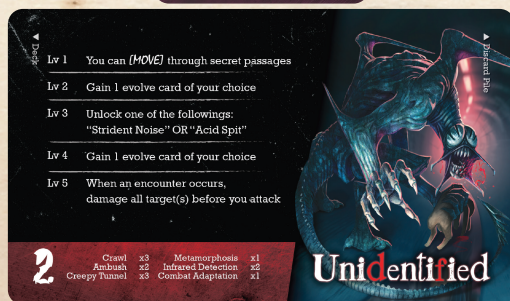


Gameplay:

- During the game, the Unidentified evolves in level 2 and 4. Choose 1 of the evolve cards to be unlocked and place it on top of the Killer's board. The Unidentified gains the new ability on the evolve card. The Unidentified should inform and explain to the Survivors which evolve card has been unlocked. At any time, the Survivors have the right to ask the Unidentified to show the unlocked evolve cards.



Unlocked
evolve card(s)



- When leveling up to Level 3, the Unidentified unlocks either 1 locked skill and informs the Survivors which card has been unlocked.

Removing cards permanently:

- Combat Adaptation and Metamorphosis can remove cards from the discard pile permanently. Place the removed cards besides the level and strength tracker face down. They will not be reshuffled into the Killer's deck.
- The Killer may check the removed cards at any time but the Survivors cannot.
- It is possible for you to remove the cards that just paid as cost.
- You cannot remove the skill card you are playing at the moment.



Example of using Metamorphosis:

- To use the Metamorphosis, you firstly discard 3 cards from hand. Then, you select and remove 2 cards from the discard pile. You cannot remove the Metamorphosis as it is still in your hand when executing the effects.

Removed cards

