## INTRODUCTION

You were on your way back to earth after a year-long mission when a distress beacon abruptly roused you from hypersleep. The message was mostly static, but it was obvious that something terrible was happening at Mining Colony 415.

Once you and your crew landed and started looking around, unidentified lifeforms started wreaking havoc. During the chaos, everyone got split up and you don't know if anyone is alive or dead. Even Sprinkles, the ship's cat, is missing.

You just heard over the colony's announcement system that the self-destruct protocol has been activated, so you'll have to race back to Landing Pad 7 to get aboard your ship and get out of there before everything explodes... and you'll have to do it while being hunted by aliens.

## COMPONENTS



**65 CARD HUNTED DECK &
2 STARTING WEAPON CARDS**



**17 CARD LOCATION DECK**

2 DOUBLE SIDED LARGE ALIEN CARDS

3 TRACKER CUBES

26 TOKENS:

3 KEY

7 AMMO

1 RETOSS

3 FLAME

2 HIT

8 SHOT

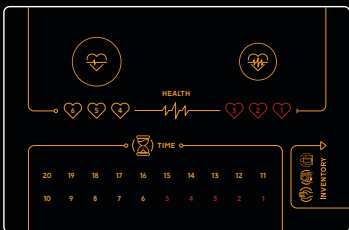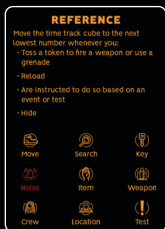2 GRENADE

3 LASER

1 LARGE TEST

1 SMALL TEST

1 PLAYER BOARD

**REFERENCE**

Move the time track cube to the next lowest number whenever you:

- Toss a token to fire a weapon or use a grenade
- Reload
- Are instructed to do so based on an event or test
- Hide

Move    Search    Key

Noise    Item    Weapon

Crew    Location    Test

REFERENCE CARD

TERRANCE

2 PLAYER CARD

## WINNING AND LOSING

To win, work your way through the colony and back to your ship on the landing pad; if you run out of time or your health is reduced to zero, you lose.

## SETTING UP THE GAME

1. Place the player board in front of you with one cube on the space for six health, the other cube on the space for twenty time, and the two test tokens on the board in their designated spots.

2. Place the pulse rifle card to the right of the player board, then put three ammo tokens and four shot tokens on the card.

3. Locate the three alien cards with a star in the upper left corner and set them off to the side of the playing area for later use.

4. Shuffle the Hunted deck and place it above the player board.

5. Remove the *Landing Pad* card from the Location deck. Draw fourteen Location cards and shuffle them. (Discard the rest.) Draw the top two cards from the deck without looking at them. Shuffle these cards with the *Landing Pad* card and place the three cards at the bottom of the Location deck. Place this deck above the Hunted deck.

6. Place the large alien card inside the lid of the game's box and place the box next to the Location deck, leaving space for the main row next to the Hunted deck. Use the side of the card with a circle for normal mode or the side with a square for hard mode.

7. Place the retoss token next to the player board and the rest of the tokens within easy reach.
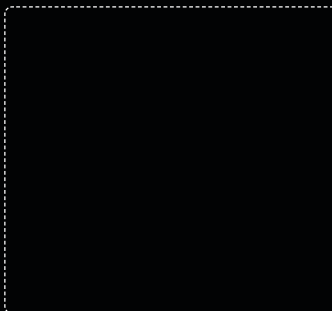
The game is now ready to begin. A diagram of a suggested play area is on the next page.

**LOCATION DECK**


**HUNTED DECK**

**TEST TOKENS**



HEALTH

6 5 4 · 3 2 1

TIME

| 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 |
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |

INVENTORY

**PLAYER BOARD**

# SUGGESTED SETUP

## LARGE ALIEN CARD INSIDE OF BOX



## MAIN ROW

## STARTING WEAPON



**PULSE RIFLE**

3

4

**RETOSS TOKEN**

**3X AMMO TOKENS**

**4X SHOT TOKENS**

## GAMEPLAY

Hunted: Mining Colony 415 is played over a series of turns in which you move through the colony salvaging equipment and weapons, while trying to survive the onslaught of aliens that are trying to track you down before you reach the Landing Pad.

Your main stats, health, and time are located on the player board. Interacting with both the Hunted and Location decks will modify these stats and will be tracked on the player board. Details of the player board are found below:



TEST TOKENS

HEALTH

HEALTH

TIME

INVENTORY
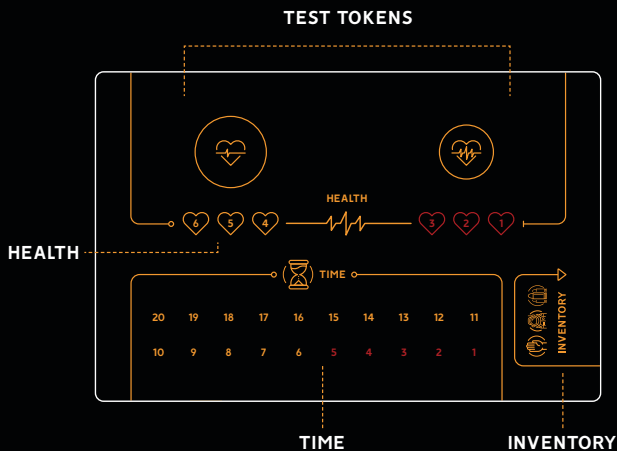
During your turn, you have the choice of two actions: draw a card from the Hunted deck or hide.

**Draw a card** – draw the top card from the Hunted deck and place it face up in the row above your player board. The revealed card has icons that indicate what actions are available to you; the various cards that comprise the Hunted deck are described in greater detail in the Hunted deck section. There is no limit to the number of cards that can be in the row. **If the Hunted deck ever runs out of cards, shuffle the discard pile to create a new draw pile and continue playing.**

**Hide** – the hide action is used if you want to clear the current row of cards. To complete this action, discard all the cards in the row to the discard pile and reduce the value on the time track by one. Using the hide action can help you avoid fighting aliens by getting rid of cards with bells before they draw attention, and it gets rid of alien cards before they are triggered to attack, however, it comes at the cost of losing time.

## DECKS

There are two main decks in the game: the Hunted deck and the Location deck.

**Hunted deck** – comprised of several types of cards

including weapons, equipment, crew, and alien cards; these card types are described in greater detail in their individual sections.

**Location deck** – comprised of various locations throughout Mining Colony 415.

The icons listed on each card indicate different actions, activations, and bonuses available for you to utilize.

## ACTIVATING CARDS

| | | |
|:---:|:---:|:---:|
| Move | Search | Key |
| Noise | Item | Weapon |
| Crew | Location | Test |
| Alien Power | Starting Card | |

When you choose the action to draw a card, the top card from the Hunted deck is placed face up in the row above the player board. You then can make decisions based on what action icons are available on the card.

Action icons are used to activate cards in the row to gain benefits from the activated card. When a card has had its action icons used to activate another card, move it to the discard pile. Activating weapon, equipment, or crew cards will move them into your inventory, while activating door and corridor cards will allow you to draw location cards to move to different parts of the colony and get one step closer to reaching the landing pad.

Note that only one card can be activated at a time, and you can only use one action icon on a card when you discard it. However, you can activate any number of cards (if able) during a turn.

*For example: you've drawn three cards and have a Corridor, a Grenade, and an Ammo in the row. The Ammo and Grenade each provide one Move action, and the Corridor provides one Search action. The Corridor costs two Move actions to activate. You could discard both the Grenade and the Ammo to provide two Move actions, activating the Corridor card. When the Corridor is activated, you gain its*

*benefit: discard the Corridor card and draw one Location card. (You're getting closer to your ship!) Or instead, you could choose to discard the Corridor card to provide one Search action and use it to place the Ammo into your inventory. (Those aliens are going to pay!)*

## EQUIPMENT, CREW, AND WEAPON CARDS

As you move through the colony, you have the chance to salvage weapons and equipment and hopefully find missing crew members which will help in escaping to the landing pad. When activated, these cards are placed in your inventory, located to the right of the player board. Note that there is no limit to how many cards can be added to the inventory. Any cards in your inventory can be discarded to gain the benefit listed on the card.
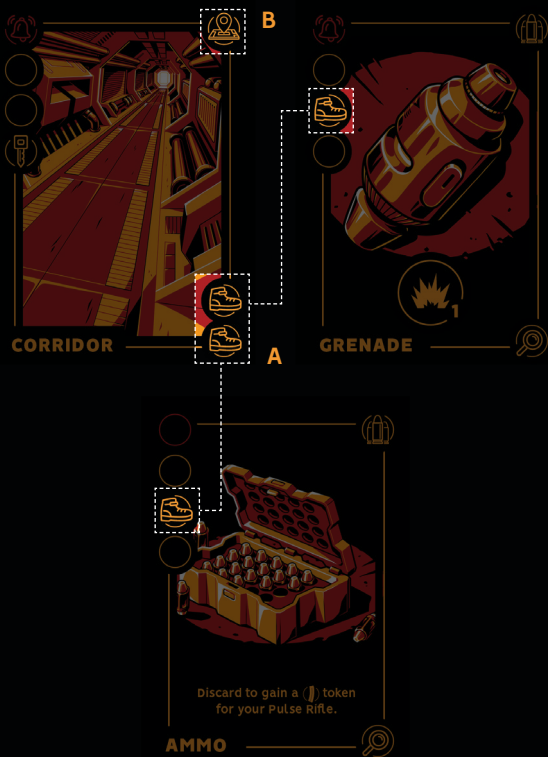
### EQUIPMENT

Salvaged equipment can be used to avoid aliens, search for crew members, heal, etc.

### KEY TOKENS

Some cards in the game grant you key tokens. You may discard one of these tokens anytime to activate a card in the row that requires a key icon.

## Example



**A.** Discard both the Grenade and the Ammo to provide two Move actions, activating the Corridor card.

**B.** When the corridor is activated, you gain its benefit: discard the corridor card and draw one Location card.

## CREW

It is important to rescue the crew that you find while exploring the colony as they are also being hunted by the aliens, and they will be used as hosts if you aren't able to save them. Anytime a crew card gets discarded for any reason, instead of placing it in the discard pile, remove it from the game, and shuffle one of the three extra alien cards (set aside during setup) into the Hunted deck.

Some alien cards have a crew icon along their left side. If you take damage from one of these aliens in a fight, and you have a crew card in your inventory, instead of moving your health cube, remove the crew card from the game and shuffle one of the three extra alien cards into the Hunted deck.
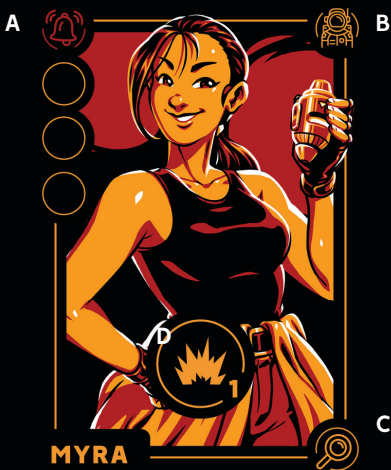
Each crew card has a benefit listed at the bottom of the card. To gain this benefit flip the crew card face down and gain the indicated token(s). Cards that give you shot and grenade tokens must be flipped during a fight and the tokens must be used during the current turn.

## WEAPONS

When a weapon is placed in your inventory, place the indicated number of

## CREW CARD



A.  Actions that the card gives you access to.

B.  Card type.

C.  The actions it costs to add the crew member to your inventory.

D.  Token gained when the crew member in your inventory is activated (flipped).

ammo and shot tokens on the weapon's card.

The shot tokens indicate how many shots you can take before the magazine is empty and the ammo tokens represent how many magazines the weapon has before running out. When you use the shot tokens while fighting aliens, they are removed from the weapon

**WEAPON CARD**

A

B

D

E

C

**FLAME THROWER**

2

3

**A.** Actions that the card gives you access to.

**B.** Card type.

**C.** The actions it costs to add the weapon to your inventory.

**D.** Number of times you can reload.

**E.** The number and type of shot used.

card and cannot be used again until you reload.

To reload a weapon, discard an ammo token, **reduce the value on the time track by one**, and place shot tokens back on the card that are equal to the value listed for the weapon.

Whenever you use a weapon, **reduce the value on the time track by one.**

## LOCATION AND EVENT CARDS

Activated Hunted deck cards can prompt you to draw cards from the Location deck. Cards such as doors and corridors have location icons in the top right corner, and when activated, these cards allow you to draw one location card for each location icon, up to a maximum of two location cards. If one card is drawn, you must complete the action on that card (unless it is designated as optional); if two cards are drawn, you must choose one card to play and discard the other.

Many location and event cards require you to attempt a test. Any card drawn requiring a test must be resolved before doing any other action. To resolve a test, you will toss a token (based on current health and noted at the top of the player board), and you will try to land it either inside or touching the yellow circle/box on the alien target card in the game box. Refer to the text on the specific card for the results of a successful or unsuccessful test.

There are several cards that have instructions to draw from the top of the Hunted deck in search of a specific card. When this occurs, draw cards one at a time, stop if/when you find the noted card,

and shuffle the other cards that have been drawn back into the deck. For example, if a card says, "draw five cards and if you find an alien card, it attacks you" draw cards one at a time; if an alien card is revealed, you must fight it, but you do not have to draw any additional cards after revealing the alien card.

Event cards that cause you to fight an alien do not clear the row.

There are also some cards that force you to fight an alien if you fail a test. There is no card to represent this alien, but carry out the fight as normal.

## ALIEN CARDS

In the hasty retreat across the colony, it is inevitable that aliens will be encountered. When drawing from the Hunted deck, if an alien card appears, it is



**ARMORY**

You may pay 1 time to draw cards until you find a 🜨 card. Place it into your inventory. Reshuffle the rest back into the deck.

Event that triggers when card is drawn.

placed face up in the row with any other revealed cards.

With only one alien card in the row, you have the opportunity to hide (described previously) to discard all cards, including the alien, at the cost of one time. However, if there is ever an alien card in the row along with two cards with a bell icon in the top left corner, you must discard all cards in the row and fight the alien.

Also, if there is ever an alien card in the row and another alien card is drawn, you must discard all cards in the row and fight the stronger alien, discarding the weaker. The card with the greatest number of aliens on it is considered the strongest one; if the number of aliens is the same, then you pick which alien to fight and discard the other.

## FIGHTING

To fight an alien, you will toss shot and/or grenade tokens at the alien target card that was placed inside the game's box during setup. The amount of shots will be limited by the type of weapon, ammo, and how many shots you want to attempt. If you have multiple guns in your inventory, only one of them may be used during a round of combat.

After the alien encounter has been initiated, you

**ALIEN CARD**
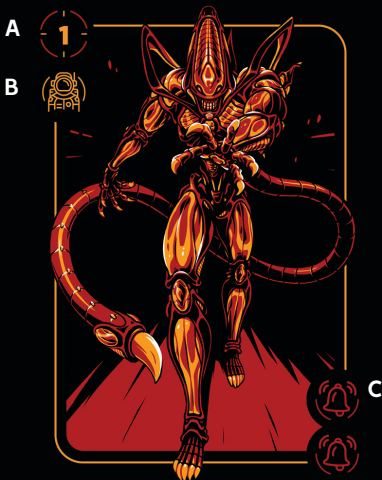
A.   Number of hits needed to defeat.

B.   Aliens with this icon attack crew in your inventory first.

C.   Triggers when two or more bell action icons are in the row or if a second alien card is drawn.

must first decide how many shot tokens will be used for the initial assault. This number represents how many rounds are being shot at the alien. Tossing more tokens increases the chances of killing the alien but also uses up ammo faster. You may only toss as many shot tokens as the weapon cur–

rently has on the card.

Once the number of shots has been determined, you take that many shot tokens and toss all of them into the box lid at the same time. When tossing tokens, you must release them before your hand moves over the box; tokens may not simply be dropped over the box.

Any token that lands inside of or touching the yellow circle/box on the alien inside the box counts as a hit. You must score enough hits to match the strength value on the alien card, and if enough hits are landed, the alien card is defeated.

Anytime you make a toss during a fight, **reduce the value on the time track by one.**

**You may discard a retoss token at any time when fighting to retoss any or all of the tokens that have just been tossed. You DO NOT lose time for a retoss.**

If you do not defeat the alien, you lose one health by moving the health cube on the player board to the next lowest number. The fighting process is then repeated until either the alien is defeated, your health hits zero, you run out of time, or you run out of ammo. If you run out of ammo and are unable to attack during a fight, the aliens kill you, and the game is over.

If the alien is defeated, place it in the discard pile, and you may resume drawing cards from the Hunted deck.

## GRENADES

Grenades can be used by themselves or to bolster a weapon attack during a fight. To use a grenade, discard the grenade card from your inventory to gain a grenade token to either toss by itself or to add it to a toss of shot tokens in the fight.

## REACHING THE LANDING PAD

It's never as simple as just getting back to the ship. Of course there's a giant, angry alien queen waiting at the Landing Pad for you. Once you draw the Landing Pad card, you immediately go into one final fight. The alien queen requires three hits to be defeated, and if you're able to hit her three times without dying and before the time runs out, you escape and win the game.



LANDING PAD

3

Fight the ALIEN queen.
If you defeat her, you escape and win.

## ENDGAME SCORING

While there's only one way to win, you can track your wins and compare your best score using the following scoring conventions:

- +2 points for every health point you have left
- +1 point for every time unit you have left
- +3 points for every face-up crew card in your inventory
- +1 point for every face-down crew card in your inventory

Additionally, experienced players can increase the game difficulty by beginning the game with four health, seventeen time, and/or using the "HARD" side of the alien card that goes inside the box lid.

## 2 PLAYER MODE

2 player mode allows you to partner up with a teammate to take on the aliens together! Players will share time but will have separate health tracks.

Player 2 will take on the role of Hobbes or Terrance who will work with you to help take out the aliens and get back to the ship.

The game plays just like single player but with a few key differences. To play with two players, set up the game like normal, except begin the game with only two magazine tokens for your pulse rifle and remove the Hobbes or Terrance card from the Hunted deck. And you begin with four health which is your max.

Then, give player two:

- A pulse rifle card, two magazine tokens, and four shot tokens.
- The "player 2" health tracker card and a cube. Place the cube on the four space.
- A box lid with a large alien card inside at the desired difficulty.

You'll play the game exactly like one-player mode, but you'll alternate taking turns. On your turn, you have two options:
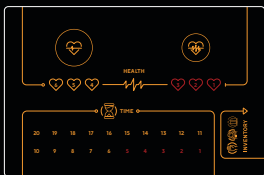
PULSE RIFLE

TERRANCE

PLAYER 2 ROW

SHARED ROW

PLAYER 1 ROW

HEALTH

TIME

20  19  18  17  16  15  14  13  12  11

10   9   8   7   6   5   4   3   2   1

PULSE RIFLE

1. Draw
2. Hide

## DRAW

When you choose the draw action, draw a card and place it in a row in front of you. You may now use it to interact with other cards in your row. Each player will have a separate row of cards in front of them. A player may not interact with cards in the other player's row. When you're done with any card interactions, it is the other player's turn.

## HIDE

If you choose to hide, lose one time and discard the cards in front of you. The cards in the other player's row are unaffected. It is now the other player's turn.

## TIME

Anytime either player does something that costs time, player 1 will move the time tracking cube down one space.

## WINNING AND LOSING

Just like the regular game, if you make it to the launch pad location and defeat the Queen, you win. However, if either player goes to zero on their health tracker or if time runs out, both players lose.

## THE SHARED ROW

Since you're working together, you're able to place cards in a shared row that is accessible to both players. After taking a draw action, you may move one card from your row to the shared row. The card is now considered to be in both players' rows. This means a card with a noise icon counts as one noise for both players. Etc.

A player must take a draw action before interacting with any cards in the shared row.

If the cards in a player's row get discarded due to an alien attack or a hide action, all the cards in the shared row also get discarded. The other player's row is unaffected.

## INVENTORY

When you gain a card from the row, it goes into your inventory. At any time, if you want to give an inventory card to the other player, spend one time and place it in their inventory.

Both players have access to the "Retoss" token, and either player may use it during the game.

## FIGHTING

When a player goes into a fight with an alien, the

first round of the fight works the same as the normal game. However, for the second round and on, the players may decide who is going to fight the alien for that round. (This also applies to the final fight with the Queen.)

## CHOICES

Anytime a choice needs to be made in the game (locations, events, etc), the player who drew the card(s) gets the final say.