

DETAILED PLAY SUMMARY

SET UP

- ▶ Give each player a Character Figure, Character Placard, Character Token, Action Tokens.
- ▶ Set up the Hive Prison and THESEUS.
- ▶ Each Player Draws 2 Cards.

ROUND SUMMARY

Each round consists of **3 phases**

Phase 1: Update THESEUS and Player Planning - THESEUS calculates the next Hive Rotations and Guard Patrols.

- ▶ Update THESEUS and the board for the coming round (skip this step first round).
- ▶ Players may now plan their actions for the following phase.

Phase 2: Player Actions - During the escape phase, all players perform their actions simultaneously.

▶ Take Action Tokens as determined by player count

▶ General Actions:

- ▶ Discover an adjacent room.
 - Flip over the tile and place any guards that spawn.
- ▶ Move to an adjacent discovered room.
- ▶ Pass a card to another player in the same location.
- ▶ Eliminate an adjacent guard.
 - Eliminate a Minotaur with 1 Minotaur card or 3 with 1 Loctae card.
 - Eliminate a Loctae Scientist with 3 Minotaur cards or with 1 Loctae Scientist card.
- ▶ Draw a card (costs 2 actions).

▶ Location Specific Actions

- ▶ Ventilation Duct: Climb through ventilation duct to a discovered room.
- ▶ Gate Room: Obtain a gate code.
 - Flip a number of cards equal to the number on the gate.

- ▶ Gate Room: Break a gate code / Open gate.
 - Play matching cards on to the cards flipped for the gate code.
 - Move the matching Gate Token to the Gate Room location tile and flip it to the OPEN side.
 - Raise alert level if first gate opened to new ring.
- ▶ Research Laboratory: Draw 2 cards.
- ▶ Hatchery: Hide.
 - Cannot be captured by enemy figures.
- ▶ Control Room: Manipulate Hive rotation.
 - Replace 1 card on the top row of THESEUS with a card in your hand.
- ▶ Communications Relay: Manipulate guard patrol.
 - Replace 1 card on the bottom row of THESEUS with a card in your hand.
- ▶ Adjacent to a cell: Free a contained player.
 - Freed players gets full actions.
 - Remove the freed character's token from the THESEUS board.

Phase 3: HIVE Prison Actions - the Hive Prison rings rotate and Guards patrol possibly capturing you or your teammates!

- ▶ **ACTIVATION:** Activate cards on THESEUS, alternating between Hive rotations and guard patrols, until the alert level is reached.
- ▶ 3 or more Minotaurs on the same space merge into one Loctae Scientist.
- ▶ Any guards that patrol over unhidden players will capture that player.
- ▶ Loctae Scientists will move with each Patrol Card and can pass freely through Gates.

CAPTURED

- ▶ If this is a player's first capture, flip the character token on THESEUS and activate the penalty. Move the character to their cell. The captured player loses all cards.
- ▶ If this is a player's second capture, the game is lost!

GAME END

- ▶ Win the game by having **all players** escape through the Escape Pod on the green ring.
- ▶ Lose if all players are captured or if one player is captured twice.

ROOMS & ICONS OVERVIEW



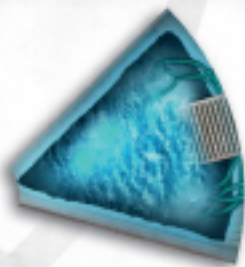
Cell



Communications Relay



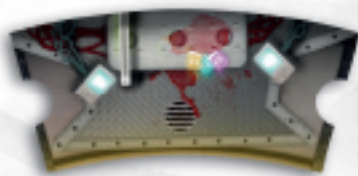
Hatchery



Spawning Pool



Gates



Research Laboratory



Control Room



Ventilation duct

ICONS



Gate Token and # of
Cards to Unlock Gate



Minotaur spawning place



Loctae Scientist
spawning place



Randomizer Symbol