

CONFORM

1-3 PLAYER RULEBOOK

WORK IN PROGRESS



CONCEPT IN DEVELOPMENT

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THIS IS INTENDED AS A COMPANION PIECE FOR THE
THEY LIVE: ASSAULT ON CABLE 54 RULEBOOK

OVERVIEW



This rules supplement is a companion piece to the main rulebook. If this is your first time playing the game, it's important that you read the main rulebook first.

The 1-3 player mode, called 'blind play', puts players in direct control of 4 Resistance characters. You will need to manage each member of the group and focus on gathering resources to take down Cable 54.

The player/s will need to move around the city, complete objectives (as highlighted in the 4-6 player rules manual) and take turns with the characters under your control.

The player/s will need to determine which of their team is secretly working for the Invaders, and reveal them before the Final Assault.

If they don't, the Resistance could be compromised and they could find themselves outgunned and outnumbered, failing to save humanity.

This supplement details phase changes which take place (if any) in this alternate game mode.

CORE GAMEPLAY CHANGES

The core mechanics stay mostly the same, but the key change between the standard 4-6 player mode and blind play is the removal of player deception. Instead, the hidden Invader aspect of the game becomes one of deduction.

Unlike the 4-6 player game, all of the characters in 'blind play' will be working together. This mode is about detecting hidden Invaders among your team of characters, and flushing them out as soon as possible to prevent them from stealing your items before the Final Assault.

The best way to detect an Invader is by forcing your characters to engage each other in combat, allowing the victor to inspect their defeated teammate (more on this later in the rulebook). Forcing characters to engage each other will determine who is real and who isn't. When an Invader is revealed, the team must then tackle that enemy or risk further danger on the streets.

Do you ignore the Invaders in your midst and risk losing some of your hard earned resources? Or do you spend some of the limited time you have working to weed out the traitors? The choice is yours.



INVADER BEHAVIOR CARDS

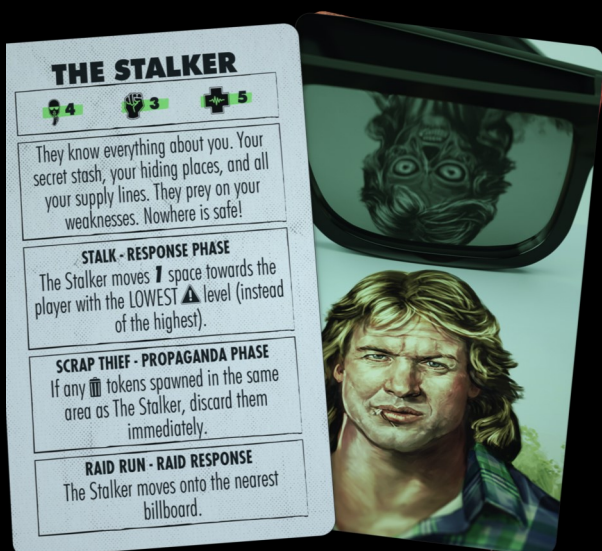
Blind play introduces a new deck of cards known as the 'Invader Behavior Deck'.

When a character is revealed to be an Invader, their player board is removed from the game. Instead, they are replaced with a randomized Invader Behavior card.

Similar to enemy tiles, these cards detail stealth and combat prowess as well as the character's health. However, this isn't a run-of-the-mill enemy! Some may have additional actions to perform in various gameplay phases, which will challenge you in new ways. These Invaders know your strengths and weaknesses - they'll be much harder to take down.

There are several different types of Invader Behavior cards, each one detailing a different personality behind the enemy. Some may seek revenge for revealing them to the Resistance, while others might spring forth a master plan to bring even more enemies to the field. It's important to reveal and defeat these traitors as soon as possible.

Failure to expose the hidden Invaders in your team may critically impact your assault on Cable 54.



SETUP

When setting up the game for 1-3 players, follow steps 1-7 as per the main rulebook (pages 9-11), but with the adjustments below.

Regardless of how many players you have, in blind play mode your resistance group will be made up of 4 characters. Remember to take caution when assembling the Final Assault Deck and determining the difficulty. We recommend choosing cards for either 'very easy' up to 'normal' difficulty.

If you are a more experienced player, feel free to experiment.

Difficulty	Green Cards	Blue Cards	Red Cards
Very Easy (Beginner)	2	1	X
Easy	1	2	X
Normal	1	1	1
Advanced	X	2	1
Expert	X	X	3

For step 6, randomly select 4 characters to form your Resistance team. Build a further 2 additional characters and set aside to act as extra lives, should they be required.

Using the Hoffman lenses, choose 4 Human board overlays and 2 Invader overlays, then shuffle them together to ensure they are randomized.

Distribute characters based on the number of players.



1 PLAYER



2 PLAYERS



3 PLAYERS

For a single player experience, one player will control the entire 4 character team.

For 2 players, divide the characters evenly, allowing each player to control 2 Resistance members.

If there are 3 players, choose one player to control the fourth character or simply let the group collectively decide on how the extra character will play.

Continue to prepare each character as normal following step 6 of the setup guide, such as collecting any starting items and setting stat dials.

Next, build each character's personal story deck with the intro card on top, the story ending card at the bottom, and all cards between shuffled.

When you arrive at step 8 (page 11), normally each player would check if they are an Invader or Human player. It's very important that you **DO NOT** do this in blind play. The key difference with this mode is not checking any player boards before the game starts. Instead, when the game begins you will have no idea which of your characters are Invaders and which are Human.

Finally, step 9 (page 11) begins the game as normal by testing each character's intro card and proceeding with the Action Phase.

Gameplay still moves in clockwise direction, starting with the current Resistance Leader for that particular turn.

THE ACTION PHASE

This phase is completely unchanged, all character actions stay the same as per the core rulebook.

Starting with the current Resistance Leader, moving clockwise, each character performs a free move action if they wish, followed by 2 actions from those listed on page 12 of the core rules.



THE RESPONSE PHASE

Enemy movements and interactions with characters are unchanged with the following exception:
The rules for player vs player are now referred to as character vs character confrontations.



In addition to enemy tiles moving and engaging characters, any ex-Resistance members revealed to be Invaders will now activate this turn.

Check their behavior card to determine their actions this Response Phase. Unlike normal enemy tiles, these enemies can move between areas freely.

When a character encounters an ex-Resistance enemy, they treat the encounter in the same way as they would a standard enemy tile.

Note: as this is no longer a character vs character encounter, players may perform 'Team Effort' (page 15) to take down these enemies.

For a character vs character confrontation, separate rolls will need to be completed for each of the two characters engaging in this manner.

Roll Stealth, then Combat, for each character as detailed on page 17-19 of the main rulebook.

DESIGNERS NOTE:

Since all players are playing on behalf of the Resistance, and there's no deception required, it may be a more thematic approach to allow a different player to roll for each character.

After combat, if the attacking character spent a glasses token, the controlling player may inspect the character board of the defender. If an Invader is revealed, move their character board off to one side along with any cards or glasses tokens they were carrying and replace this with a randomly drawn 'Invader Behavior' card.

Leave their player piece on the board and treat this as their enemy tile for the rest of the game.

Should this character be defeated, any cards or glasses tokens may be reclaimed for the Resistance by the player.

When an Invader is revealed within the group, the team must recruit a new member to take their place. Take one of the 'extra life' characters along with any starting equipment and place them on the starting space as determined by their personal story intro card (see SET UP step 6 on page 10 of the rulebook).

THE LOCATION PHASE

This phase is completely unchanged. Locations are encountered in the same way as the main rulebook. Starting with the current Resistance Leader, moving clockwise, each character encounters their present location, if able to do so as per page 20 of the rulebook.

When performing a Check and Deploy Resources step at a billboard, it's still important to check all items before deploying them to the Resistance Resources pile. Remember, as you are playing alone/cooperatively, no sabotaged items will have been deposited deliberately. However, it is your responsibility to filter out any sabotaged equipment. You can also make this easier by inspecting your items before they are deposited in the Action Phase (see page 12 of the main rulebook).



THE PROPAGANDA PHASE

For the most part this phase will run the same way that it does in the main rulebook. A new breaking news card is revealed and any effects are applied as normal.

However, if there are any ex-Resistance Invaders present, be sure to check their behavior card for any additional effects.

THE FINAL ASSAULT PHASE

INVADERS REVEAL THEMSELVES!

Unlike the core game, where players participate in revealing themselves when they feel most deceptive, blind play operates slightly differently by putting each character in control of a pool of Resistance cards generated from the collective resources gathered throughout the game.

During the prepare resources step, inspect all the cards for sabotage and discard any that carry the Invader symbol. For each sabotaged card that has slipped through, you must also discard 1 Human card at random from the Resistance Resources as punishment.

Then, as evenly as possible, deal all cards and tiles, face down, to all remaining Resistance members.

EXAMPLE:

Below we have an example of 4 characters about to engage in the final assault. In total, the group have collected 18 cards and 1 Human Enemy tile. These need to be shuffled, then divided as equally as possible between the 4 characters. It's now time to prepare these resources for the Final Assault.

FRANK has been dealt 5 Resistance cards.

NADA has also been dealt 5 Resistance cards.

DIXON has been dealt 4 Resistance cards and a 'Human Cop' tile, which was previously persuaded to join the Resistance.

DR REDDY only has 4 Resistance cards, since the deck ran out of resources and tiles before she could be dealt any more.



FRANK



NADA



DIXON



DR REDDY



Next, it's time to flush out any Invaders. Use the Hoffman Lenses to inspect all character boards.

Should you have an Invader in your team, that character, and any resources dealt to them, are discarded. Their character board is moved aside, unable to contribute towards any Final Assault tests.

If more than one Invader has slipped through the net, you could find yourself losing half of your resources! This thematically represents an imposter resistance member/members being a no-show at the Final Assault and stealing the valuable resources.

EXAMPLE:

Following the same example as above, the player has now inspected each character board and found that NADA was secretly an Invader all along!

The 5 Resistance cards dealt to his character are discarded, along with that player board.

This leaves FRANK, DIXON and DR REDDY short on team members and even shorter on supplies. The Final Assault on Cable 54 is made harder to achieve. Perhaps this time, NADA isn't the hero of our story.



THE FINAL ASSAULT PHASE

Once the team has been purged of Invaders, they are free to assault Cable 54 without the risk of intervention.

However, unlike when a character is revealed as an Invader during the Response Phase, no remaining extra lives replace the missing character in the team. Instead, the remaining characters must use what little power and resources they have in order to successfully storm Cable 54.



The rest of the Final Assault phase is conducted in the same way as core gameplay.

The remaining members of the team must systematically reveal and complete all three Final Assault scenarios in order to win the game.

In the same way as the core game, you can increase the team's chances of success by spending resources and tiles before rolling any dice. (See Page 26-27)



Remember, resistance cards and tokens spent in this way are discarded after use. It is important to use the teams resources wisely, as you never know what test is around the next corner.

If your team can detect the Invaders in your group and successfully assault Cable 54, humanity will be one step closer to seeing the truth!

WORK IN PROGRESS

