CONFORM

1-3 PLAYER RULEBOOK

JOHN CARPENTER'S
THEY LIVE
ASSAULT ON CABLE 54

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.
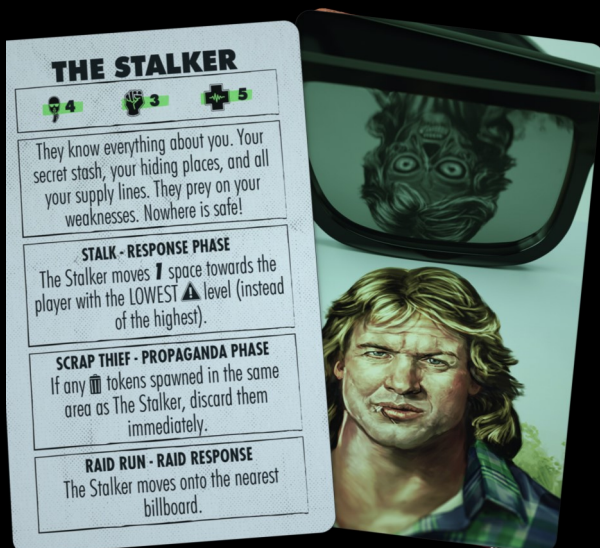
INVADER BEHAVIOR CARDS

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.

THE STALKER

4 · 3 · 5

They know everything about you. Your secret stash, your hiding places, and all your supply lines. They prey on your weaknesses. Nowhere is safe!

STALK - RESPONSE PHASE
The Stalker moves 1 space towards the player with the LOWEST ▲ level (instead of the highest).

SCRAP THIEF - PROPAGANDA PHASE
If any 🗑 tokens spawned in the same area as The Stalker, discard them immediately.

RAID RUN - RAID RESPONSE
The Stalker moves onto the nearest billboard.

STEP 1.

First, set up the game board and arrange all 11 clock tiles in ascending order. The tile marked 12:00 should be facing on top. When turned, further cards should show 13:00, 14:00, and so on to finally reveal the space marked 00:00 on the board.

STEP 2.

The border of each Final Assault card is color coded representing the difficulty of each scenario. **Green** is Easy, **Blue** is Medium, and **Red** is hard.

Determine the **Final Assault** difficulty you wish to play by using the table opposite and prepare the Assault Phase scenarios.

After determining the difficulty, randomly select your Final Assault cards. Each card has a level between 1 and 3, marked in the bottom right. These represent the sequence that they need to be played in. You need to pick one of each level, and place them face down in order, with the level 1 card being at the top.

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 example, let's say you want to play a 'very easy' game. Using the table to the right, you know you'll need to have 2 green cards and 1 blue card. Randomly select a level 3 blue card and place it face down. Then randomly select a level 2 green card and place it face down on top, then do the same with a level 1 green card.

One of the Final Assault cards is marked as the 'Final Assault Introduction' at the top. This card sets the scene for the endgame, and will be read aloud later when starting the Final Assault. Locate this card, and place it on the top of your deck. Together, they form the **Final Assault deck**.

If it's your first time playing, we recommend choosing cards for either 'very easy' or 'easy' difficulty. The table opposite shows an example of how this would look for an Easy game:

Top of deck	Intro Card
	Level 1
	Level 2
Bottom of deck	Level 3

STEP 3.

You need to go through the Resistance Stash (Items, Weapons, and Allies) and remove any cards that contain a red border. These are unique cards that only come into play during certain scenarios or character stories. In the same manner, remove all the enemy tiles with a red border.

Once they are separated, the cards can be shuffled, split in half, and placed on the board (on the Resistance Stash spaces). The enemy tiles (all now with a **green** border) should be placed in a bag or suitable container, ready to be drawn at random through the game.

STEP 4.

Place billboards at key locations. Randomly select one of each type of billboard and place them at the billboard spaces on the board, ensuring that there is a different image on each one. Set the unused billboards aside to be used later during the Propaganda Phase. (More on page 23)

SETTING UP THE GAME

STEP 5.

Arrange the Breaking News, Injury, and Location decks.

Divide the Breaking News cards into colors, then shuffle each individual pile. Randomly select **7 green cards**, **5 blue cards,** and **3 red cards**.

This totals 15 cards, which are then shuffled together and placed face down on top of the newspaper on the board to form the Breaking News deck. Return the rest to the game box.

You then need to create the Area Location (one pile for each of the 4 areas), Generic Location, and Injury card decks.

Shuffle these decks separately and place each of them beside the main board. It might be a good idea to place each Area Location deck next to the area on the board that it is relevant to.

STEP 6.

Next, prepare the overlay boards and character cards. Regardless of how many players you have, in blind play mode your Resistance group will be made up of 4 characters. Randomly select 6 character cards, then set 2 aside as extra lives, should they be required.

Use the glasses to inspect all of the overlay boards for Human and Invader identities. Select 4 Human overlays and 2 Invader overlays, then shuffle them together to ensure they are randomized. Place 1 board on top of each of the Character cards (including the extra lives).

Next, you need to distribute the characters based on the number of players.

1 PLAYER

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

2 PLAYERS

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

3 PLAYERS

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.

Next, each player randomly selects a Character card and the matching player piece. Place it at the starting location determined on their Story intro card (this is the first card in your Personal Story deck).

Players then collect any assets as detailed on their Character card. You can find these assets within the Resistance Stash. Note: Some of these may have been the red-bordered items that were put aside earlier. These assets can be equipped before the game starts.

Arrange the dials on the overlay to match the stats printed on your Character card, and then place your overlay over your Character card to create your player board.

You then need to build each character's Personal Story card deck. You need to take the case file deck that corresponds to each character. For each, set aside the intro and ending cards, then shuffle the rest of the deck. Place the intro card on the top of the deck, and the ending at the bottom. Keep them by the side of each character board. This forms the decks of the Personal Story cards for the game.

Keep the extra lives close by, but make sure the photo is hidden as well as possible (so that you don't accidently reveal if they are Human or Invader when using the Hoffman lenses later). These are extra characters/lives. In the event that one of your characters dies, you can switch them for one of the spares. If you reach a point where you have fewer characters than 4 characters alive, then the game is over and the Humans lose.

STEP 7.
Collectively decide on which character will be the Resistance leader for the first turn.
Place the Resistance leader token on that character's board.

As the Resistance leader, they go first character in each phase of a game turn, in addition to being impacted by other effects and scenarios.

At the end of each turn, players can choose a new player to assume the role of leader.

STEP 8.
In the main rulebook, this step tells you that each player must check if they are an Invader or Human player.

However, 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

STEP 9.
Each player takes turns to complete the story intro cards for their characters. Read the card aloud and complete the test, collecting any rewards if you pass. These cards serve as an introduction for your character into the world of They Live, and are a way to familiarise yourself with cards and their outcomes.

Once all intro cards are done, the game begins.

Starting with the Action Phase, each phase begins with the current Resistance leader.

After the leader has completed their actions, gameplay moves in a clockwise direction to the next character, until all characters have taken their actions for that phase.

Once each character has finished that particular phase (e.g. the Action Phase) play moves on to the next phase.

GAMEPLAY PHASES

The rest of this rulebook will cover any changes that you need to make to the various phases of the game whilst playing blind play. It's important to familiarise yourself with the various gameplay phases in the main rulebook first before continuing with these changes.

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 pages 17—19 of the main rulebook.

After combat, if the attacking character spent a glasses token, the controlling player may inspect the defender's character board. 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 SETUP 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 icon. 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 has 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.
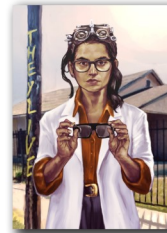
FRANK   NADA   DIXON   DR. REDDY

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 Pages 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!