

SETUP

Choose 4 to 6 cavers and divide them between the players. Give each their caver board and health tokens for their max number of health. Place the start tile in the center of the table, and set the exit tile aside. Shuffle the remaining tiles. Take the bottom 5 tiles, and randomly mix in the exit. Place these back at the bottom. Choose a difficulty setting, and remove cards from the hazard deck accordingly. Icons at the lower right corner will indicate if they should be removed (☒) for normal (★), Advanced (★★), or Expert (★★★). Shuffle the remaining cards and then deal the appropriate number face down (see table below). Place the Out of Time card at the bottom of the hazard deck. Return any remaining cards to the box without looking at them. The person most recently underground plays first and gets the "1st caver" marker.

	NORMAL	ADVANCED	EXPERT
4 Cavers	22 cards	20 cards	18 cards
5 Cavers	19 cards	17 cards	15 cards
6 Cavers	17 cards	15 cards	13 cards

GAME ROUND

1. ACTION PHASE

Cavers take turns in a clockwise order, performing actions. Each caver has 2 action points (⊙⊙) and can exert for a third. If a caver chooses to exert, at the end of their turn (after resolving all actions) they must perform a skill check (⊙). If they fail, lose 1 HP (+). Below are actions and their costs.

SKILL CHECK

Some actions require a skill check (⊙). Roll the 6 sided die. 4 or higher is a success; 3 or lower is a fail.

BASIC ACTIONS

- ⊙ **Reveal:** Choose an open side of your current tile, and place the top cave tile there face up. (Place it so that it connects to your current tile.)
- ⊙ **Move:** Move into an adjacent tile. Tiles with flood markers, rubble markers, or squeeze tiles cannot be entered this way unless your caver has special skills.
- ⊙ **Explore:** Reveal and move into a new tile as one action.
- ⊙⊙ **Run:** Move up to 3 times. (The same squeeze, flood and rubble rules apply as for Move.)
- ⊙ **Heal:** Regain 1 + for yourself or another caver on your tile. (Not to exceed starting number)

HAZARD ACTIONS

- ⊙⊙ **Swim:** Enter an adjacent tile with a flood marker. (Note: no special rules for leaving a flooded tile.)
- ⊙⊙ **Squeeze:** Enter an adjacent Squeeze tile. (Note: no special rules for leaving a Squeeze tile.)
- ⊙⊙ **Dig:** Remove a rubble marker from your tile or an adjacent tile.
- ⊙⊙ **Place Rope:** Make a skill check (⊙). If you succeed, place a Rope on a Ledge or Slide tile.
- ⊙⊙ **Hide:** Make a skill check (⊙). If you succeed, you are ignored when determining the closest character this round. (You can still be hurt if a horror enters your tile anyways.)

UNCONSCIOUS CAVERS

If a caver ever loses all their +, they are unconscious. Unconscious cavers cannot take any actions. If this happens during a caver's turn, they cannot continue and pass for the rest of the round. They become conscious again when they regain at least one +.

2. HORROR PHASE

Any horrors on the board move 1 step closer to the nearest caver, moving through rubble, floods, or squeeze tiles without penalty. Horrors will not target cavers that are unconscious, successfully hid this round, or are on the exit tile. If there are no cavers to target within 7 tiles, remove the horror from the cave. If there is a tie and one or more cavers are the same distance, horrors will target the caver with the lowest rank (number at the bottom right on the caver board).






If a horror ever occupies the same tile as a caver, that caver immediately loses all + and is unconscious.

If there is more than one horror on the board and the order matters for any reason (this is rare), the starting player this round chooses which goes first.

3. HAZARD PHASE

Reveal the top card of the hazard deck. There are five types.

HAZARDS

-  **Tremor:** All conscious cavers not on the exit tile make a skill check (⊙). Cavers that fail lose +.
-  **Flood:** Place a flood marker on all water tiles that don't already have one. Any cavers on flood tiles (including those which already had a flood marker) lose +.
-  **Gas:** Cavers on gas tiles lose ++. Until the next hazard phase, cavers that enter a gas tile lose +++ (including when using the Explore action). Be careful!
-  **Cave-in:** Roll the die. Place a rubble token on all cave-in tile that match the number rolled and don't already have one. If any cavers are on a tile that had a rubble token placed on it, they lose ++++. Cavers cannot enter tiles with rubble tokens.
-  **Horror:** Any horrors already on the board activate as described in the horror phase. If after doing so there are less than three horrors in the cave, spawn a horror on the horror tile closest to a caver. If the caver is on the horror tile, they lose all +.

4. END PHASE

Pass the starting caver marker to the next caver to the left.

OUT OF TIME

Once the Out of Time card is drawn, during all future hazard phases, any caver not on the exit tile must make a skill check (⊙). If they fail, they are consumed by the darkness and removed from the cave.

GAME END

The game ends when either all cavers are unconscious or on the exit tile. Count up the number of cavers that did **not** reach the exit, and your result is Gold (0 cavers left behind), Silver (1 caver), Bronze (2 cavers), or Defeat (3 or more cavers).

ANNIHILATION

SETUP




Place the start tile on the table, and the exit tile on 1 of the 4 sides. (Note that in during gameplay, with the exception of the spaces connected to the starting tile, tiles may not be placed within 1 space of the exit, including on the diagonal.) Shuffle the two unstable cave-in tiles (with 3 numbers) into the cave tile stack. Remove the top 18 cave tiles, and place them in the box without looking. Take the remaining tiles and divide them into four roughly equal piles. Shuffle a bomb tile into the middle 2 piles. Take the bottom 5 tiles off the last pile, and shuffle in a bomb tile. Re-stack all the tiles.

Give the 3 bomb cards to 3 different cavers. Set up the hazard deck and determine the first player normally.

BOMBS

Your goal is to deliver the 3 bombs to the 3 bomb tiles and escape the cave. If the game ends and the 3 bomb cave tiles do not have bomb tokens on them, the cavers lose.

SPECIAL ACTIONS

-   **Place Bomb:** A caver in possession of a bomb card can discard it to place a bomb token.
-  **Transfer:** Transfer an item card to or from a caver on the same tile. (Both players must agree.)

EXTRACTION

SETUP

Shuffle the 2 new horror tiles and the sanctuary tile into the stack during set up. Return the top 3 cave tiles to the box after shuffling, and do not look at them. Shuffle the leaper cards into the hazard deck (following the difficulty guidance) and construct the hazard deck normally.

LEAPERS


Leapers move and spawn in the same way horrors do, and are affected by all abilities that refer to horrors. However, they move faster (the move two tiles towards their target whenever horrors move). They use a Slash Attack when they reach a conscious caver. When they slash attack, the leaper is removed from the cave, and the target (lowest number) caver loses $++$. Note leaper and horror hazard cards move both leapers and horrors.

SANCTUARY

The sanctuary tile cannot be entered by leapers. This should be factored in when determining a closest victim to target. Cavers on this tile cannot be chosen as the closest victim, and horrors or leapers trapped in an area of the cave with no conscious cavers will be removed from the cave when they next try to move.

EXTRACT SAMPLES

As an optional variant, distribute the 3 biosample cards as you choose among the cavers. Your goal is to exit the cave with the 3 biosamples. If the game ends and any biosamples were left in the cave (not with a caver on the exit tile), all cavers lose.

Any caver holding a biosample subtracts 1 from their skill checks (). They can be transferred like other items.

INVESTIGATION

SETUP

Shuffle the 3 item cave tiles into the stack during set up. Return the top 3 cave tiles to the box after shuffling, and do not look at them. Shuffle the doom cards into the hazard deck (following the difficulty guidance) and construct the hazard deck normally. Shuffle the item cards together to create the item deck.


DOOM

When a doom card is drawn, during the next hazard round, resolve it as though it were a "x2" hazard card. (If the next card is an "x2", resolve it normally. If it is a doom card, carry this over to the next round.)


ITEM TILES



















The first caver to enter an item tile draws the top card from the item deck. If an item tile has not been entered, place an item token on it to indicate it is still available.

SPECIAL ACTIONS

-  **Transfer:** Transfer an item card to or from a caver on the same tile. (Both players must agree.)

ITEMS

Some items have to be discarded () during your turn, others are passive, some are reactions to events.

-  **Shovel:** Remove a rubble token from this or an adjacent tile.
-  **Signal Booster:** Another conscious caver can immediately take an action that costs .
-  **Spare Battery:** Your caver skips the "Out of Time" check for a turn.
-  **Flare:** Reveal all adjacent tiles in any order
-   **Adrenaline:** Gain an extra   this turn.
-  **Painkillers:** Regain $++$
-  **Grappling Hook:** Place a rope (no skill check).
-  **Grenade:** Remove all horrors on an adjacent tile.
-   **Explosive:** Place an explosive token to an adjacent tile to remove it. Immediately resolve a cave-in.
-  **Scrawled Map:** If you would place a tile, you may discard that tile and place the next from the stack.
- Body Armor:** Treat this card as an extra $+$. Once lost, it cannot be regained.
- Gas Mask:** If you would be hurt by \mathcal{E} ,  instead.
- Lucky Charm:** $+1$ to all your  rolls.
- Wetsuit:** You can **Move** into tiles with a  marker.