

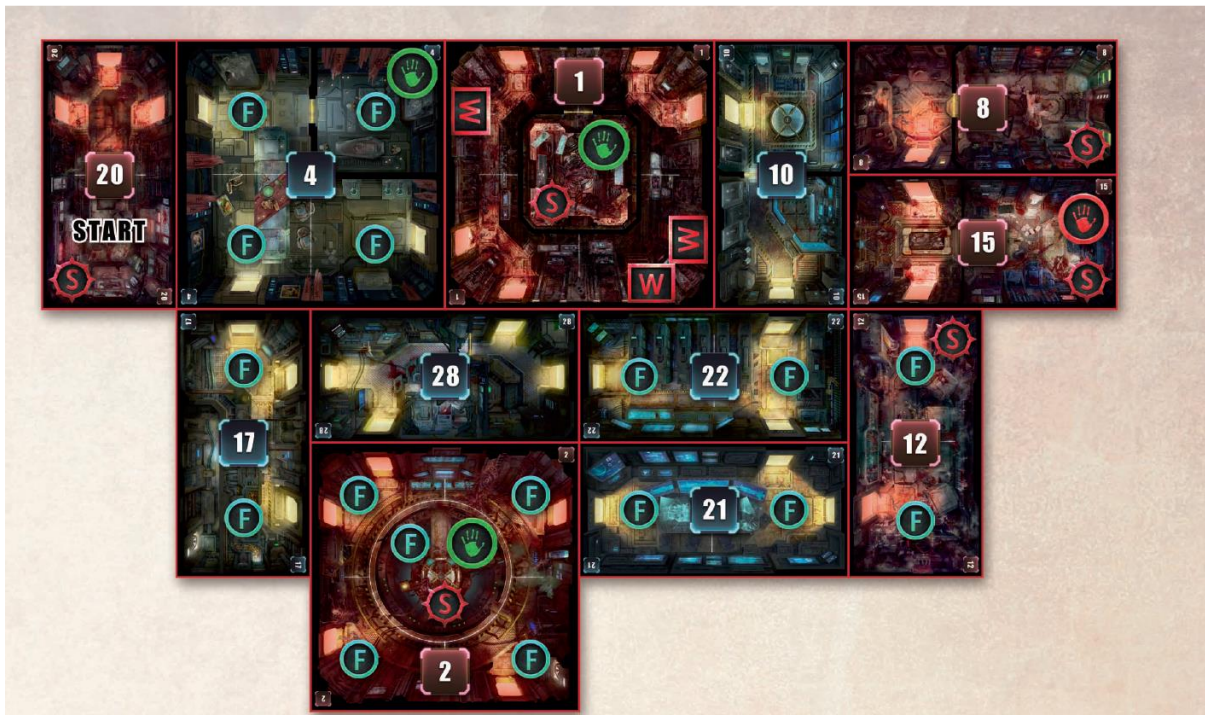
Scenario 1: Crawling Asphyxia 5 turn speed run.

A quick guide on how to tackle scenario one in just 5 turns. Obviously due to the nature of the game no guide is ever going to be exact due to the many random elements in the game such as spawn locations, devour icons monsters, and their activation order etc. So, this is at best a template to show what we are aiming for – whilst factoring in “free actions” to react to your surroundings.

The premise of a speed run is to do the scenario as quickly as possible, before you get completely swamped in monsters and before too many hazards are triggered from the devour track. For this I am using Franklyn, Sam Smith, Felicity and Pris. With just 4 investigators it means each will get either +1 or +2 actions a turn and as this is random I have just alternated it every turn as that kind of balances it out but in practice one character may only get +1 action a few turns in a row whilst someone else gets +2 multiple times – just something to work around.

A few monsters will really scupper this style of play: namely Hysteria, Grudge and Despair which all slow you down but adapting to what the game throws at you is half the fun.

Set-up:– everyone on the start line and it doesn't matter what order the investigators are going to activate in.



Turn 1: Devour a room and spawn 3 monster cards.

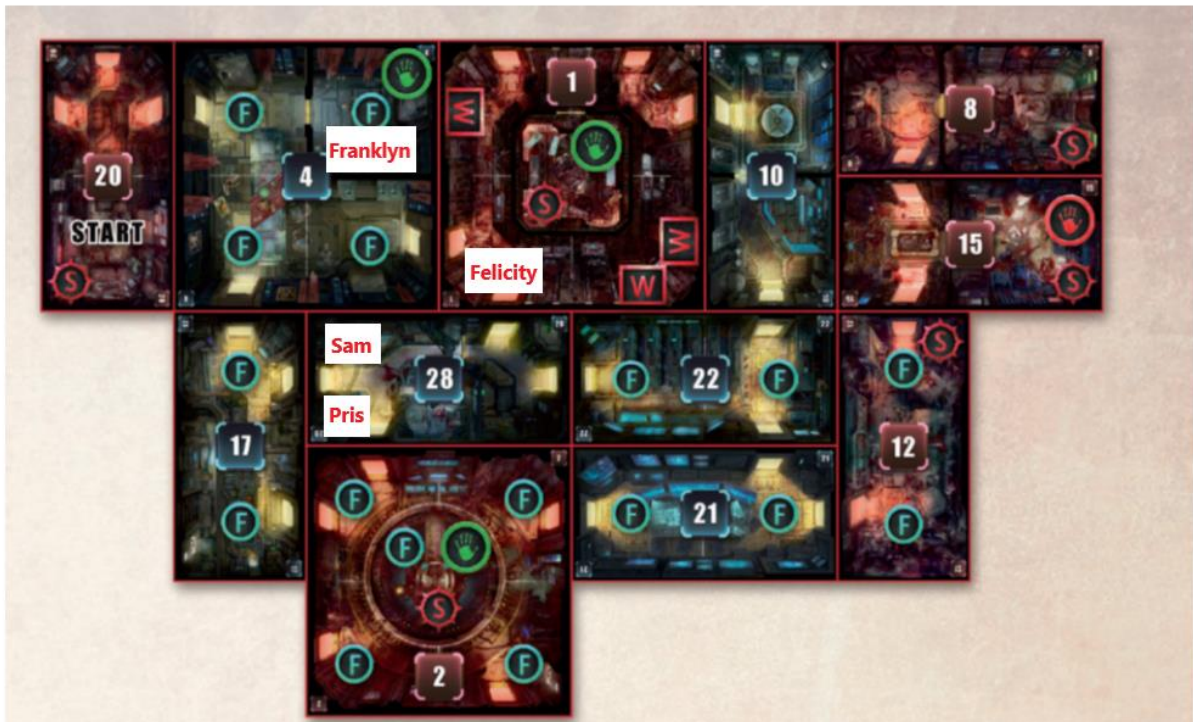
Franklyn +2 – moves to the first clue and makes 2 investigate actions, due to his anti-social rule he can roll an extra dice so increasing the chance of a single success from 1/3 to 2/3 and also opens up the possibility of a double success. With three sanity and rolling 4 dice we are aiming for 3 success makers straight away. This takes his oxygen down to 3.

Felicity +1 – she simply runs forward – heedless of the hazards.

Pris +2 She copies Sam and uses his ability to bring Sam along with her 3 spaces, then simply moves another 2.

Sam +1 He rests to clear the sanity given to him by Pris then moves 2. He also uses his ability to move monsters to draw something away from the clue token in room 1 or to break up groups of high trap monsters forming in rooms 21,12 or 15. He has a spare action so lock a door, search or shoot a monster totally up to you.

By the End of turn 1 investigators should be around here on the map.



Turn 2: Devour a room and spawn 3 monster cards.

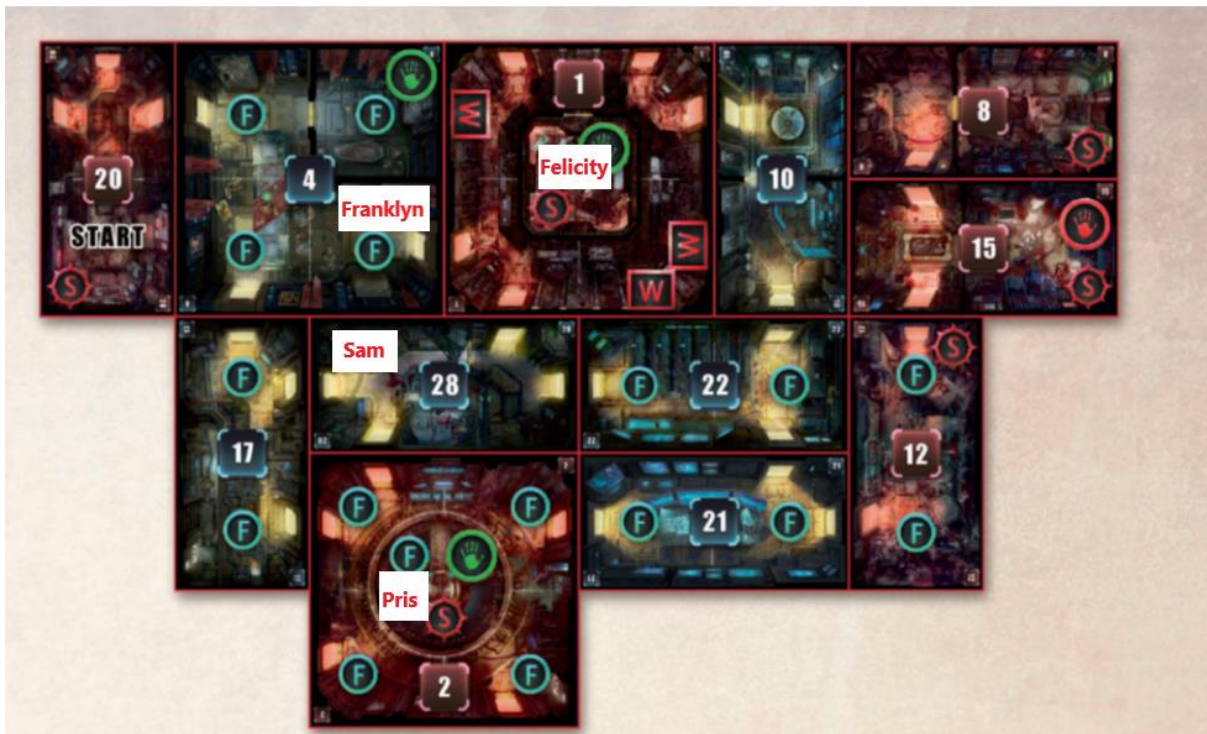
Felicity +2 move onto the clue token, and perform 3 investigate actions with a spare action for a rest – chewing through potentially 6 sanity and the original 3 dice should give enough re-rolls to put down 3 success tokens (9 dice rolled and 1/3 chance of success.)

Pris +1 copies Franklyn moves twice to the underwater clue token and is now anti-social and can roll two dice on that clue token – again aiming for three success but if you only manage 1 or 2 it's not the end of the world. She should end with her oxygen on 3.

Sam +2 He can literally do whatever he wants with all his actions this turn – potentially just secure the immediate area and using his ability to move a monster away from the fragile Felicity.

Franklyn +1 could really do with +2 actions this turn to get out of the water but not everything goes to plan. Pick up objective and move which ends his turn with his oxygen at -1.

By the End of turn 2 investigators should be around here on the map. (not I have not moved Sam as all his actions are free to use including some movement but he doesn't want to stray too far from room 28.



Turn 3: Hazard -1 oxygen and maximum oxygen set to 5. Spawn 2 monster cards.

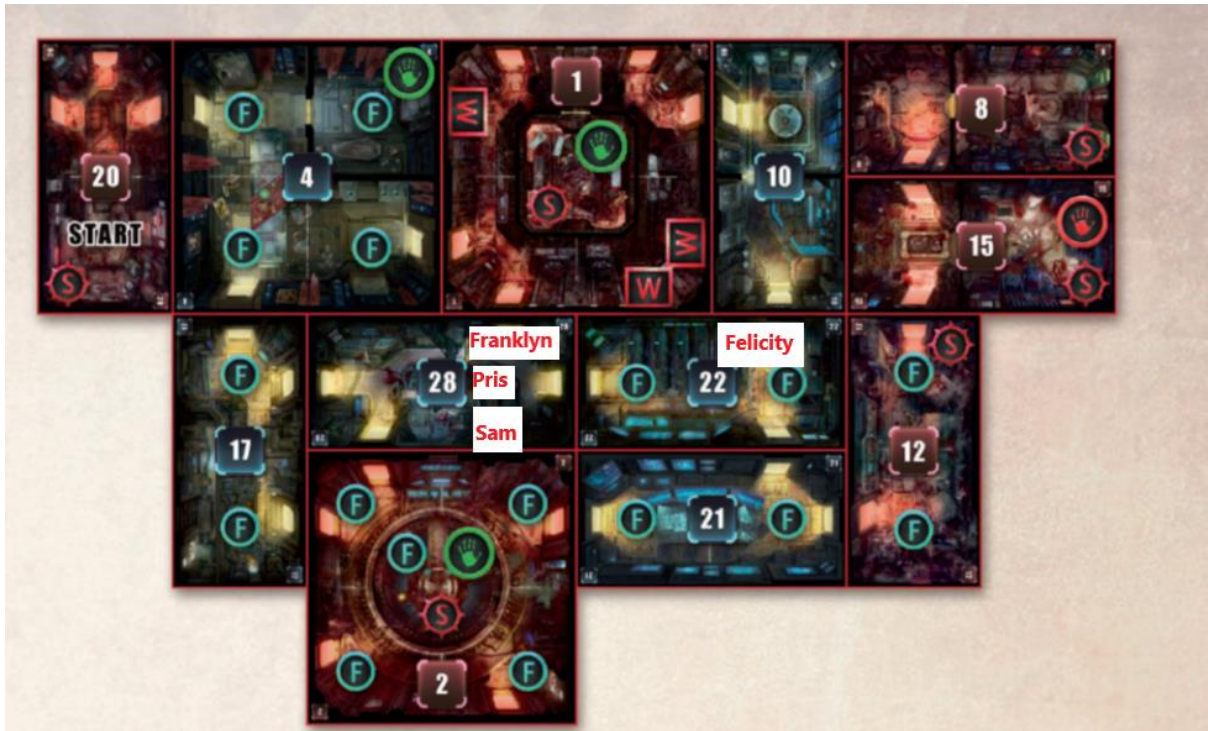
Pris +2 if she still needs success tokens copy Franklyn, if she doesn't then copy Felicity – need to get that clue token this turn and move back into room 28 restoring her oxygen.

Sam +1 apart from moving to the other end of room 28 he is free again to do whatever he wants – again trying to stop high trap groups forming in rooms 21,12,15 and move stuff away from Felicity.

Franklyn +2 the lowest his oxygen gets is -3 which means he might take some damage but otherwise move into space 28 get your breath back, have a rest to restore sanity and still have a spare action. (

Felicity +1 pick up that clue token and start running.

End of turn 3 you should have all 3 clue tokens, and be prepping for the final gauntlet.



Turn 4: Devour a room and spawn 3 monster cards.

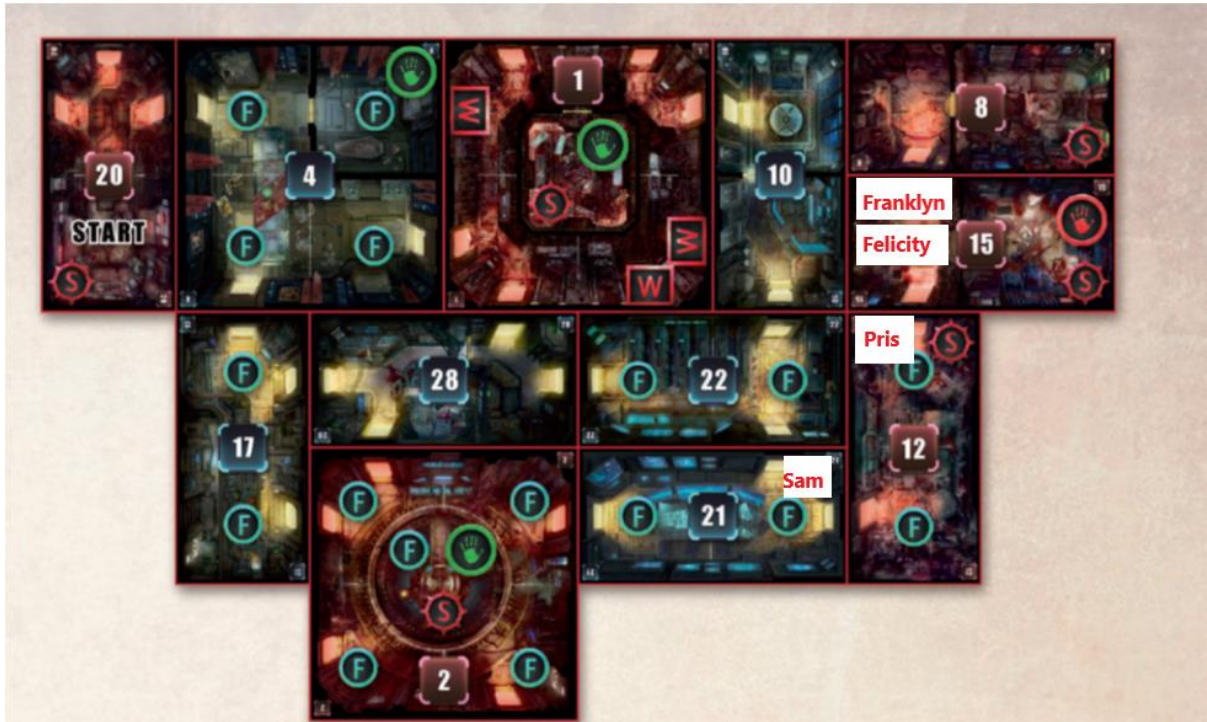
Sam +2 pick up and carry Franklyn who is the slowest clue carrier 3 spaces then 2 spare actions, 1 of which is likely to rest to clear sanity or just double attack and clear sanity by turning it into madness. Keep those monsters moving breaking up big groups. Oxygen counter ends on either 1 or 2 depending on if decide to rest.

Franklyn +1 - move 3 spaces and stab a monster on the way with your drill (Using re-rolls if needed.)

Felicity + 2 run through the flooded corridors and with your extra actions perhaps make an attack or two or rest, and heal up.

Pris +1 Copy Felicity and go running through the water and should be able to get almost out – with oxygen ending on 1.

End of turn 4 and the end is in sight.



Turn 5: Devourer a room and spawn 3 monster cards.

Just get those investigators on the end point and drop off the clues – simples.