

STAY AWAY!



A Contagious Horror Game
Can You Trust Your Friends?

COORDINATES: 47°9' S 126°43' W
FIRST RADIO TRANSMISSION: 07:21:03

07:21:06 - **Dr. Campbell:** Hello ... Bzzz ... Hello ...
Archaeological Research Center of Providence, Rhode
Island. Is anyone listening? We haven't heard from
you for days. Can you hear us? Over.

07:21:15 - **Jack Burton:** Jack Burton reporting from the
island of R'lyeh. I think this will be the last time
you hear ... Bzzz ... my voice. There is something in this
place, something eternal and great. I can't explain
it, but for sure it comes from the sea and it smells
like a decomposing body. It is something unclean and
unknown. I think it's buried right here, where we
built this log cabin... I fear that our presence has
awoken it and... and... This Whiskey sucks! Everyone
here seems to have gone mad, I can no longer trust
anyone... now I am alone, but I had to do it! I had to
save myself at least I... but I don't think that I have
succeeded. I ... Bzzz ... I don't know who I am anymore
or what the hell that thing is that I locked up in
the closet. Please don't try to find me! Don't come ...
Bzzz ... here ... Bzzz ... you won't find me, but something
that looks like me ... Bzzz... don't trust anyone ... Zzzz
... KOFF! PTUH! BBBLUBB ... and anyway ... KOFF! KOFF!
... stay away from the storage room!

07:22:02 - **Dr. Campbell:** Jack? What is it that you had
to do? Stay calm, we will immediately send a second
expedition to find all of you. We have checked
the coordinates and everything coincides, you're
definitely on the R'lyeh island! It has finally been
revealed! The Bloop, I knew it! It's wonderful, perhaps
we are getting closer to it! Can you confirm this?
Jack? Jack!

07:22:13 - **Jack Burton:** Sure, wonderful... tell my
wife and my daughter that I love them... Over and
out.

*Ph'nglui mglw' kaþh
Cthulhu R'lyeh
vngah' mglw' kaþh*

BAANG

07:22:17 - **Dr. Campbell:** Jaaaack!!!

From this moment onwards, YOU are the stars of the story!

You are part of the recovery team sent to the emerged island to investigate what happened to the archaeological expedition. As soon as you arrive on the island, you are caught in a violent storm that forces you to take shelter in a rickety shack. You quickly realize that this is the outpost of the first team: Inside, you find Jack's lifeless body lying over the radio with a revolver in his hand.



At the end of the corridor stands what appears to be the door to the storage room that Jack talked about during his last radio transmission. It hangs limply on one hinge, the boards that were barricading it closed shattered into fragments. In the middle of the room, the floorboards have been torn up, revealing what—at first glance—appears to be a well full of dirty water, from which emerges a sickening smell.

Terrified by the thought that... something... might escape from the well, you bar the door. You don't yet realize that something has already escaped from the storage room, and now it is among you. In fact, **it is one of you!**



Among your companions, The Thing hides. Keep your eyes open, don't trust anyone, and... **STAY AWAY!**

CONTENTS OF THE BOX

This rulebook + 108 numbered cards

THE GOAL OF THE GAME

At the beginning of the game, all players are "Human", but during the game some of them will change, creating two opposing factions:

A) The Humans

The archaeologists are looking for "The Thing". Their goal is to work together to find the Thing and the Infected.

B) The Thing and the Infected

One Human will become The Thing on the first turn. Its goal is to destroy all the Humans, turning them into Infected allies or eliminating them from the game.

GAME PREPARATION

There are two types of cards, recognizable by different backs (**STAY AWAY!**, and **PANIC!**), that are combined to form a single deck.

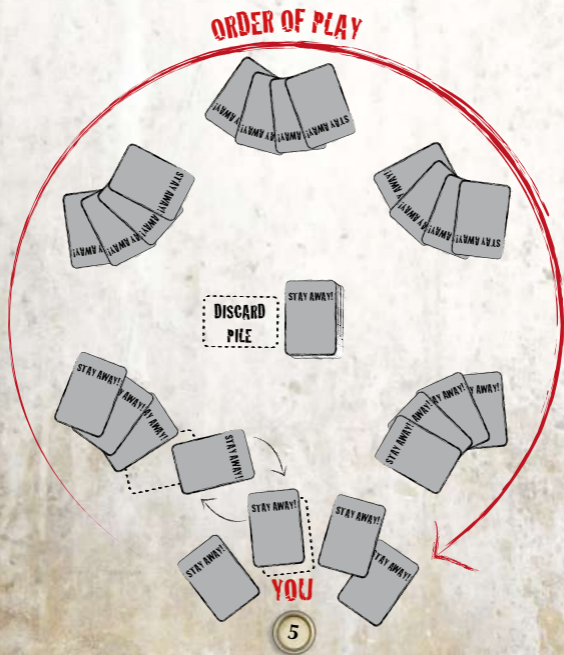
Before starting the game, you must build the deck, following these steps in order:

- 1) "The Thing" card is unique and has no number. It must always be included in the deck.
- 2) The other cards you must use depends on the number of players: all cards with a number in the bottom right corner greater than the number of players are returned to the box and are not used in the game (e.g., in a 6-player game, you must discard all the cards with numbers from 7 to 12. You only use the cards numbered from 4 to 6 for the game).
- 3) From the remaining cards, temporarily set aside the "Infected!" cards, the **PANIC!** cards, and "The Thing" card.
- 4) Take at random a number of cards (from those left in the deck) equal to four times the number of players minus one (e.g., in a 6-player game, choose $6 \times 4 - 1 = 23$ cards). Shuffle "The Thing" card (previously set aside) with these cards and deal 4 to each player to form their starting hands.
- 5) Shuffle the rest of the cards in the deck with the "Infected!" and **PANIC!** cards set aside earlier to form a single draw deck and place it face down in the middle of the table.

PLAYING THE GAME

Players must keep the cards in hand hidden (unless a card instructs them otherwise). Discards are placed in a face down pile next to the draw deck. The game is played in turns. At the beginning of the game, play passes clockwise, starting with the player to the left of the dealer (this may change during the game). On your turn, you must follow these three steps, in order:

- 1) Draw one card from the deck and add it to your hand.
- 2) If you draw a **PANIC!** card, you must play it immediately and discard it (face down) after you use it.
If you draw a **STAY AWAY!** card, you must then chose one of these two actions:
 - A) Discard one card from your hand to the discard pile (face down); or
 - B) Play one **STAY AWAY!** card from your hand, follow its instructions, and discard it to the discard pile (face down).
- 3) Choose one **STAY AWAY!** card from your hand and offer it to the next player in the order of play. That player **must** choose a **STAY AWAY!** card from his hand and exchange it for yours (without revealing either card).
If there is an "obstacle" between you and the next player (such as a "Barred Door" or "Quarantine"), you do not exchange cards.



After you complete all three steps, your turn is over and the next player begins his turn.

Note 1: The **exchange** at the end of your turn always takes place with the cards face down, and always with the next player in turn order, unless a card says otherwise.

Note 2: When you play a card, it **can only be played** on the adjacent player of your choice (to the left or to the right), unless the card says otherwise.

Note 3: All discarded cards are always put in the discard pile facedown. If the deck of cards runs out, reshuffle the discard pile and form a new deck.

THE ROLES

During the game, you will have one of three different Roles:

1) HUMAN

At the beginning of the game, all players are Humans except the player who receives "The Thing" card in the first round.

As a Human, your goal is to identify which player is The Thing and roast it with a "Flamethrower" card.

You remain Human until The Thing passes an "Infected!" card to you.

If a Human draws an "Infected!" card from the deck, he is not Infected. You cannot exchange that card with another player, but must hold it or discard it normally. But, if another player passes an "Infected!" card to you (who must be The Thing because only The Thing can do that!), you become Infected and take on that new Role.

Playing Hint: The cards in the deck can be used to protect yourself, change your seat around the table, provide clues about the roles of the other players, or reveal your own cards to prove you are not Infected so the other Humans do not eliminate you by mistake. To help you win, you should follow the game closely and try to figure out who you are fighting against and who you can team up with to eliminate the Infected and The Thing!

2) INFECTED

A Human who receives an "Infected!" card during a card exchange becomes one of the Infected. You cannot discard your "Infected!" card. You are now an ally of The Thing and must take care that its identity is not revealed, trying to confuse its opponents and sow suspicion among the Humans.

If you draw another "Infected!" card from the deck (in addition to the one you were passed by The Thing), you may discard it or hold it to pass along to The Thing. But you cannot exchange that card with any Human or Infected player.

Note: An Infected player will always have an "Infected!" card in his hand.

3) THE THING

One player will be dealt "The Thing" at the start of the game. From that moment on, that player assumes the Role of The Thing. You cannot discard or exchange "The Thing".

The Thing's goal is to annihilate the Humans or turn them into Infected by passing them an "Infected!" card.

Only The Thing can infect others players by exchanging "Infected!" cards with them. So, The Thing is the only player who will know the Roles of every player in the game, and will be the only one who can declare at the end of the game that there are no more Humans in play.

The Thing can exchange "Infected!" cards with "Infected" players. To survive, The Thing must try to hide its identity and cast suspicion on the others, so the Humans can't locate it (and roast it).

Note: During the game, it is perfectly legal to talk to the other players. You can announce your identity or bluff by making false declarations to cast suspicion on the others, but you must never show your cards to anyone (unless you are required to by a card). It's up to the other players to decide if they trust you or not, judging your behavior and choosing whether to join you, eliminate you, or run away!

LOOK OUT!

You cannot hold more than three "Infected!" cards in your hand. At the beginning and at the end of your turn, you will **always** have exactly four cards in your hand.

ELIMINATION

The "Flamethrower" is the only card that can be used to eliminate another player, regardless of their Role.

If you suspect that a player next to you (right or left) is part of the opposing team, you can play this card to eliminate him.

Unless that player has a "No Barbeque!" card in hand, he is eliminated from the game. He must put all of his cards on the discard pile without revealing them.

THE END OF THE GAME

The game ends as soon as:

A) The Thing is eliminated from the game.

All players declare which side they are on (by revealing their cards). All Humans still in the game win as a team. The Thing, all Infected, and all eliminated players lose.

B) No Human remains in the game.

The Thing can declare that there are no Humans left. All players must declare which side they are on (by revealing their cards). If he is correct, the Thing and any Infected still in play win as a team. All eliminated players lose. Except, if the last Human in the game was Infected, that player still counts as being Human and loses the game!

Special Case 1: *In the exceptional situation where The Thing is able to infect all the other players and no Humans have been eliminated from the game, The Thing is the only winner and everyone else loses!*

Special Case 2: *If The Thing declares victory, but other Humans are still in play, the latter can reveal their identity and win the game, while The Thing, the Infected and all the eliminated players lose.*

STAY AWAY! CARDS

The **STAY AWAY!** cards are part of the deck and once drawn must be added to your hand, and can be played at an appropriate time. They can be divided into four types, based on their effects: CONTAGION, ACTION, DEFENSE and OBSTACLES.

CONTAGION CARDS

These cards cannot be played or revealed to the other players (unless required by a card effect).

The Thing - You are "The Thing" and your goal is to infect or destroy the Humans. You CANNOT discard or exchange this card, even if a card effect asks you to.

Infected! - If you draw this card you are not Infected and you can discard it at your discretion. But remember: if anyone catches you with this card they will think that you are Infected!

If you are a Human, you can never give it to another player!

If another player passes "Infected!" to you (only The Thing can do that), you are Infected and you can give other "Infected!" cards to The Thing (only). But remember that you must always keep at least one "Infected!" card, and you may NEVER discard or exchange this card, even if a card effect asks you to.

ACTION CARDS

You can only play these cards during your turn, never as a response to another card. They must be discarded after use.

Flamethrower - This is the only card that can eliminate an adjacent player.

Analysis - If you play this card on an adjacent player, he must show you all the cards in his hand.

Axe - You can play this card on yourself or an adjacent player to remove a "Barred Door" or "Quarantine" card affecting that player.

Suspicious - Choose one random card from an adjacent player and look at it, then return it.

Whiskey - Show all your cards to all the players. This card can only be played on yourself.

Resolute - Draw three **STAY AWAY!** cards, take one into your hand and discard the others. Then, play one card or discard one. You may play another "Resolute" card in the same turn. If there are **PANIC!** cards at the top of the deck, you must discard them without looking at them, until there are three **STAY AWAY!** cards to choose from.

Watch Your Back - Reverses the order of play. So, if play was passing to the left, it now passes to the right. This affects both the turn order and the exchange of cards.

Change Places! - Physically exchange your place at the table with a player next to you (unless you are blocked by an obstacle, such as "Quarantine" or "Barred Door"). Take your hand of cards with you when you change places. From now on, your place in turn order changes and you will exchange cards with your "new" neighbors.

You'd Better Run! - Physically exchange your place at the table with any player who is not under the effects of "Quarantine", ignoring any "Barred Door" cards on the table. Take your hand of cards with you when you change places. From now on, your place in turn order changes and you will exchange cards with your "new" neighbors.

Seduction - Exchange one card with any player who is not in Quarantine, then your turn ends.

DEFENSE CARDS

These cards can only be played in response to an action taken by another player or a **PANIC!** Card effect, and are discarded after use. After playing a Defense Card, you must immediately draw a replacement from the deck. If there are **PANIC!** cards on top of the deck, you must discard them without looking at them, until you draw one **STAY AWAY!** card to add to your hand.

Scary - You can only play this card in response to a card

exchange offer. Refuse a card exchange requested by any player or card effect. Look at the refused card, then return it.

I'm Comfortable - You can only play this card in response to a "Change Places!" or "You'd Better Run!" card. It cancels the effects of that card.

No Thanks! - You can only play this card in response to a card exchange offer. Refuse a card exchange requested by any player or card effect.

Missed! - You can only play this card in response to a card exchange offer. Refuse a card exchange requested by any player or card effect. The player next to you (in turn order) must exchange cards instead of you. If there are "obstacles" in the way (such as a "Barred Door" or "Quarantine"), no exchange takes place. The player next to the one who started the exchange takes the next turn.

No Barbecue! - You can only play this card in response to a "Flamethrower" card to avoid being eliminated from the game.

OBSTACLE CARDS

These cards let you isolate yourself or another player. They remain in the game until removed by another card.

Quarantine - You may play this card on yourself or an adjacent player. For the next three rounds, the player "in Quarantine" can no longer exchange cards, play **STAY AWAY!** cards, or be the target of any **STAY AWAY!** cards played by other players.

If you are in Quarantine, you still draw a card each turn. If you draw a **STAY AWAY!** card, add it to your hand, then discard one card (you may not play any cards). If you draw a **PANIC!** card, you must play it immediately, as normal.

In either case, your turn ends without exchanging cards. Other players also may not exchange cards with you during their turns. A "Quarantine" card can be removed and discarded before three rounds pass by the play of an "Axe" card or the effects of some **PANIC!** cards.

Barred Door - You may play this card on the table between you and an adjacent player. The two of you can no longer take actions that target each other (playing cards, exchanging cards, and changing places). It remains face up between you and the chosen player until it is removed by an "Axe" card or a **PANIC!** card effect.

If players change places because of another card effect, the "Barred Door" remains in its original position on the table (the players affected by it may change as a result).

PANIC! CARDS

The **PANIC!** cards are part of the deck. They are random events that can add suspense during the game.

If you draw a **PANIC!** card during the draw phase of your turn, you must play it immediately, discarding it after you follow the instructions. **PANIC!** cards can never be part of your hand.

You can only play a **PANIC!** card during the draw phase at the beginning of your turn.

If you need to draw because of the effects of another cards (i.e., "Defense" cards, "Resolute", or some **PANIC!** cards), all **PANIC!** cards on top of the deck must be discarded without looking at them, until it is possible to draw a **STAY AWAY!** card and add it to your hand.

ADVANCED RULES

1) To increase the suspense among players, "The Thing" card can be inserted into the deck instead dealing it at the beginning of the game (especially recommended for 4 to 6 players).

2) To increase the difficulty of the game to the advantage of The Thing or Humans, it is possible to increase or decrease the number of "Infected" cards in the deck, at the discretion of the players.

3) To increase the difficulty of the game to the advantage of The Thing, the "Flamethrower" and "Analysis" cards can be added to the deck during Step 5 of setup, instead of dealing them out at the beginning of the game.

4) To increase the strategic component, a player can only use the "Seduction", "You'd Better Run!", "Can't We Be Friends?", and "Get Out of Here!" cards on a player to his right or to his left, unless there is a Quarantine or a Barred Door between the two players, **in both directions**.

5) More advanced players are free to build the deck to their liking by changing the cards used in the game.

6) VENGEANCE MODE: if The Thing is eliminated, and there are both Humans and Infected still in the game, the game does not end. Instead, the two factions have to fight it out until all of the Infected or all the Humans have been eliminated.

The Thing (who alone can know all the roles) can still follow the game and give directions to the other players, at its discretion, without ever explicitly stating the roles of the other players. The Thing will declare the end of the game when all the Humans or all the Infected have been eliminated. All surviving players (Human or Infected) win, while all eliminated players lose.

STAY AWAY!

www.stayawaythegame.com

CREDIT'S



STAY AWAY! was created by
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A big "thank you" to **Kickstarter** and all the **494** backers infected by **STAY AWAY!**

Thanks to the following backers and friends, for putting their faces in our illustrations:

Michele Benvenuti - "Infected!" card n° 4
Alessia Valentina Coppola - "No, Thanks!" card, as well as the illustrator of this card
Rogério De Leon Pereira - "Infected!" card n° 3
Piero Landolfi - "Whiskey" card and speaking voice for the promotional video clip
Stephen Pollei - "Flamethrower" card
Antonio Ferrara and **Sebastiano Fiorillo** - "Change Places!" card, as well as the game designers... now you know who to blame!

Thanks to the following backers for their sincere and selfless support:

Sylvain Daraiche, Stéphanie Gagnon and **Nicolas Hartmann** - French Print & Play translation
Michael Jaegers - German Print & Play translation
Jonas Runkel - German and English Print & Play translation
Miguel Vinas Gutierrez - Spanish Print & Play translation
Ken Stojevich - The backer faster than all the rest!

Thanks to the following blogs, websites and entertainment centers for playtesting and previews:

Balena Ludens, Board Game Geek, Giochi e Giocatori, Giochi sul Nostro Tavolo, Gioconauta, Gioconomicon, I Giochi di Cthulhu, Inventori di Giochi, La Tana del Goblin, Ludoteca Pesaro in Gioco.

A special thank you is for all our families, friends and all the people who helped us to realize this game:

Pasquale Acunzo, Valeria Amoruso, Domenico Ascione, Mariano Buono, Liberata Cozzolino, Martina Di Costanzo, Vittorio Di Sapio, Domenico Ferrara, Luigi Ferrara, Manuela Ferrara, Denise Fiorentino, Stefania Fiorillo, Marina Gentiluomo, Giovanni Guida, Cira Improta, Katia Manfellotto, Giulia Mendone, Roberta Mendone, Lucia Petti, Mariarosaria Pucci, Mariagrazia Ricci, Antonio Vecchione, Andrea Vigiak and all the **Pendragon Game Studio** staff.

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