



LOCKDOWN



Summer 2023, South of the United States of America.

No one knows exactly how things started. Nothing like any common scenario from Hollywood: no nuclear catastrophe, no viruses created secretly in a lab, no chemical weapons.

It seems to be Nature, instead, that changed herself, for no reason. This end of summer, the nights started to be longer, a first warning sign for the scientists. Then the leaves from the trees darkened and long threads of blackish moss crawled like a disease towards the cities, contaminating parks and bushes, leaving behind a pungent smell of rot, entering our homes.

Then, everything went so fast, the corpses that were found dismembered and devoured in the empty lots, the hysterical messages on social networks, the appearance of the first Monsters, more and more of them, the useless deployment of the army, the depletion of the supply, the bunkers and useless hideouts, the howling anywhere at all times, the collapse of the world.

By chance, you have managed to save your loved ones and find refuge in a mall spared by the madness: iron curtains are still protecting you and there are a few cans left on the shelves.

Yet, the fight will resume soon: you sometimes hear that rustling sound of crackling leaves signalling the proximity of creatures – the place is surrounded, the stench lurks and the Monsters will soon find a way to enter.

But the danger is also on the inside among these families that settled here the same time you did, ready to loot and betray if needed. How will you survive?

Lockdown is a semi-cooperative game that takes you into a horrific world full of Monsters of whom you know nothing... besides their voracious appetite for our skinny little human bodies. Semi-cooperative means you win alone, but you will need to help others to reach that end. You will create temporary allies, you will lie, you will betray only so that your family can survive.

In a world in ruins, the Monster is not always the one you think.

Game components

6 **Monster dice (A)**
1 **Monsters arrival box (B)**
6 numbered **Location tiles from 1 to 6 (C)**
1 **Cold storage tile (D)**
25 **Monster tiles (E)**
24 **Character tokens (F)**
6 **Screen cards (G)**
6 **Map cards (H)**
1 **Security badge token (I)**
1 **Martyr token (J)**
6 **Movement tokens (K)**
23 **Object cards (L)**
21 **Epilogue cards (M)**
1 Rulebook

Glossary

Screen (G): refers to the matching card picturing a phone screen displaying a picture of your family and your colour.

Location (C): refers to the zones of the mall in which the Characters may move. Each location has a limited number of spots, except for the *Parking lot*, *Location 6*.

Monster (E): refers to the Monster tokens. Therefore “Add 1 Monster” means add 1 Monster token.

Map (H): refers to the Map card that indicates the Location for the movement of one of your Characters.

Character (F): refers to the Character tokens. The Characters are members of a family of 4: Blocker, Leader, Weeper and Useless. These are the nicknames of your family members with a direct connection to their ability or weakness. These words are used in a neutral way to refer to your Characters, male and female (cf. “Introduction to the family”, p. 4).

Setup

Welcome to your new home!
One magnificent mall with all commodities
you would wish for!
Beware, do not slip on the blood puddles...



1. Place the 6 *locations* at the centre of the table, as indicated in the diagram below.

2. Make a pile of Monster tokens.

3. Shuffle the Object cards and put the deck of cards face down in the matching slot below the *Parking lot*, *location 6*. Leave the Epilogue cards in the box, you will only need them at the end of the game. Be careful not to read them before you are told to do so.

4. Place the *Cold storage* on the table with 1 die on each indicated spot.

5. Give the Martyr token to the youngest player around the table.

6. Give the Security badge to the oldest player around the table, and also give the Monsters arrival box and the 4 remaining dice.

7. Each player picks a colour and takes the matching components: the Screen card displaying a picture of his or her family, the 4 Character tokens and the Map card. Then, everyone draws an Object card, and takes a look at it without showing it to the other players.



In a game with 4 players or more, put the Useless back in the box.

8. **Starting places:** one after the other, clockwise, starting with the player with the Security badge:

- throw as many dice as you have Characters,
- pick 1 die, put it aside and place 1 of your Characters in the Location matching the result of the die. If it is not possible because the Location has reached its maximum capacity, the Character is placed in the *Parking lot*, *location 6* (cf “Anatomy of a location”, p.4).

Important : a die can only be used to place a single Character.

Then place all your Characters and pass the dice to the next player clockwise. Proceed in this way until all the Characters of all the players have been placed in locations.

9. **The arrival of Monsters:** roll 4 Monster dice and add 1 Monster in every matching location, then:

- add 1 Monster in the location with the most Weepers. In case of a tie, add 1 Monster in every location with the most Weepers.
- add 1 Monster in the location with the most Characters. In case of a tie, add 1 Monster in every location with the most Characters.

In a 5 player game:

Nicolas is the last player to place his Characters; he rolls 3 dice as he owns 3 Characters. He places his Blocker in location 3, his Weeper in location 2 and his Leader should be placed in location 1, but as it is already full, he places it in location 6.

For the arrival of the Monsters, 4 dice are rolled and 1 Monster is placed in location 1, 1 in location 3 and 2 in location 5.

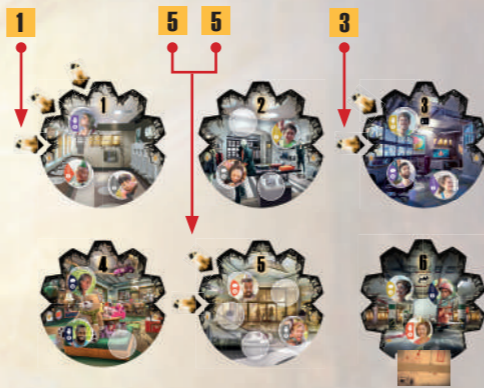
As the location 1 has the most Weepers, 1 Monster is added there.

As the locations 1, 3 and 6 have the most Characters, 1 Monster is added in each of those 3 locations.

Placement of Nicolas' Characters




Monsters arrival



Anatomy of a location

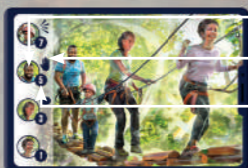
Each of these tiles represents a location in the mall.

Each location has a limited number of Character spots .

The *Parking lot*, location 6, is an open location that can contain as many Characters as you want. However, it offers no protection.



Introduction to the family



Portrait

Ability

Victory points in case of survival



Recto: victory points in case of survival



Verso: does not participate in the vote



BLOCKER

Strength 2

- 1 Vote for the votes
- Count for 5 points if still alive at the end of the game.

Kindness and positivity characterise you. You sincerely think that mutual assistance can get you out of there. The spirit of solidarity you infuse in people around you makes you efficient in preventing the Monsters from entering the locations.



LEADER

Strength 1

- 2 Votes for the votes
- Count for 3 points if still alive at the end of the game.

Charisma and oratorical talent, your two favourite weapons to do well in this place. You have a family to save and you would rather have the other ones dead instead of yours.



WEEPER

Strength 1

- 1 Vote for the votes
- Attract the Monsters in the location where there are the most Weepers
- Count for 7 points if still alive at the end of the game.

Full of good will, these little beings are the future of humanity and their life is very valuable. But they are not well fitted for this Monster inhabited world yet and they cry a lot... that agitates the Monsters... and sometimes, to survive, you have choices to make.



USELESS

Strength 1

- 1 Vote for the votes
- Has no ability
- Count for 1 point if still alive at the end of the game.

Not strong enough to retain the Monsters, not enough self-confidence to turn the tide in tense situations. You love your children but they are truly useless in this horror. You knew you should have only made one of them!

In a game with 4 players or more, put the **Useless** back in the box.

Overview of a turn



1. WHO CAN SEARCH THE TRUCK IN THE “PARKING LOT”, LOCATION 6?

Vote for the player that will search the truck. The elected player draws 3 Object cards, keeps 1, gives 1 to any other player of his or her choice and puts the last one face down in the box.



2. WHO TAKES THE SECURITY BADGE IN THE “SURVEILLANCE ROOM”, LOCATION 3 ?

Vote for the player that will obtain the Security badge. This player will put the dice underneath the Monsters' arrival box, shake it, and take a look at the dice, without revealing them to the other players.



3. WHERE TO GO?

The player who has the Security badge indicates where he or she goes thanks to his or her Movement token and Map card. Listen to his or her advice and choose secretly the location to which you want to move.



4. OVER HERE!

Lift the Monsters arrival box to reveal the dice and, starting with the owner of the Security badge, move 1 of your Characters to the designated location on your Map.



5. THEY'RE COMING!

Place 1 Monster in each location matching a side of a revealed die. Add 1 Monster in every location with the most Weepers and the most Characters.



6. THEY'RE TRYING TO GET IN!

Resolve each location in increasing order by comparing the Strength of the Characters currently in the location to the Strength of the Monsters around it. If the Monsters are coming in, proceed to a vote to know which Character is devoured.

There is an exception for the *Parking lot*, location 6, the Strength is not taken into account. For each Monster- around the Parking lot, proceed to a vote.



7. END OF THE TURN / END OF GAME

Check if a location is fully surrounded by Monsters. If this is the case, close it, put the Monsters back in the supply and send all the Characters there to the *Parking lot*, location 6.

Check if the end of game trigger has been met, which is, if there are X Characters or less in play (X = the number of players). If yes, proceed to the scoring phase and the epilogue. Otherwise, start a new turn.

THE VOTES

It will surely be okay.. You just need to avoid being betrayed.

Throughout the game, you will have to vote in the different locations. To participate in a vote, you must own 1 Character in the location where the vote is happening. Reminder: Each of your Characters gives you 1 Vote except for the Leader that gives you 2.

A vote is divided in two steps:

- **Discussion step:** express yourself, announce your intentions, lie, ask for help, play as many Object cards as you want. You may promise anything you want without being true to your word -later (for instance: your support for the next votes, etc). You are not allowed to exchange Object cards. Once everyone has been able to express themselves, go to the next step.

- **Designation step:** during this step, no cards can be played. Count to 3 then point simultaneously at the player of your choice. You may vote for yourself.

The player designated by the majority wins the vote. The player with the Martyr token resolves the ties even if he or she has no Characters in the location where the vote is currently happening.

Winning a vote may be positive as in step 1 "SEARCH THE TRUCK" and step 2 "TAKING THE SECURITY BADGE" but also negative when you resolve the Monsters attack as in step 6 "THEY'RE TRYING TO GET IN!".

Turn sequence

Each turn represents a day in the mall. Each day, there will be mandatory chores to be prepared for the night. Because, as the sun sets, the Monsters break loose and try to find a way in to devour you.



1. WHO CAN SEARCH THE TRUCK IN THE PARKING LOT (LOCATION 6)?

This vote only involves the players who own at least 1 Character in this location.

- A. You have to vote to designate the player that will search the truck (cf “The votes”, p.5).
- B. The elected player draws 3 Object cards, keeps 1, gives 1 to any other player and puts the last one face down in the box.

- You may give an Object card to a player who has no Characters in this location.
- There is no limit to the number of cards you may own.
- Do not reveal your Object cards, you may take a look at them whenever you want but keep them face down, reveal them only when you play them.

SPECIAL CASES

- If there are no Characters in the location, there is no vote and nobody searches the truck.
- If the Object deck is empty, there is no vote and nobody searches the truck.
- If there are only 2 Object cards left, the elected player keeps 1 card and gives the other to any other player of his or her choice.
- If there is only 1 Object card left, the elected player keeps the card or gives it to any other player of his or her choice.

The objects will give you a significant advantage to allow your family to survive. Lie, betray, make alliances to obtain them!



2. WHO TAKES THE SECURITY BADGE IN THE SURVEILLANCE ROOM (LOCATION 3)?

This vote only involves the players who own at least 1 Characters in this location.

- A. You have to vote to designate the player that will take the Security badge (cf “The votes”, p.5).
- B. The elected player immediately takes the Security badge and places it in front of him or her.
- C. The owner of the Security badge places the available Monster dice underneath the Monster arrival box and shakes it to roll the dice. Then, he or she secretly takes a look at the dice by lifting the box slightly. The other players must not see the dice.

SPECIAL CASES

- If there are no Characters in the location, there is no vote and the player who owns the Security badge keeps it. Phase C is then resolved as usual but the player that kept the badge cannot look at the dice.

You have found this precious badge in the shredded and bloodied jacket of the chief of Mall security. Having this badge gives you access to the security cameras. You will see where the Monsters arrive and you will be one step ahead in the race for survival.



3. WHERE TO GO?

- A. The player with the Security badge places his or her movement token on his or her Map, to be seen by all the players and announces, out loud, his or her choice of movement.
- B. The other players hide their Plan using their Screen and place their Movement token on the location of their choice.



- The player with the Security badge may announce in which locations Monsters will arrive without telling the exact number of Monsters. You may be nice and help your companions, or lie to lure your game partners to a certain doom. Remember that only the survival of your family matters!
- During the secret choice of your destination, you may ask other players to follow you or announce out loud where you will be heading. Of course, you may lie and go somewhere else.

Discuss between you, announce your movement plans, team up to get to a specific location with other players ... but above all, stay suspicious!



4. OVER HERE!

Reveal where the Monsters will arrive and if your game companions lied or not about their intentions!

- A. As soon as everybody has picked its location, reveal your Map with your Movement token on its spot.
- B. Reveal the dice underneath the Monsters arrival box.
- C. Starting with the player owning the Security badge, each player must move one of his or her Characters to the location he or she chooses. If the location is full, the Character goes to the *Parking lot, location 6*. Each player must move one Character token, even if it is not to his or her advantage.

SPECIAL CASES

- If the only Character you may move is in the *Parking lot, location 6* and that the location you wanted to move to is already full, then that Character remains in the *Parking lot, location 6*.

Nico owns 2 Characters: one in 3 and the other in 6. He chooses to move to location 5, which, unfortunately, is already full. He must move the Character in location 3 who will then end in the location 6. Note that if he only had 1 Character in 6, as the location 5 was full, his sole Character would have stayed in 6.



5. THEY ARE COMING!

The night has fallen and the Monsters have congregated in front of the different locations. The more you are, the more they smell you... and shut the children up!

- A. Add 1 Monster to every location designated by the dice.
- B. Add 1 Monster in every location with the most Weepers. In case of a tie, add 1 Monster in all the locations with the most Weepers.
- C. Add 1 Monster in every location the most Characters. In case of a tie, add 1 Monster in all the locations with the most Characters.

MONSTERS PLACEMENT

Always place the first Monster on the spot closest to the arrow → on the left and go on like this up to the padlock on the right 🔒.

THE RUNOFF OF MONSTERS

If the location in question has no more spots available for a Monster or if the location is closed, add the Monster in the *Parking lot, location 6*.
If the Parking lot is already full, leave the Monster in the supply.



6. THEY ARE TRYING TO GET IN!

It is free for all, Monsters trying to get into every location to devour you. Secure the access area with all your strength!

- Each location is resolved in ascending order (from 1 to 6).
- If there is no Character in the location, the Monsters do not attack and remain there around the location. Go to the resolution of the next step.
 - If there are some Characters in a location, compare the Monsters strength (Number of Monsters around the location) to the Strength of the Characters (Number of Characters the location being resolved).
Reminder : Blockers have a **Strength of 2**.

- Two cases are possible:
- A. If the **Monsters' strength is lower than or equal to the Characters' strength**, nothing happens.
 - B. If the **Monsters' strength is higher than the Characters strength**: the Monsters are getting in. You will have to vote to choose who is going to be thrown to the Monsters and feasted upon...Hold a vote (cf “The votes”, p.5).





After the **discussion phase**, if the **Monsters strength is lower or equal to the Characters strength**, the Monsters are not getting in. Go straight away to the resolution of the next location.

If after the discussion phase, the Monsters strength is still higher than the Characters strength, go to the designation phase. The elected player must choose one of his or her Characters in the current location. This Character is devoured and placed in the Cold Storage. This player then takes the Martyr token and places it in front of him or her.

Location 4 is surrounded by 4 Monsters. Céline and Flo each have a Character in this location. The Monsters are getting in. Céline plays a rotten piece of meat to protect her Character. Flo, to avoid being eaten alive, plays his chainsaw to kill 2 Monsters. There are only 2 Monsters left which are not getting in anymore as there are 2 Characters in the location, so a strength of 2, and there are 2 Monsters outside which also gives a strength of 2. Céline played Rotten meat here for nothing...



If the Monsters are entering one of the locations from 1 to 5, one Character gets eaten, then **all the Monsters around the location are leaving** (put them back in the supply on the table).



SPECIFIC SITUATION FOR THE ATTACKS IN THE PARKING LOT, LOCATION 6

In this location, **there are no Monsters nor Character - strength calculations**. Each Monster there will trigger an attack, and therefore a vote. After **designation phase**:

- remove the devoured Character and place it in the Cold Storage,
- remove 1 Monster around the location 6,
- give the Martyr token to the player who just lost 1 Character.

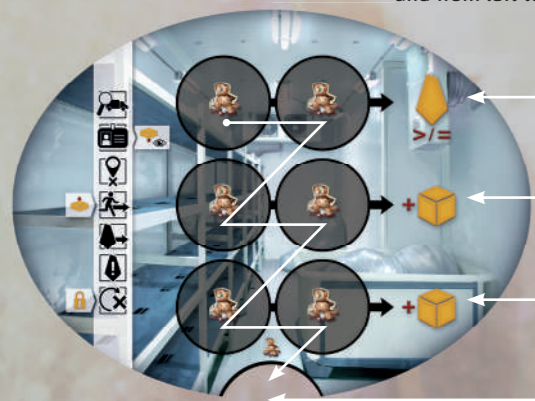
Hold a new vote if needed, unless:

- all the Characters are dead or hidden (cf "Rotten meat", p.10). In this case, place all the Monsters in the Supply,
- there are no more Monsters around the location.

Any of these situations will trigger the end of the resolution of the *Parking lot, location 6*.

COLD STORAGE

As soon as 1 Character is devoured, place it on the first available spot of the Cold Storage. They must be placed from top to bottom and from left to right.



As soon as a line is full, an effect triggers:

First line: from now on and for the rest of the game, the Monsters are entering the locations to attack **if their strength is higher than or equal to the strength of the Characters**. Attention: when this rule kicks in, it applies immediately for the other locations to be resolved.

Second line: the die stored on the end of the line is placed in the Monsters arrival box. It will be used starting from the next turn and the whole remainder of the game.

Third line: the die stored on the end of the line is placed in the Monsters arrival box. It will be used starting from the next turn and the whole remainder of the game.

When all the lines are full, pile up the dead Characters on the last spot.

A nice stuffed toy got lost in the middle of the shelves. I do not dare imagine what happened to the child, hoping it will protect him or her from the monsters.



MARTYR TOKEN

The player that holds the Martyr token resolves all the ties during the votes: Searching the truck, Security badge and Monsters attack, even if the player has no Character in the location in question. The token is given to the player who last lost a Character. When a player loses his or her last Characters, he or she takes the Martyr token and will give it to the next player to lose a Character. This means that even if you have lost all your Characters, you can still influence the game until the death of the next Character.



SPECIFIC CASES

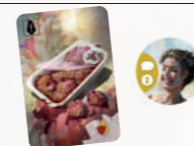
• The player holding the Security badge loses his or her last Character

He or she immediately gives the Security badge to the player to his or her left that still owns Characters and takes the Martyr token.



• 1 single family is in the attacked location

If a location that is under attack only has Characters from the same family, there is a **discussion phase** during which the player playing this family can play Object cards to save them. If after this phase, Monsters can still enter the location, the player playing this family chooses which of his or her Characters is devoured.



• 1 single Character is in a location and played Rotten meat

The Monsters enter and find nobody. Remove all the Monsters around this location. This is to apply for all the locations, from 1 to 6.



7. END OF TURN / END OF GAME

When all the locations have been resolved, the turn ends.

The day breaks... Witness the damage and try to survive another day in this horror.



CLOSED LOCATION

If at the end of a turn, there are 6 Monsters around a location numbered from 1 to 5, close it by flipping it on its verso, and place the Characters that were there in the *Parking lot, location 6*. The Monsters around this location are put back in the supply. No more Characters can enter this location and no Monsters will be placed around it. Instead, Monsters would be placed around the *Parking lot, location 6*.

If there are more Characters still alive than the number of players, start a new turn.

At the end of a turn, if there are less or as many Characters remaining than the number of players, the game ends. Each player counts their points of their family's Characters that are still alive. The player with the most points wins the game. In case of a tie, the victory is shared.

Check in the Epilogue table (cf p.11) if a requirement has been met. Check them from top to bottom, skip the epilogues you have already unlocked.

If you unlock a new epilogue, tick the line in the table, then take the matching card.

Read it out loud: It tells the end of your story. Furthermore, on the back of the card, you will find a game variation of the rules that will be applicable from your next game.

In each game, you may play with the basic rules, or apply one of the variations described on the Epilogue cards you have previously unlocked.



Object cards effects



CARDS THAT CAN BE PLAYED DURING PHASE 2 “WHO TAKES THE SECURITY BADGE IN “THE SURVEILLANCE ROOM”, LOCATION 3?”, STEP C



WALKIE-TALKIE

You may look underneath the Monsters arrival box.

There is nothing like managing to get the Security dispatch communication frequency. At each instruction given to family members, you will know it and that is awesome!



CARDS THAT CAN BE PLAYED DURING PHASE 4 “OVER HERE!”, STEP C



ENERGY DRINK

Move 1 of your Characters from his or her current location to any location with an available spot.
You do not need to play it on the Character you have just moved.

There is nothing like a little boost to change location at the last moment!



CARDS THAT CAN BE PLAYED DURING ANY DISCUSSION PHASES BEFORE ANY VOTE



GUN

You will have 1 additional vote for this vote. In the Parking lot, location 6, during the attack of the Monsters, this effect will remain active throughout all the votes until the end of the attack.

So, still want to be a smart ass?
Do you really want to know if it is loaded or not?



CARDS THAT CAN BE PLAYED DURING PHASE 6 “THEY ARE TRYING TO GET IN!”, DISCUSSION PHASE OF THE VOTE



TIN CAN

Move 1 Monster from the location being resolved where you have at least 1 Character to another location that still has a Monster spot available, regardless of the fact that this location has been resolved yet or not.

It is rather "tasty"! And once empty, it will make a hell of a noise bouncing.
The Monsters are plunging on it like famished Monsters.



BASEBALL BAT

Take 1 Monster from the location being resolved, if you have, at least 1 Character in it, and put it in the Supply.

These beasts are strong! But a nice big stroke of bat in their face, that should do the trick!



CHAINSAW

Take 2 Monsters from the location being resolved, if you have, at least 1 Character in it, and put them in the Supply.

As in my favourite Horror movie, a nice slash of chainsaw.
The little pleasures from a nightmarish world.



MOLOTOV COCKTAIL

Take all the Monsters from the location being resolved, if you have at least 1 Character in it, and put them in the Supply.

I am going to mix this, and this and ... this too.
I am sure that this is going to do some pretty good damage!



ROTTEN MEAT

Choose 1 of your Characters in the location being resolved and flip it on his or her verso to indicate that this Character cannot be picked during this designation phase for all phase 6. This Character does not get to vote, he or she has no vote, but his or her strength still counts to retain the Monsters.
In the *Parking lot, location 6*, this effect is active throughout all the votes until the end of the resolution of the attack.

It is gross, it gives you the urge to throw up, but it is effective. So spread this on you and stop moving. These Monsters are not scavengers.



CARDS TO BE REVEALED AT THE END OF THE GAME WHEN COUNTING THE POINTS



THE KEYS OF THE TRUCK

Reveal this card at the end of the game. If you still have some Characters alive, you score 1 additional point.

Oh! Look at what I have here?! A little taste of freedom, right?

Epilogue Table

Find a downloadable version of this table on our website: www.grrre-games.com/downloads

There are no Characters alive anymore	11	<input type="checkbox"/>
If at least one player still has all his or her Characters alive	02	<input type="checkbox"/>
There is only 1 Character alive	17	<input type="checkbox"/>
2 players won with a tie	19	<input type="checkbox"/>
If at least one player that survived has 2 weapons (baseball bat, chainsaw or Molotov cocktail) in hand	05	<input type="checkbox"/>
If there are only 2 Characters still alive	04	<input type="checkbox"/>
1 player that survived has at least 2 cards in hand at the end of the game	14	<input type="checkbox"/>
At least 3 Weepers survived	03	<input type="checkbox"/>
No locations are closed	18	<input type="checkbox"/>
If 2 locations or more are closed	08	<input type="checkbox"/>
All the Characters are in the <i>Parking lot, location 6</i>	16	<input type="checkbox"/>
All the Weepers ended up in the Cold storage	12	<input type="checkbox"/>
At least 3 Blockers survived	10	<input type="checkbox"/>
If 1 player that survived has the keys of the truck	01	<input type="checkbox"/>
If all the Characters that survived are in the same location (except the Parking lot)	07	<input type="checkbox"/>
If 2 players lost all their Characters	09	<input type="checkbox"/>
At least 3 Leaders survived	15	<input type="checkbox"/>
The player who won the game owns 1 Character in the Surveillance room, location 3	06	<input type="checkbox"/>
1 player that survived has no cards in hand at the end of the game	20	<input type="checkbox"/>
The Object cards deck is empty	13	<input type="checkbox"/>
None of these requirements were met	21	<input type="checkbox"/>

• Credits •



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Acknowledgement of the designer

Croc, without whom this game would never have been released
Flo, huge fan from the start, without whom Lockdown would never have been released
My parents (without whom I would not have seen the light of day) who tested all the versions from the beginning.
Richard and his dark and gloomy texts.
Gwen, who one day, will let me win...

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Summary of a turn



1. WHO CAN SEARCH THE TRUCK IN THE “PARKING LOT”, LOCATION 6?

Vote for the player that will search the truck. The elected player draws 3 Object cards, keeps 1, gives 1 to any other player of his or her choice and puts the last one face down in the box.



2. WHO TAKES THE SECURITY BADGE IN THE “SURVEILLANCE ROOM”, LOCATION 3 ?

Vote for the player that will obtain the Security badge. This player will put the dice underneath the Monsters' arrival box, shake it, and take a look at the dice, without revealing them to the other players.



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The player who has the Security badge indicates where he or she goes thanks to his or her Movement token and Map card. Listen to his or her advice and choose secretly the location to which you want to move.



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Lift the Monsters arrival box to reveal the dice and, starting with the owner of the Security badge, move 1 of your Characters to the designated location on your Map.



5. THEY'RE COMING!

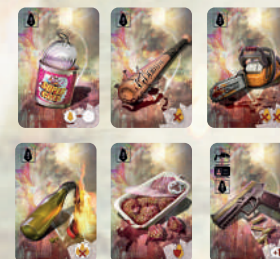
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6. THEY'RE TRYING TO GET IN!

Resolve each location in increasing order by comparing the Strength of the Characters currently in the location to the Strength of the Monsters around it. If the Monsters are coming in, proceed to a vote to know which Character is devoured.

There is an exception for the *Parking lot, location 6*, the Strength is not taken into account. For each Monster- around the Parking lot, proceed to a vote.



7. END OF THE TURN / END OF GAME

Check if a location is fully surrounded by Monsters. If this is the case, close it, put the Monsters back in the supply and send all the Characters there to the *Parking lot, location 6*.

Check if the end of game trigger has been met, which is, if there are X Characters or less in play (X = the number of players).

If yes, proceed to the scoring phase and the epilogue. Otherwise, start a new turn.

