

THE SCARE FACTORY



Employee Manual
(Game Instructions)

The Scare Factory



Dear recruit,

Welcome to the Scare Factory.

Congratulations on passing the interview from Netherworld and all other recruitment steps. Before you start your long and painful career, here are some things you need to know:

The Scare Factory, is the best place to work in the Netherworld, offering you great benefits like long hours, grueling work, and the constant threat of being annihilated by human invaders!

Make sure to stay on guard at all times as the humans keep finding new ways to infiltrate the factory and steal batches of our freshly produced Ooze.

combat the human threat more effectively so make sure to utilize them to the fullest.

Another thing to bear in mind is that resources provided to you are scarce since they are made from raw material covertly stolen from humans by our very effective procurement department. It is costly to replace them so you are advised to use them wisely.

Lastly, remember to keep the humans far from the company Ooze vault at all costs. We wish you a very painful and unpleasant career!

Worst wishes,

Delilah D. Isgustin

Associate, Talent Acquisition

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Component list



Angeliqua Boss Deck (32Cards)
Tobias Boss Deck (32 Cards)



10x Detective Miniatures
10x Witch Miniatures
10x Ghost Hunter Miniatures
10x Outlaw Miniatures
10x Fortune Teller Miniatures
10x Necromancer Miniatures



1X Scare Die



1X Detective Die
1X Witch Die
1X Ghost Hunter Die
1X Fortune Teller Die
1X Outlaw Die
1X Necromancer Die
1X Boss Die
1X Action Die



1X Angeliqua Miniature
1X Tobias Miniature



1X Builder Miniature
1X Chef Miniature
1X Janitor Miniature
1X Doctor Miniature



Spawn Deck (54 Cards)



125X Scare Tokens (25 of each type)
90X Ward Tokens



28X Environment



1X Angeliqua Boss Sheet
1X Tobias Boss Sheet



Spawn Deck (54 Cards)



1X Mystical Spawn room
1X Martial Spawn room
1X Boss Spawn room

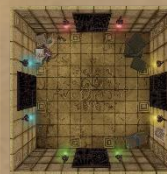


1X Builder Player Sheet
1X Chef Player Sheet
1X Doctor Player Sheet
1X Janitor Player Sheet



5X Player Decks (25 Cards Each, 100 Cards Total)

1X Doctor room
1X Chef room
1X Janitor room
1X Builder



1X Vault room



1X Boss

The Game



The Scare Factory is the only real producer of monster specific products under the Great Islands. It has been producing essential monster commodities like teeth yellowing tooth powder and sharp daggers for hundreds of years, undetected by humans.

Unfortunately, humans are now aware of the factory's existence because one monster, (thanks Joe) was careless enough to cause the Great Stink of 1858 by breaking wind in public. The humans fear anything different from them and monsters are *definitely* different from them. They are determined to destroy all monsters and takeover the factory to produce ridiculously safe products like linen doilies and typewriters.



You will be taking on the role of new hires in the factory (each player picking one of four roles: the doctor, janitor, builder or chef) with different powers and specialties. Your job will be to do your normal tasks alongside patrolling the factory, protecting the vault and thwarting invasions by human minions. You will work together as a team so it is important to know the strengths and weaknesses of each other so you can take the most suitable actions at the right time.





The humans invaders are of two types: the **Mar-tials** (those who use scientific techniques to trace and destroy monsters) and the **Mysticals** (who use magical powers to destroy monsters). Depending upon your luck, you will also have to defeat one of two possible human bosses intent on wiping out monsters during a phase known as **reaping**.

One of these bosses is **Angeliqua**, the sorceress daughter of a wealthy socialite. She despises monsters from the core of her shrivelled black heart and uses all of her considerable power to try and eliminate them at all costs. She leads a group of like minded mages who are intent on the destruction of the monster way of life.

The other boss is **Tobias**, the scion of well-off aristocrats. His passion for science is only rivalled by his lack of morality. He is deeply intrigued by monsters and wishes to conduct twisted experiments upon them in the house of horrors he calls his laboratory. Due his strong desire and deep pockets, the only thing holding him back from achieving his goals are the vigilant employees of the Scare factory. To accomplish his mission, he has gathered a band of rogue sci-entists and mercenaries to aid him in capturing the Scare factory.

So dear, players, the fate of the scare factory lays in your hands. Do not fail, or it is the end of the monster way of life as we know it.



SETUP 1/3

Firstly, the **Omen cards** (Fig 1.0) are shuffled and placed skull side up in a deck. Next, each player randomly picks an Omen card. The symbols on the cards represent the resources each player can take. The number shows the amount of each resource the player can take.

To begin setting up the board, first position the Vault Room (Fig 1.1) on a flat surface

Once the Vault Room is set, the rest of the board is built from the other room tiles each player got from their Omen cards. The board setup is an open ended, cooperative process. Players can place their rooms in any place and order they choose and work together to build the board. The only rule is that at least one route must be available to the enemies through which they can reach the vault room. This route may include secret doors but cannot be blocked by a solid wall.

See page 10 for detailed board rules



Figure 1.0:
Omen cards

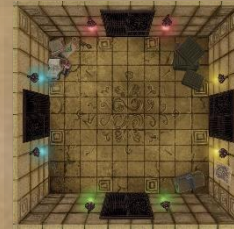


Figure 1.1:
Vault



- Rooms you can put on board
- Martial Minions
- Mystical Minions
- Total number of Boss cards



Figure 1.2: rooms combined to form a board

SETUP 2/3

Next place all three Enemy Spawn Rooms (Fig 2.0) in any position you want on the board



Boss Spawn Room

Finally place the Player Spawn Rooms (Fig 2.1) in any area of your choice



Figure 2.1:
Player Spawns

SETUP 3/3

Boss Sheet

When the board setup is complete, it is time to setup the Boss Sheet. Position the boss sheet you choose near the board. Shuffle the card stack of your chosen boss and then have each player draw the number of boss cards stated on their Omen card.

Without looking, place the cards face down on the boss sheet. Make sure the stacks are spaced evenly over each card slot on the boss sheet. (Fig 3.0)



Figure 3.0: Stacking boss cards

Player Sheets

There are four playable characters (Builder, Doctor, Chef or Janitor). Each player must choose one.

After making their choice, players randomly draw 3 cards from their player deck and place them face up on their corresponding player sheet.

All player cards should be placed evenly on the designated slots. (Fig 3.1)



Figure 3.1: Player card



SETUP 3/3

Setting the Boss Tracker

- The players decide when the boss is unleashed.
- The earlier the boss enters, the harder the game.
- For normal difficulty, place boss at 3.
- To make it harder, place closer to or at 'U'.
- To make it easier, place at or closer to 'G'.
- But remember, the easier the game, the more time it takes.



Figure 3.2: Setting boss tracker (Closer to 'G' the game takes longer but is easier)

Resources

Initially, 15 scare tokens and 15 ward tokens are placed inside the vault (Fig 3.3).

To gain access to resources, players must travel to the vault during their turn.

They can each collect 1 ward token and 1 of each type of scare token (total 6 tokens per visit).

If a player runs out of resources, they can use their Player cards to replenish them or must visit the vault again.

Once, the vault is empty, it is not refilled for the duration of the game.



Figure 3.3: token pile

Example of a Table Setup

- Place Character Sheets (Fig 4.0) and the Boss Sheet (Fig 4.1) around the Board
- Place the Boss Tracker near the Boss Sheet (Fig 4.2)
- Place the all the dice within range of everyone at the table (Fig 4.3)
- Place the Spawn Deck near the Enemy Spawn Rooms (Fig 4.4)
- Place each players' deck near their corresponding character sheet (Fig 4.5)



Figure 4.0: Character sheets



Figure 4.5: Player deck



Figure 4.4: Spawn deck



Figure 4.2: Boss tracker

Figure 4.3: Dice



Figure 4.1: Boss sheet



Board Rules

Doors: (Fig 5.0)

- **Locked doors:** An exit without a room connected to it at the time. Players can unlock them by placing a room beside a locked door.
- **Secret doors:** A wall connected to an exit
- **Solid walls:** A wall next to a wall, these are impassable for enemies and players
- When a player *unlocks* a **locked door** they draw a new room and can choose whether or not they enter onto the new room. Either way the player must end their turn immediately. Players can move through **secret doors**.(Fig 5.1)

When a player *unlocks* a **locked door** they draw a new room and can choose whether or not they enter onto the new room. Either way the player must end their turn immediately. Players can move through **secret doors**.(Fig 5.1)



Figure 5.0: doors



Figure 5.1: movement

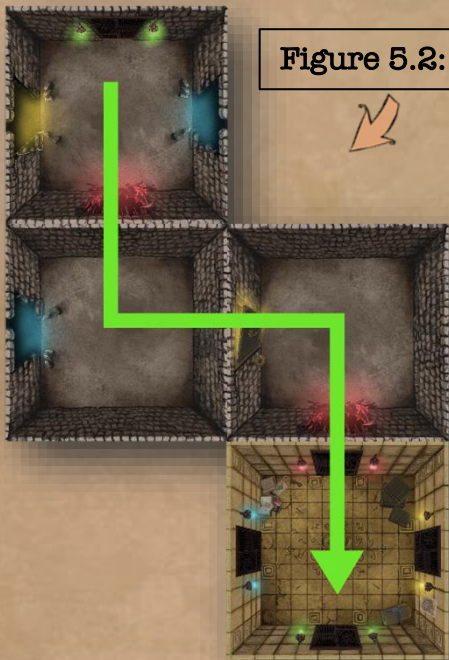


Figure 5.2: Valid path

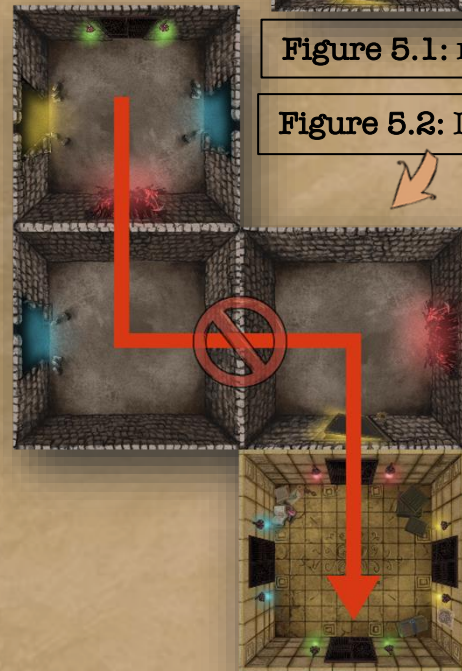


Figure 5.2: Invalid path

Player Roles

Frank Poundcake: Has been hired as the Building contractor for Scare Factory. Tends to demolish stuff (and other monsters) if he doesn't get his morning tea. **Powers:** (Move 6) Use 1 card, Place 1 ward token and 1 of any token

Unique power: Place 1 room adjacent to the room you're currently in

Joey Fishsticks: The Chef brought on board. He's a walking talking health code violation, making him the perfect candidate for the Scare Factory kitchen. Annoy him too much and you're stuck with lobster instead of delicious slop for a week.

Powers: (Move 5) Use 2 cards, Place 1 scare token and 1 of any token

Unique power: Cook up two additional tokens for his personal use

Penelope Hooftweet: Hired as resident doctor, she ensures that the factory workers are patched up enough from their daily work injuries to perform effectively. She particularly enjoys . using scalpels and needles.

Powers: (Move 5) Use 3 cards, Place 1 token

Unique power: Draw a card for any . player.

Sissy Burntwitch: The new Janitor. She got the job by default because she was the only applicant. Approach her at your own risk because her sharp tongue, fiery demeanor and pyromania will leave you burnt.

Powers: (Move 4) Use 1 card, Place 3 tokens

Unique power: Sweep any tokens on your room onto an adjacent unoccupied room



GAME PLAY

The players are all a single team of monsters and work together to defeat the humans. The enemy's turn comes first and the players' turn comes after. The game is played in two phases: The first phase is called Haunting and the second is called Reaping.

For there to be a winner or loser to the game, any one of these three things needs to happen:

- The **Boss** runs out of **Boss Cards** (Fig 6.0), in which case, the **Players Win**
- All the **Players** run out of **Player Cards** (Fig 6.1) in which case, the **Players Lose**
- **Boss** gets to the **Vault** room (Fig 6.2) in which case, the **Players Lose**

Phase 1: The Haunting

The first part of the game is the Haunting phase. The players first setup the Scare Factory by using rooms allocated to them via their Omen cards as explained in the Setup section.

The game begins when the enemy (the martials and mysticals) start their first turn. This is explained in the Enemy's turn section.

Enemies will move around the board while the players try to scare them in an effort to get them to discard their boss cards.

This phase lasts until the boss reaches the board via the boss tracker (Fig 6.3), at which point the boss is summoned and the Reaping phase begins.

Phase 2: The Reaping

At the start of the Reaping phase, the boss reveals each of the Boss cards forming the top layer and carries out the actions written on them.

This is explained in the Boss section. More boss cards are revealed as the actions written on the top most cards are carried out. Once a boss card action is complete remove it from the board and put it aside.

Players must survive through this process while preventing the boss from reaching the vault room.



Figure 6.0: Boss sheet



Figure 6.1: Player sheet



Figure 6.2: Vault room with boss inside



Figure 6.3: Boss tracker

The Enemy's Turn: Rolling die for Movement

The Enemies move by rolling their corresponding **movement die** (Fig 7.0) and moving them based on the result of the roll. Roll once for each **enemy type** (Fig 7.1). There are 6 total enemy types as shown below. When there are multiple pieces of the same enemy type (e.g. 2 detectives), they share the result of the single roll.



Figure 7.0: Detective movement die



Martial: Detective, Ghost Hunter, Outlaw

Mystical: Fortune Teller, Necromancer, Witch

Figure 7.1: Enemy types (6 total)

- If the die shows the face of a minion on a single colored background as illustrated below (Fig 7.2), then move the enemy 1 room through an exit of the same color. If that exit is *unavailable or locked* the enemy will remain on their current room.
- If the die shows the face of a minion on a multicolored background as illustrated below (Fig 7.3), then the players can decide which exit the enemy moves through. However, letting the enemy stay in the original room is **NOT** allowed. (Players can choose to move the enemy through a **secret door** or even a **locked door**)



Figure 7.2: The 4 possible exits to a room



Figure 7.3: Multi-colored side

The Enemy's Turn: Rolling die for Movement

- Investigation (Minion)

If the die shows a magnifying glass, then the minion will **investigate**. (Fig 7.4) Whenever a minion **investigates** they move 1 room towards the nearest player, even though a **secret door**. While **investigating** they destroy the first scare token they encounter before it triggers.

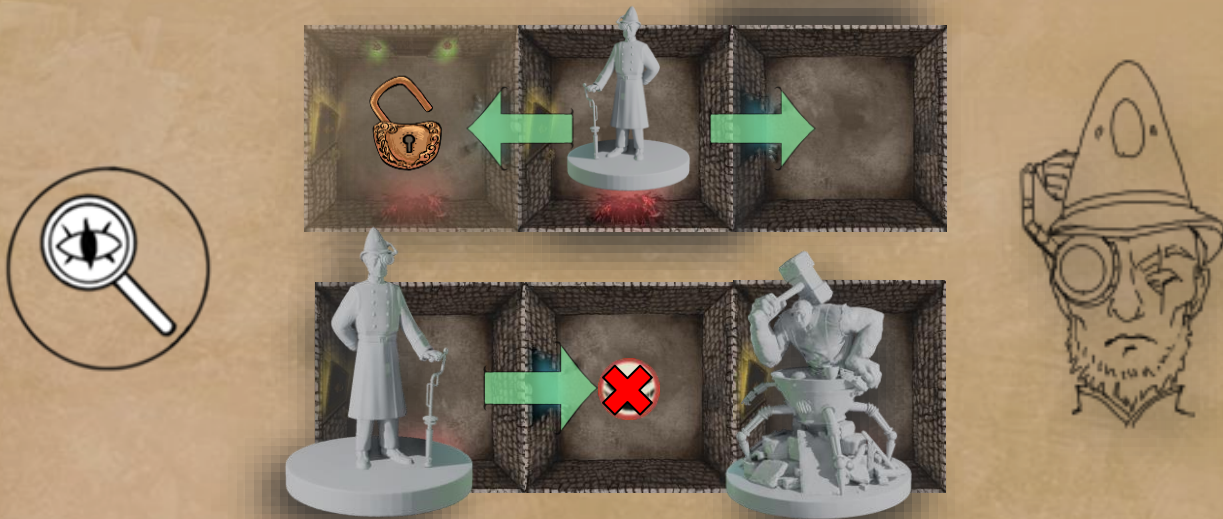


Figure 7.4: Investigation

Whenever an enemy **ENTERS** a room that has 4 enemies in it then they will immediately **investigate**, if this movement means entering a room with another 4 enemies on it then repeat. (Fig 7.5)



Figure 7.5: investigation repeats

The Enemy's Turn: Triggering Tokens

Ward Tokens

When an enemy die rolls the same color as the exit covered by the **Ward Token**, before the enemy can enter the room, the ward token triggers, and the ward is removed. (Fig 8.0). You can put ward tokens on walls with doorways between the two rooms. That way, the same ward will cover exits on both walls. However, a ward that touches one wall only will guard the exit in that wall. Instead of moving through the exit on which the ward was triggered, the enemy moves through any other exit (including any kind of door) of the player's choice. The player can still choose the same exit the enemy was going through. This **cancels** an enemy's **investigation**.



Figure 8.0: Ward token



Figure 8.1: Scare token removing boss

Scare Tokens

When an enemy (that's not **investigating**) enters a room that has a scare token on it, the scare token triggers and is temporarily moved off to the side of the board. Set aside scare tokens that are part of the same *scare chain* together.

The enemy that triggered the scare becomes **Scared**. When the same enemy is scared three times in a row that is considered a *scare chain*.(Fig 8.1)

After a scare or scare chain is resolved, remove a Boss card based on each scare token type, Boss cards are removed immediately upon resolution.

The Enemy's Turn: Triggering Tokens

Scared (Minion)

Whenever an enemy is **Scared**, roll the **Scare die** (Fig 8.2):

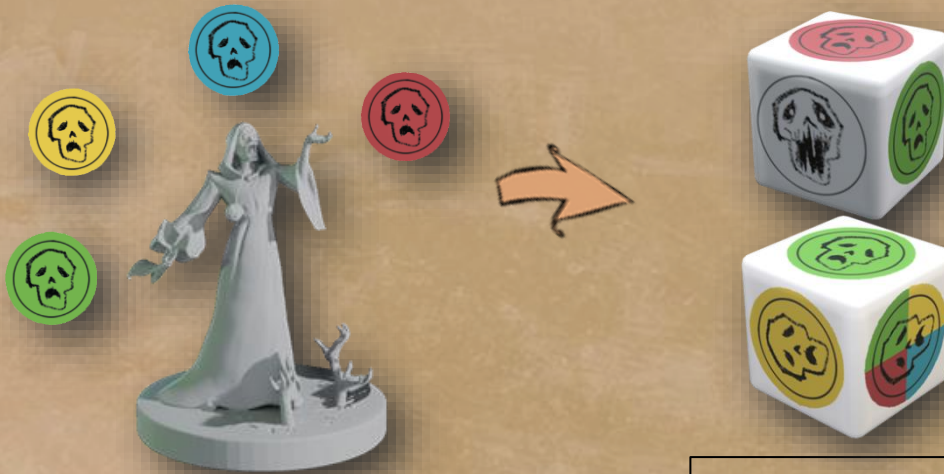


Figure 8.2: Scare die



If die shows multicolored face, the enemy is moved to a room of the **player's choice**



If the die shows a single-colored face, the enemy moves through an exit of that color.

If there isn't an exit of the same color, they move to a room of the **player's choice**



If the die shows a colorless skull, enemy **flees**

If the same minion is **Scared** 3 times in a row they **flee** automatically.

After a **Scared** minion enters a room with another minion that minion becomes **Scared** too.

Whenever a minion **Flees** they're removed from the board.



The Enemy's Turn: Attacking Players

Whenever an enemy enters a room that has a player (Fig 9.0) in, it they **Attack** them. However, if there is a scare token in the room, the enemy is **Scared** instead and the player is safe. Minions cannot enter a player's room during the Haunting Phase

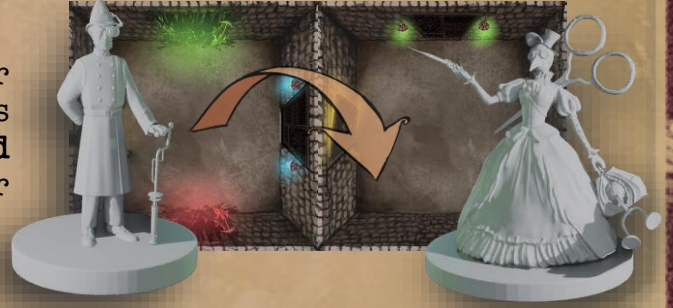


Figure 9.0: Enemy encounters player

Whenever a player enters a room that has an enemy (Fig 9.1) in it, each enemy will **Attack the Player** before the player can continue their movement

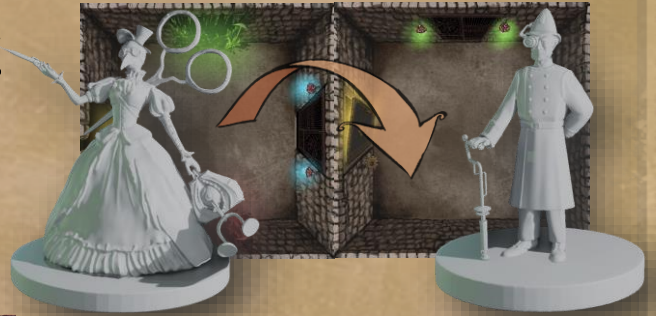


Figure 9.1: Player encounters enemy

Whenever an enemy **Attacks** roll the **action die** (Fig 9.2):

- ✕ When the die shows a cross in a circle, it means the enemy **Missed** and the player moves into the room
- ☹ When the die shows a sad skull, it means the player is **Hit** and the player loses 1 card.
- ☠ When the die shows a creepy skull, it means the player is **Crit** and the player loses 2 cards.



Figure 9.2: Action die

The Enemy's Turn: Ending The Turn

Once all enemies have completed their moves the Enemy's turn ends. But before the Players' turn starts, the following tasks must be done in the order shown:

1. The Boss Tracker is moved (in Haunting phase only)
2. Spawn Cards are drawn
3. Player Cards are drawn

1. The Boss Tracker:



Move the boss one space closer to the "U" (Underworld). If the boss reaches the "U" summon the boss on the next turn.

See page 20, for summoning boss

2. Drawing Spawn Cards:

Draw one card from the Spawn Deck for each player. Place minion(s) of the same minion type as the one displayed based on the number shown into their appropriate spawn room. This will not trigger an **investigation** until there are 5 minions in the spawn room, then any additional minion that spawns into that room immediately **investigates**.

See page 14, for investigation rules

3. Drawing Player Cards:

Players are awarded with player cards based on the number of scares and scare chains as represented by the scare tokens set aside. Players can discuss who gets to draw and how many out of the awarded player cards. After the appropriate amount of player cards are drawn, put the used scare tokens back to the side. These tokens will be used later on to take out boss cards related to them so keep them handy.



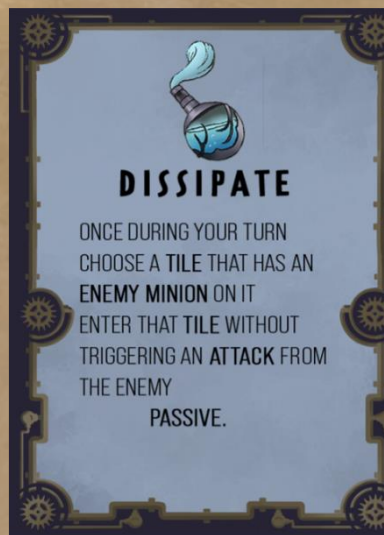
Character Sheets & Ability Cards

Ability cards are used by players on their turn, If you have more than 3 cards you can only use the 3 top cards on your character sheet's card slots. Once a card is used it can't be used by you again until the start of your next turn.



Repeatable

A repeatable card is not discarded after use and is kept for future use.



Passive

Passive cards can be kept without being used, however you can only benefit from this card if it's on top of it's stack.



Consumable

A consumable card can only be used once. Once used, discard it. If it refers to a tile, place it on said tile.

When a player ends their turn they can rearrange their cards and stack their cards differently. When a player is forced to discard a card due to an Enemy Attack they must choose from the cards on the top of the 3 card stacks. If they have no remaining cards, then they're dead.... temporarily. *see rules on player death.*

Player Death

- When the player loses all of their ability cards they die.



When the player dies remove their miniature from the board.

On a deceased player's turn, the person who used that character can roll the action die. If they get a CRIT, they draw one ability card and return to the board in their spawn room, ending their turn immediately.

Players can't return from death if there no cards left to draw.



Summoning the Boss

When the Boss is summoned, their miniature is placed in the **Boss room**.

The **Boss's ability cards** are *revealed*, and immediately become *active*.

Upon the arrival of the boss, the **Reaping Phase** officially begins and the **Haunting phase** ends.

Act upon each Boss card from starting from left to right. For example:

The player has 5 cards at the start of the reaping phase. He first follows the leftmost card.

Eviction: moves the player by 1 room.

Promotion: increases minion damage.

Downsizing: forces the player into fighting a minion, the player loses 2 cards when the martial minion rolls a HIT.

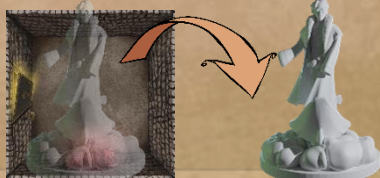
Budget Cuts: player loses only 1 card since there are 3 cards instead of 5.



Boss Cards During the Reaping Phase

Removing Boss cards: After a Boss card is removed reveal the next Boss card in the stack.

If a scare chain, requires removal of multiple Boss cards from the same stack, then the cards are removed before they can be revealed.



Acting on Boss cards: Whenever a Boss card is revealed it must have its commands immediately acted upon. The actions continue to remain valid until the card is removed.

If a scare chain requires removal of multiple boss cards, reveal multiple Boss cards from separate stacks then act upon the cards in order from left to right.

The Boss's Turn

The Boss takes their turn during the enemies turn before the other enemies roll for movement. The Boss rolls for movement just like the minions. Tobias can move 2 times per turn.

1. Roll, move, act on cards or tokens
2. Roll, move, act on cards or tokens

After rolling for the Boss's movement, resolve any encounters or actions that would occur from the movement before rolling again for the next move.

Once the Boss has taken all of their moves, then continue the Enemies' turn.

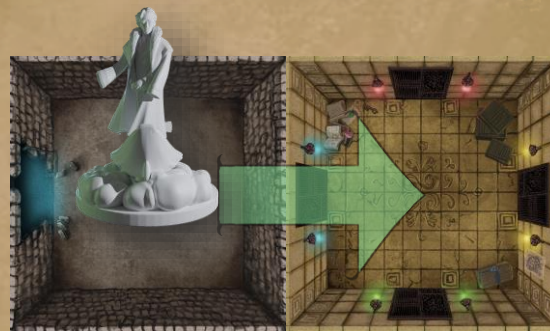


Investigate

Whenever the **Boss** *investigates* they move 1 room towards the vault room, even through a **secret door**. Each time an Boss investigates, they destroy the first scare token they encounter without triggering it.



Note: Bosses can still be scared, but some special abilities can cancel scare tokens. Also if a white scare face is rolled for the Scared Boss, they do not flee. They simply stay in the current room and players have a choice on which card to remove.



Glossary 1/3

Cards

Player Ability cards: Skills that empower the players

Boss Ability cards: Skills that empower the boss and minions during phase two. Sards are eliminated with scare tokens

Omen cards:

Spawn cards:

Dice

Movement Die: Determines direction enemy moves.

1. Players choice.



2. Blue



3. Green



4. Red



5. Yellow



6. Context sensitive:

- **Minion: Investigate** (Move towards the nearest player)
(add new minion to the board)
- **Boss: Investigate** (Move towards the Vault room)
- **Scared Minion: Flee** (Remove enemy from board)
(players can draw a new card)
- **Scared Boss: Scared Stiff** (Remains on the room)
(players can draw a new card)

Action Die: Context sensitive.

1. MISS
2. HIT
3. HIT
4. HIT
5. CRIT



Glossary 2/3

Player Roles and Special



Builder: he can add rooms to the board.



Chef: he can cook up new tokens.








Doctor: she can draw and give




Janitor: she can manipulate tokens in rooms.

Scare Tokens:

- Creaky Floorboards 
- Severed Limb 
- Ooze 
- Chains 
- Ghost 

Token

Ward Tokens: Placed by players to block enemy movement between environmental rooms. 

The Token Pile: All tokens are shared among players in the pile

Phase

Phase 1: The Haunting phase

Phase 2: The Reaping phase

Glossary 3/3

Enemies



Enemy Boss: Special enemy summoned by

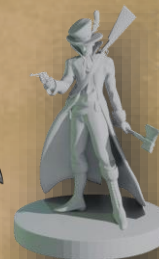
Fortune Teller

Necromancer

Witches

Mystical Minions

Martial Minions:



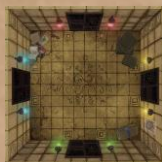
Detectives

Ghost Hunters

Outlaw

Rooms

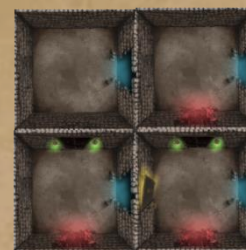
Character Spawn rooms: Each playable character has their own room they can spawn into and out of without the use of a token.



Vault room: If the Boss reaches the vault room it's **gameover**.



Enemy Spawn rooms: Enemy/Boss spawner



Environment rooms: Used by players to construct maze at the start of game and throughout the game, if scare cards and ability cards permit.

Frequently Asked Questions

1. What happens when an enemy is moving towards a room but there's a tie?

- A. The enemy will move to shorten the longest distance
- B. In the case of an exact tie it becomes the player's choice

2. What is considered an adjacent room?

- A room you are capable of directly moving into with through an exit.

3. How do we set difficulty?

- Difficulty Options are outlined via drawing Omen Cards and Determining when the boss comes out on the Boss Tracker. If you want to make a game less or more difficult players have the choice to draw more OMEN Cards (more difficult) or Place the boss closer to entering (more difficult). On the first playthrough it is suggested that you set the boss at Normal Difficulty of 3 or 4.

4. What do the borders of the Room Tile mean?

- Room Tiles can have up to 4 exits. They are color coded to match with the dice colours to outline where enemies move. For Example if you Roll a Red on dice the enemy will move through the red door.



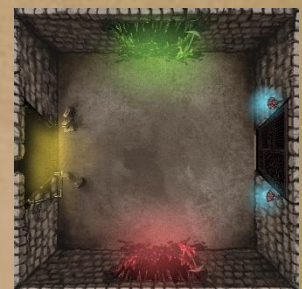
A



B



2



4

The Scare Factory Team

- Executive Producer: **Lee Ing**
- Lead Game Designer: **Duane Beckett**
- Game Designers: **Chris Farmer, Alex Vaucrosson**
- 3d Artists: **Judy Gao**
- Artists: **Emily Côté, Bowen Zhou, Sheryl Au, Hayley Guignard, Hayley Guignard, Alison Tsui, Andrew Lu**
- TableTop Simulator Designers: **John Gotts, Zhipu Chen**

