

Theme:

Well, the crazies finally got one right. The end is nigh, and they called it. A two-mile wide asteroid will strike Earth at midnight, wiping out humanity... just like they predicted.

You were one of the lucky ones to secure your spot in a bunker, ensuring your own survival. Some late-comers aren't so lucky, though. It's up to you to determine who stays and who goes.

There are rumors of cult members infiltrating and sabotaging bunkers to fulfill their doomsday prophecy. Choose wisely!

Overview:

Players have twelve turns to weed out the cultists among the on-trial refugees. On your turn, you must question a refugee to learn more about them, inform your associates of your findings, and then cast your vote for exile. Beware though! Some of the refugees have special effects that can interfere with your investigation. After being questioned, refugees will remain "exhausted" for a turn, preventing the next player from questioning them.

When the clock strikes 6:00, the refugee with the most exile markers is turned away from the bunker. Questioning then continues until 12:00, when a second refugee is cast away. If even one cultist manages to make it inside, humanity is doomed. Who will you kick out?

Goal:

Players are trying to discover cultists and kick them out of the bunker. Don't be too trusting of the other players though, as there may be a fanatic trying to let the cultists in.

Components:

- 1 Rulesheet
- 40 Cards
 - 8 Refugee cards
 - 7 Allegiance cards
 - 12 Identity cards
 - 1 Doomsday clock card
 - 12 Trait cards
- 12 Exile markers
 - 2 Red cubes
 - 10 Clear cubes
- 1 Box

Rules:

Setup:

Allegiance cards:

Collect the allegiance cards based on the numbers of players as shown in the list below. Shuffle the allegiance cards and deal one facedown to each player. One card will be set aside; do not reveal it. Your allegiance card will dictate how you will win the game.

2 Players....1 Fanatic, 4 Civilians

3 Players....1 Fanatic, 3 Civilians

4 Players....1 Fanatic, 4 Civilians

5 Players....2 Fanatics, 4 Civilians

6 Players....2 Fanatics, 5 Civilians

You may not show this card to any other player. You may claim whether you are or are not a fanatic (and you may lie).

Note: If playing with 2 players, each player will receive an additional allegiance card after round 6. If one of the players has a fanatic allegiance card, regardless of if they had a civilian card first or not, they are a fanatic.

Identity Cards:

Shuffle the identity cards and deal two face-down to each player. Each card will list an ability that may be used once per game. Each player will choose to keep one of the two identity cards, then discard the other face-down. Set the discarded identity cards aside. Each chosen card must be kept secret until revealed to play its effect.

Note: If an identity card conflicts with a game rule, trait card, or refugee card, the identity card takes priority.

Refugees and doomsday clock:

At the beginning of the game, place the doomsday clock in the center of the play area, and put an exile token on each number of the clock. Be sure to place the red exile markers at 6 and 12. If playing with 2 players, be sure to use the side of the doomsday clock labeled "2 Players."

Shuffle the refugee cards and draw six. Place these six refugees in a face-up circle around the doomsday clock, ensuring there is a refugee at exactly 6 and another at 12, with two more on each side. Return the remaining refugees to the box; they will not be used in this game.

refugee's trait cards. You may claim the refugee **is** or **is not** a cultist, but you may not claim that the refugee has any specific trait card.

Ex: On her turn, Jen questions the Geezer and sees that he has a "Cultist" trait card. She may now claim that he is or is not a cultist. Jen herself has a fanatic allegiance card, and she chooses to lie, claiming the Geezer is not a cultist.

Ex: On his turn, Alan questions the Child and sees the "Genius" trait card. Now he may claim that the refugee is not a cultist, or lie and claim the refugee is a cultist. He **may not** say that the Child is a genius.

NOTE: Some trait cards have effects. If you reveal a trait card with a printed effect, you must follow that effect without revealing to the other players that you are following a text effect.

Ex: On his turn, Paul questions the Athlete and sees the "Jerk" trait card. This card has an effect that states:

"If this refugee has no exile markers, you must claim this refugee is a cultist and vote to exile them. Otherwise, you may claim this refugee is not a cultist."

The Athlete has no exile markers at the moment, so Paul must claim the Athlete is a cultist and vote to exile him.

As a general rule, always take time to read the full text of the card, whether it's flavor text or effect text. This is especially important for early games, so that if a player quickly puts the card down, others don't inherently know that they just saw a card without a game effect.

2. Vote to exile

- a. Take one exile marker (starting with the exile marker on the 1 space and continuing clockwise) and place it above a refugee.

NOTE: When playing with 2 players, if you lift an exile marker and there is a red x underneath, that exile marker does not get placed, and is instead removed from the game.

3. Refresh and exhaust refugees

- a. Refresh any exhausted refugees (flip them over to their color side). Exhaust the refugee you just questioned (flip them over to their grey side).

NOTE: The Athlete has no grey back, as he cannot become exhausted.

4. Check for exile

- a. After placing a red cube from 6:00 or 12:00, the refugee with the most exile markers is removed from the bunker. Do not look at the trait cards belonging to that refugee; discard them face-down along with the refugee card. In case of a tie, the next player in turn order decides which refugee is removed from the bunker.

Ex: After exhausting the refugee she just questioned on her turn, Jen now has to vote to exile a refugee. As it is the sixth turn of the game, she removes the red exile marker from 6:00 on the doomsday clock and places it above the Child. The doomsday clock now reads 6:00, meaning the refugee with the most exile markers is removed.

The Child and the Hermit each have 1 exile marker, and the Geezer and Scientist each have 2 exile markers. As there is a tie, the next player (in regular turn order) chooses whether the Geezer or Scientist is removed from the bunker.

5. End Turn

- a. Play continues with the next player, going clockwise.

Endgame:

After the second refugee has been removed from the bunker, reveal the trait cards under the refugees in the bunker, one at a time. With all of the trait cards revealed, players reveal their allegiance cards and determine who won the game.

If there are no cultists in the bunker, the civilian players win and the fanatic players lose.

If there is at least one cultist in the bunker, the fanatic players win and the civilian players lose.

Important notes:

- Hidden Information
 - As previously stated, players may never name a specific trait card that they have viewed, but can only claim the refugee **is** or **is not** a cultist.
 - By extension, players can't say which traits they haven't seen.
 - Players may speculate as to which refugees may have which cards and what outcomes that could result in, but players should limit speculation towards refugees whom they have little to no information regarding.
 - Players are encouraged to discuss and try to influence other's decisions on which refugees to vote to exile.
- Player Allegiances
 - As previously stated, a player may never reveal their allegiance card. However, this does not mean a fanatic player has to keep up appearances and help the civilians throughout the duration of the game. In many cases, fanatic players may take actions that effectively reveal them to be fanatics. This is fine and can be a viable strategy.
 - Part of playing as a fanatic is being able to identify the tipping point of when openly acting against the civilians is most beneficial. Good luck!
- Ruling priority
 - A player's identity card takes priority over a refugee effect as well as a trait card effect.
 - A refugee effect takes priority over a trait card effect.

- Exhausted Refugees
 - An exhausted refugee may not be questioned, moved or affected by any other refugee effect.
 - **Ex:** Alan questions the Conman, and is deciding who to switch trait cards with. Both the Child and Scientist are exhausted, so Alan may not use the Conman's effect to switch cards with either of those exhausted refugees.
- Directly Adjacent
 - Refugees are only directly adjacent to each other if they are next to each other with no gaps between them (gaps are created when a refugee is voted out of the bunker).
 - **Ex:** In the above illustration the Athlete is at 12, with the Child and Celebrity on either side. In this case, the Athlete is directly adjacent to both the Child and Celebrity. However, if the Athlete is removed from the bunker, the Child will not be directly adjacent to the Celebrity, as there would be a gap between them.