

Adam Mania!

Bioshock The Board Game

The Fall of Rapture

Rapture is a severely damaged underwater city teetering on the verge of collapse. Splicers are degenerated citizens addicted to the genetic material known as Adam. They roam about the passageways looting or killing those they see as a threat. Always on the lookout for their next Adam fix.

6.11.1959 Rapture

Game Summary

Every player controls one splicer who tries to get all the Adam. Adam is obtained by harvesting little sisters. The sisters can reclaim Adam from corpses but are always accompanied by a big daddy, who must be killed first. The players must prepare for this difficult task, by looting the collapsing city. Weapons can be found, and the player can unlock plasmid abilities at the gatherer's garden once he has collected enough Adam.

Terms

Splicer	Players and non-player-splicer
Security devices	Security bots, turrets and security cameras
Enemies	Splicers, Security Drones and Big Daddies

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Setup

The number of players determines which colors come into play:

Number of players	Players
2	Red and green
4	Red, green, blue and yellow

Each player takes a character board, on which his taken damage is counted as well as his consumable items he may obtain in the game. He starts with 1 med kit.

Every player takes these action cards: wrench, pistol and action & one of each movement card:



On the Game Board are Vita Chambers in their respective Color of the Players. Each Player places his Splicer Model on his distinct Vita Chamber.

The numbers of little sisters and their big daddies are determined by the number of players.

Number of players	Little sisters and their big daddies
2	2 - red and blue
4	3 – red, blue and green

This duo is placed on different little sister vents depending on the number of players.



Both occupy the same field at game start which is an exception.

Number of players	Little sisters and their big daddies
2	Yellow and red
4	1 on each green and 1 on red

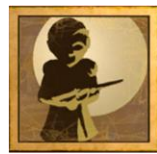
Preparations and Explanations

Use the key and place all the corresponding marker on their starting locations. Shops don't have markers.

Make set-up for higher and lower levels as soon as they are entered – skip them for now.



Big Daddy



Little Sister



Player: Red



Green



Blue



Yellow

Goal of The Game

When a player has collected 25 Adam, he wins the game.

Order of Play

Adam mania is played in phases, in which all players choose cards and reveal them simultaneously. The cards are then resolved in a fixed order.

Whenever there is a tie, each player draws a random number card. However, players may choose to let the other player move first, whenever these two players movements or action have no or very little influence on the other player.

Non-player enemies always go after the player, when they tie.

Order of Play

1

Marker Effects

All marker effects are executed and turned over so that the lower value faces up, otherwise they are removed.

2

Choosing Phase

Every Player chooses an action & movement card from his hand and plays it face-down.

3

Player Movement

Every Player reveals his played movement card. The stated Value determines the Order, as well as Spaces a Character can move. The Players move in descending order.

4

Little Sister Movement

The Little Sisters move when there is a corps marked in their corresponding color and their Big Daddy isn't in a fight. Whenever a Sister reaches a determined corps she collects an ADAM.

5

Big Daddy Movement

The Big Daddies follow their Little Sister, whenever they aren't triggered.

6

Splicer and Bot Movement

Splicers and Bots move whenever they are triggered.

7

Action Phase

Each Player reveals his played action card. The ⚙️ determines the Order in which the action Cards are resolved. The Splicers, Big Daddies and Security Devices act in descending order.

Marker Effects

All marker effects are executed and turned over so that the lower value faces up, otherwise they are removed.

Elevators are also resolved here - but how they work is explained later.



Choosing Phase

Every player chooses an action & movement card from his hand and plays it face-down.

Player Movement

Every player reveals his played movement card. The stated movement value determines the order, as well as spaces characters can move. The players move in descending order.

Movement can be blocked by terrain and a player may only move to a vacant square, via fields that are connected in a vertical or horizontal. A diagonal move is prohibited.

Arrows may also prohibit a player's move. A player may never move over an arrow that points towards the field the player came from.

Little Sister Movement

The little sisters move when there is a corpse marked in their corresponding color and their big daddy is not in a fight, if so she follows her big daddy. Whenever a sister reaches a determined corpse, she collects an Adam. Place this Adam on her character sheet.

Whenever she has no assigned corpse, the player determines the closest corpse that isn't assigned to another big daddy yet, and switches the corpse marker with the corresponding color of the little sister.

Big Daddy Movement

The big daddies follow their little sister, whenever they aren't triggered ►.

Splicer and Bot Movement

Splicers and bots move whenever they are triggered ►.

Action Phase

Each player reveals his played action card. It determines the order in which the action cards are resolved. The splicers, big daddies and security devices act in descending order.

Range, Vision and Cover

Most action cards have a range. To succeed the player must be within a certain range to shoot, shop or hack. The range distance is counted from space to space, only horizontally and vertically, too.

Furthermore, some map elements may block vision. To determine if something is within vision, draw a line from between the center of two fields in question. The vision is blocked as soon as the line travels over a vision blocker.

cover works the same way: as soon as the line of vision goes over a cover, the target gets 1 additional defense 🛡️.

Doors block vision, but they open whenever somebody stands directly in front of them, in which case they don't close until the player moves further away again.

Trigger

Enemies only get triggered if they are attacked directly, or a player moves within his trigger radius. Traps and mines won't trigger enemies. Trigger radius range is determined the same way as vision. Otherwise they remain still and take no actions.

A player scores a so called "sneak attack" when he shoots an enemy who hasn't detected him yet, for example if the player shoots from outside his detection range.

In this case an enemy will be triggered, but it will be too late for him to act in this round.

Whenever a player triggers an enemy, this enemy will focus his aggression on the player who triggered him, until another player damages the splicer who will then become his new target.

If a player triggered a non-player-splicer reveal, a random splicer card or lay out the right security device card. Put a matching number on the splicer token on the card to correspond the card to the token.

Big daddies are already color coded, as well as players.

Triggered enemies will always try to hit a player, they will move as far as needed to use their weapon. If the path is uncertain, the player who triggered the enemy may choose which path the enemy takes.

The player being targeted manages the enemies he triggered and places the card in front of him.

Mines and Traps

Mines and traps trigger instantly whenever a player happens to be in its trigger radius. So, mines are resolved either when moved into in the moving phase, this could cause him to lose remaining movement points, or during the action phase, when pushed into a mine.

Elevators

If a player stands on an elevator field with an elevator marker, he may tell the elevator were to go in the marker phase. An elevator can only travel to other elevator fields who have the same capital letter. The elevator marker is then moved along with the player to the next elevator field in line. Each level has at least one "in between floors" field, in which the player won't be able to do a lot more than reload and rest. Once an elevator started traveling towards a certain level, it can't be halted or redirected.



Moving up



Not moving

Shops

Shops can be used any time a player uses his action card and stands on a field with a shop icon.

At a circus values he may buy any item from the circus values table. He may buy as many items as he sees fit.

At a gatherer's garden he might browse the unused plasmids and tonic cards and unlock as many plasmid ability cards and tonics as he sees fit, he then adds them to his hand. He must reveal it to the other players. A player must have enough total Adam for the sum of each plasmid abilities and tonics.

At a health station, players may restore all their missing health for 7\$.

Player Death

Whenever a player accumulates 15 damage or more. He is killed and placed off the field. In the next action phase, he may move his figure onto his designated vita-chamber. He can remove all his damage markers and also loses half of his money- rounded up.

Information

Only the remaining and face-down played movement cards and action cards, are to be kept a secret. Other players may look at everything else the player owns.