

Entity Extraction – a short experience by Evan Daveikis

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Objective

Search all rooms in the facility. Remove all Entities. Exfiltrate with your entire team intact.

Contents

11 Hall Tiles	11 Weapon Cards	15 Ammo Tokens	3 Player Markers
17 Room Tiles	18 Entity Cards	45 Entity Damage Tokens	5 Lock Markers
	42 Item Cards	9 Player Health Tokens	9 Entity Markers
1 Rulebook (this)	3 Player Guides		

Setup

Player Setup

The game is played with 3 Players. Take a Player Guide, 3 Health Tokens, 5 Ammo Tokens, a Small Weapon card, and a random Item card (it may be another weapon).

Board Setup

Place all the Hall tiles however you like and fill in any open connections with random Room tiles (face-down), ensuring the Gate and Breach tiles are on the board somewhere (face-up). Shuffle the Item and Entity decks. Put the Player Markers on the Gate tile. Put the Host Entity Marker on the Breach tile.

Place every Hall tile face-up on the board in any design you would like. Find and place the Gate tile at an open connection. Fill all remaining open connections with face-down Room tiles. Shuffle the Item and Entity decks and put the Player Markers on the Gate Tile. Now the game is ready to begin.

Play

Game Progress

Players can go in any order. The objective is to discover all Rooms and remove all Hostile Entities. Players all win together or lose together – no man left behind.

Player Turn

Each player can take 2 actions on their turn. Some actions are free actions, and don't count towards the 2-action total.

On your turn, you can choose between the following actions (also listed on the player guide). The same action can be taken more than once, and actions may be taken in any order. You must complete each action before performing another, and once you end your turn, you cannot take more actions until your next turn (i.e., you cannot move, let a teammate take a turn, and then take another action).

Move

You may move 2 tiles on your turn through any open connections. You can't move through locked doors. Some Hall tiles may have special instructions to execute when you move over them, such as drawing Item cards. Multiple players and entities can occupy the same tile.

Use an Item

Some Items require an action to use, and some do not. Follow the directions on the card. Consumable items are discarded upon use.

Attack

You can attack Hostile Entities. Your Weapon cards have a damage and range value, along with the number of attacks per action. Note: If a weapon consumes ammo, it is 1 ammo per attack, not per action. Place Damage Markers on Hostile Entities to mark damage dealt.

Pick Up a Downed Player

If a player is down, you may pick them up. Place their Player Marker in front of you while you are carrying them. If they regain a Health Token for any reason, or you yourself go down, they are dropped.

Lock/Unlock a Door

Connections with a lock icon are doors, and they can be locked/unlocked. You may spend an action from either side of the door to lock/unlock it. Airlock doors will automatically lock and unlock. A player or Entity standing on one side of the airlock will lock the door on the opposite side.

Discover a Room

If you are on an undiscovered (face-down) Room tile, you may spend an action to flip it. Turn the Room tile face-up and follow the instructions on the tile. Rooms may have effects when you enter them for the first time, and when you enter them any time, which both activate. These also apply when the Room is discovered.

Drop a Downed Player (Free Action)

Place the carried player's Marker back on the board on the same tile as your Marker.

Trade or Discard Items (Free Actions)

If you occupy the same tile as another player, you may freely trade Items between yourselves. You may also discard any Items from your hand. You may have a maximum of 4 Item cards in your hand at the end of your turn; excess cards are discarded. Weapons and Item Entities count as items too!

Hostile Entities

Hostile Entities will be discovered when you search Rooms. When discovered, place their corresponding Marker on the Room they were discovered in and follow the directions on the card. Hostile Entities will also take actions, defined on their card, on their turn. Hostile Entities take their turns after all players have taken theirs. The last player to take their turn will complete the actions of the Entities. When a Hostile Entity has Damage Markers equal to its HP, it is killed: Remove its Marker from the board and discard its Entity card.

Item Entities

When an Item Entity is discovered, it goes into the hand of the player who discovered the Room; Item Entities are not placed on the board. They may function as a Consumable Item, an Effect Item, or they may have an alternate effect; follow the directions on the card. You do not need to keep Item Entities to win the game; they may be discarded (unless they say otherwise).

Taking Damage and Going Down

When you take damage, you lose Player Health Tokens (HT). If you have 0 HT remaining, you are considered down. The only action you may take on your turn is to use a healing item (and any free actions). 'First Entry' and 'Any Entry' effects do not affect downed Players. Once you are above 0 HT, you are no longer downed. You can have a maximum of 3 HT.

End

Once all Rooms have been discovered (are face-up) and all Hostile Entities are neutralized, all players must return to the Gate tile. Once all players (down or up) are on the Gate tile, you win. If all players are down at once, you lose.

Design Process

Initially, all I knew was that I wanted a game with procedurally generated levels. I wanted to be able to randomize the layout every time. I also wanted to feature items that the players would collect and hold in their hand. Apart from that, I had no plans. I came up with some potential theme ideas (purely for inspiration) and decided on a horror escape-a-facility type game, which instantly made me think of SCP games. That is essentially where the game came from: Enter the facility as the MTF, eliminate the SCPs and leave. I started out by just drawing a map, and the rest of the ideas came naturally from there.

