

ADRENALINE ADRENALINE

WEAPONS MANUAL

Congratulations on owning your new weapon! This manual will explain how to use it properly.

General rules for weapons are on this page. Powerups are on the back.

In between are detailed explanations of the weapons you might pick up at one of the three spawnpoints.

If you are teaching the game to new players:

1. Go over the rules for actions, damage, marks, and scoring.
2. Explain each of the 9 weapons available at the start of the game.
3. Explain the powerups.
4. **Start playing!**
5. Explain other weapons as they become available.

Sometimes I skip step 2 and let new players discover what their weapons do the first time they shoot them. Why not? It's just a training run.



If this is **your** first game, too, you'll need to understand the rules on this page in order to understand the weapon descriptions.

PARTS OF A CARD



basic effect: The weapon can do this without spending any more ammo.

optional effect: The weapon can do this **in addition to** the basic effect.

Sometimes you must pay ammo to use this effect.

basic mode: This is just another name for a basic effect. The weapon can do this without spending ammo.

alternate fire mode: The weapon can do this effect **instead of** the basic mode's effect. You choose one or the other. Sometimes you must pay ammo to use this mode.

WHAT CAN YOU SEE?

About half the weapons target a player you can **see**. What does that mean?

- » You can see any player in the same room as you.
- » If your square has a door, you can also see any player on any square in the room on the other side of the door.

Imagine it this way: The room has nothing to hide behind, so you can see everyone in it. You can peek through any door and see everyone in the adjacent room, too. But you duck back on their turn, so they can't see you unless they are beside a door into your room.

Don't worry about whether you can shoot through an occupied square or whether you can shoot through both of your square's doors at the same time. You can. Your character is agile enough to hit every target the weapon allows.



Dozer can see these 3 rooms simultaneously.

Sprog can see :D-struct-OR and Dozer.

D-struct-OR can see Dozer and Sprog.

Banshee can see no one, even though Dozer sees her.

SOME GENERAL PRINCIPLES

- » The game cares about the square you are in, not about your position in that square.
- » It is not possible to hide behind other figures.
- » You can never be damaged by your own weapon.
- » If an effect gives a target a certain amount of damage, you cannot choose to give less.
- » If an effect lets you choose multiple targets, you can choose fewer if you want; but if an effect damages everyone in a location, you cannot choose to let some targets escape that damage.
- » If a weapon affects a target "one move away" that means it works through doors but not through walls.



LOCK RIFLE

basic effect: Deal 2 damage and 1 mark to 1 target you can see.

with second lock: Deal 1 mark to a different target you can see.



ELECTROSCYTHE

basic mode: Deal 1 damage to every other player on your square.

in reaper mode: Deal 2 damage to every other player on your square.



MACHINE GUN

basic effect: Choose 1 or 2 targets you can see and deal 1 damage to each.

with focus shot: Deal 1 additional damage to one of those targets.

with turret tripod: Deal 1 additional damage to the other of those targets and/or deal 1 damage to a different target you can see.

Notes: If you deal both additional points of damage, they must be dealt to 2 different targets. If you see only 2 targets, you deal 2 to each if you use both optional effects. If you use the basic effect on only 1 target, you can still use the the turret tripod to give it 1 additional damage.



TRACTOR BEAM

basic mode: Move a target 0, 1, or 2 squares to a square you can see, and give it 1 damage.

in punisher mode: Choose a target 0, 1, or 2 moves away from you. Move the target to your square and deal 3 damage to it.

Notes: You can move a target even if you can't see it. The target ends up in a place where you can see and damage it. The moves do not have to be in the same direction.

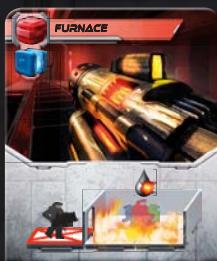


VORTEX CANNON

basic effect: Choose a square you can see, but not your square. Call it "the vortex". Choose a target on the vortex or 1 move away from it. Move it onto the vortex and give it 2 damage.

with black hole: Choose up to 2 other targets on the vortex or 1 move away from it. Move them onto the vortex and give them each 1 damage.

Notes: The 3 targets must be different, but some might start on the same square. It is legal to choose targets on your square, on the vortex, or even on squares you can't see. They all end up on the vortex.



FURNACE

basic mode: Choose a room you can see, but not the room you are in. Deal 1 damage to everyone in that room.

in cozy fire mode: Choose a square exactly one move away. Deal 1 damage and 1 mark to everyone on that square.



T.H.O.R.

basic effect: Deal 2 damage to 1 target you can see.

with chain reaction: Deal 1 damage to a second target that your first target can see.

with high voltage: Deal 2 damage to a third target that your second target can see. You cannot use this effect unless you first use the chain reaction.

Notes: This card constrains the order in which you can use its effects. (Most cards don't.) Also note that each target must be a different player.



PLASMA GUN

basic effect: Deal 2 damage to 1 target you can see.

with phase glide: Move 1 or 2 squares. This effect can be used either before or after the basic effect.

with charged shot: Deal 1 additional damage to your target.

Notes: The two moves have no ammo cost. You don't have to be able to see your target when you play the card. For example, you can move 2 squares and shoot a target you now see. You cannot use 1 move before shooting and 1 move after.



HEATSEEKER

effect: Choose 1 target you cannot see and deal 3 damage to it.

Notes: Yes, this can only hit targets you **cannot** see.



WHISPER

effect: Deal 3 damage and 1 mark to 1 target you can see. Your target must be at least 2 moves away from you.

Notes: For example, in the 2-by-2 room, you cannot shoot a target on an adjacent square, but you can shoot a target on the diagonal. If you are beside a door, you can't shoot a target on the other side of the door, but you can shoot a target on a different square of that room.



HELLION

basic mode: Deal 1 damage to 1 target you can see at least 1 move away. Then give 1 mark to that target and everyone else on that square.

in nano-tracer mode: Deal 1 damage to 1 target you can see at least 1 move away. Then give 2 marks to that target and everyone else on that square.



FLAMETHROWER

basic mode: Choose a square 1 move away and possibly a second square 1 more move away in the same direction. On each square, you may choose 1 target and give it 1 damage.

in barbecue mode: Choose 2 squares as above. Deal 2 damage to everyone on the first square and 1 damage to everyone on the second square.

Notes: This weapon cannot damage anyone in your square. However, it can sometimes damage a target you can't see – the flame won't go through walls, but it will go through doors. Think of it as a straight-line blast of flame that can travel 2 squares in a cardinal direction.



ZX-2

basic mode: Deal 1 damage and 2 marks to 1 target you can see.

in scanner mode: Choose up to 3 targets you can see and deal 1 mark to each.

Notes: Remember that the 3 targets can be in 3 different rooms.



GRENADE LAUNCHER

basic effect: Deal 1 damage to 1 target you can see. Then you may move the target 1 square.

with extra grenade: Deal 1 damage to every player on a square you can see. You can use this before or after the basic effect's move.

Notes: For example, you can shoot a target, move it onto a square with other targets, then damage everyone including the first target. Or you can deal 2 to a main target, 1 to everyone else on that square, then move the main target. Or you can deal 1 to an isolated target and 1 to everyone on a different square. If you target your own square, you will not be moved or damaged.



SHOTGUN

basic mode: Deal 3 damage to 1 target on your square. If you want, you may then move the target 1 square.

in long barrel mode: Deal 2 damage to 1 target on any square exactly one move away.



ROCKET LAUNCHER

basic effect: Deal 2 damage to 1 target you can see that is not on your square. Then you may move the target 1 square.

with rocket jump: Move 1 or 2 squares. This effect can be used either before or after the basic effect.

with fragmenting warhead: During the basic effect, deal 1 damage to every player on your target's original square – including the target, even if you move it.

Notes: If you use the rocket jump before the basic effect, you consider only your new square when determining if a target is legal. You can even move off a square so you can shoot someone on it. If you use the fragmenting warhead, you deal damage to everyone on the target's square before you move the target – your target will take 3 damage total.



POWER GLOVE

basic mode: Choose 1 target on any square exactly 1 move away. Move onto that square and give the target 1 damage and 2 marks.

in rocket fist mode: Choose a square exactly 1 move away. Move onto that square. You may deal 2 damage to 1 target there. If you want, you may move 1 more square in that same direction (but only if it is a legal move). You may deal 2 damage to 1 target there, as well.

Notes: In rocket fist mode, you're flying 2 squares in a straight line, punching 1 person per square.



RAILGUN

basic mode: Choose a cardinal direction and 1 target in that direction. Deal 3 damage to it.

in piercing mode: Choose a cardinal direction and 1 or 2 targets in that direction. Deal 2 damage to each.

Notes: Basically, you're shooting in a straight line and ignoring walls. You don't have to pick a target on the other side of a wall – it could even be someone on your own square – but shooting through walls sure is fun. There are only 4 cardinal directions. You imagine facing one wall or door, square-on, and firing in that direction. Anyone on a square in that direction (including yours) is a valid target. In piercing mode, the 2 targets can be on the same square or on different squares.



SHOCKWAVE

basic mode: Choose up to 3 targets on different squares, each exactly 1 move away. Deal 1 damage to each target.

in tsunami mode: Deal 1 damage to all targets that are exactly 1 move away.



CYBERBLADE

basic effect: Deal 2 damage to 1 target on your square.

with shadowstep: Move 1 square before or after the basic effect.

with slice and dice: Deal 2 damage to a different target on your square. The shadowstep may be used before or after this effect.

Notes: Combining all effects allows you to move onto a square and whack 2 people; or whack somebody, move, and whack somebody else; or whack 2 people and then move.



SLEDGEHAMMER

basic mode: Deal 2 damage to 1 target on your square.

in pulverize mode: Deal 3 damage to 1 target on your square, then move that target 0, 1, or 2 squares in one direction.

Notes: Remember that moves go through doors, but not walls.

POWERUPS

Each powerup has 2 main uses. You can discard it instead of paying the depicted ammo cube when you need to pay an ammo cost. Or you can play it (and discard it) to use its special effect. Note: You cannot just toss away the powerup card to gain the cube – you can only play it when you need to pay a cost.

You may have at most 3 powerups in your hand at one time. You may use all of them on the same action if they all apply.



You may play this card when you are dealing damage to one or more targets. Pay 1 ammo cube of any color. Choose 1 of those targets and give it an extra point of damage. Note: You cannot use this to do 1 damage to a target that is receiving only marks.

You may play this card on your turn before or after any action. Choose any other player's figure and move it 1 or 2 squares in one direction. (You can't use this to move a figure after it respawns at the end of your turn. That would be too late.)

You may play this card when you receive damage from a player you can see. Give that player 1 mark.

You may play this card on your turn before or after any action. Pick up your figure and set it down on any square of the board. (You can't use this after you see where someone respawns at the end of your turn. By then it is too late.)

ADRENALINE RULES SUMMARY

SETUP

Make the game board by choosing 1 side of each board. Set up the game as shown on pages 2 and 3.

SPAWNING ON YOUR FIRST TURN

1. Draw 2 powerup cards.
2. Choose 1 to keep.
3. Start your first turn by discarding the other powerup. Its color determines your spawnpoint.

TURN

1. You take 2 actions:
 - a. Run Around
 - i. Make 1, 2, or 3 moves.
 - b. Grab Stuff
 - i. Make 1 move if you want (up to 2 moves if you have at least 3 damage).
 - ii. Grab the thing in your square.
 - To grab ammo, pick up the ammo tile. Move those cubes onto your board. Discard the tile.
 - » If the tile gives you a powerup, draw the card unless you already have 3.
 - To grab a weapon, pick up the card. Pay the reload cost, except the top cube is free. Keep the card in your hand. The weapon is loaded.
 - » If you now have 4 weapons, you must discard 1 to the space your new weapon came from. You can discard a loaded or unloaded weapon.

c. Shoot People

- i. Play a weapon card from your hand. (If you have at least 6 damage, you may make 1 move first.)
- ii. Explain how you are using the card's effects.
- iii. Perform the effects, paying for optional effects or alternate fire modes, if you use them.
- iv. The weapon is now **unloaded**. It remains face up in front of you.

2. Reload

- a. You can reload as many of your unloaded weapons as you want.
- b. To reload, pay the reload cost and pick up the card. It is now loaded.

3. Score each board that received a killshot.

- a. **First blood:** 1 point for the player with the first damage.
- b. Points are distributed to every player who dealt damage:
 - i. The players who dealt the most get the most points. Second most gets second most, etc.
 - ii. Break ties in favor of the player whose damage came earlier.
 - iii. Points are initially 8, 6, 4, 2.
 - iv. For each previous killshot, the point values decrease, as shown by skulls on the board.
- c. Move the killshot token to the killshot track.
- d. If there is overkill, move the overkill token to the killshot track. The overkilled player gives the overkiller a mark.
- e. Take the skull from the killshot track and cover the killed board's highest remaining point value.

f. Killed player respawns:

- i. Draw a powerup card.
- ii. Discard one of your powerup cards.
- iii. Respawn in that location.

FINAL FRENZY

1. Final frenzy is triggered when the last skull is taken from the killshot track.
2. All players with no damage flip over their boards. They will be worth only a minimal amount.
3. Each player, including the one who triggered final frenzy, gets one more turn. They flip their action tiles to the final frenzy side.
 - a. Those who play before the starting player choose twice from this set of actions:
 - i. Move up to 4 squares.
 - ii. Move up to 2 squares and grab something.
 - iii. Move up to 1 square, reload, and shoot.
 - b. The starting player and all those who play after choose 1 of these actions:
 - i. Either move up to 3 squares and grab something.
 - ii. Or move up to 2 squares, reload, and shoot.
4. Boards that receive killshots in final frenzy are flipped to the 2-1-1-1 side after they are scored.

FINAL SCORING

1. Score each player board that still has damage.
2. Score most damage on the killshot track as you score a player board.
3. Whoever has the most points wins.
4. Break ties in favor of the player with the most points from the killshot track.

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