

8 Hours Till Dawn

****A cooperative survival horror game for 1-6 players.****

You and your fellow survivors are trapped inside a house. The infected are outside and they are getting closer. You have eight hours until dawn. Make it count.

Need Help? It's Built Into The Game.

Two resources are available to you at any time from the main menu and the pause menu:

****How to Play**** A full reference screen covering every rule, mechanic, and icon in the game. If you ever need to look something up mid-session, it's there.

****Tutorial**** A guided, interactive walkthrough that teaches you the game from the ground up. Highly recommended before your first real run, but you can jump in and learn from experience too. No judgment either way.

How to Play The Base Game - The Quick Version

This is the game in plain language, the way you'd explain it to someone sitting next to you.

The Setup

Before the night begins, the game places two wall tokens randomly on the eight doorways that connect the outer rooms to each other. These walls block movement, you cannot pass through them. Two doorways on the board are permanently open no matter what: the ones connecting the North and South rooms to the Center Room.

Each survivor starts in a random outer room. Nobody starts in the Center Room, and no more than two survivors can begin in the same room.

The infected are already outside. Their numbers grow every hour.

The Goal

Survive until Hour 8. Once Hour 8 begins and the sun is up, get one survivor to the North Room (the front door) and use an Action to Escape. That's it. One person out the door and everyone wins.

If even a single infected gets inside the house at any point, the game is over and everyone loses.

Each Hour Has Four Phases

1. Plan Phase

Every player draws 8 Movement/Action cards. Each card has three options, one on the top half, one on the bottom, and flipped over. The timer starts immediately.

Talk fast. Coordinate. Decide who's going where, who's shooting, who's searching for weapons. Arrange your cards face-up, left to right, in the order you want them to resolve. Or place one upside down as a Wait action if you need to wait in a room for any reason.

When time runs out, any unplaced cards automatically become Wait Actions, your survivor freezes. You cannot rearrange cards after the timer expires.

****Difficulty affects how much time you have to plan:****

- Casual (Easy): 30 seconds × number of players (90 sec max)
- Unease (Medium): 20 seconds × number of players (60 sec max)
- Panic (Hard): 15 seconds × number of players (45 sec max)

2. Survivor Phase

Cards resolve one at a time, rotating clockwise through all players. Example using a three player game: Player 1 plays card 1, Player 2 plays card 1, Player 3 plays card 1. Then back to Player 1 for card 2, and so on, for eight full rotations until everyone's cards are played.

****Your five possible actions each card:****

- ****Move**** card side to use: (N, S, E, or W). Go one room in the direction shown on the card (N, S, E, or W). You must pass through a legal doorway, no walls, no moving in a direction with no connection, and no moving into a room with two survivors currently in it. Yeah, the rooms in this house are small.
- ****Escape**** After Hour 8 only, North Room only and both yards in front of the north room must be clear of infected. Use an Action card (A) to get out. This ends the game in victory.
- ****Search**** Only available in the Center Room. Draw one weapon card. Equip it or discard it immediately. (A)
- ****Shoot**** Only available from outer rooms with windows. Declare your weapon, the yard section you're targeting, and which ring. Spend one ammo, roll, and compare against your weapon's Hit Number for that ring (the red number on the weapon cards). (A)
- ****Wait**** Flip any card face-down before the phase resolves to do nothing on that turn.

****A few things to keep in mind:****

- You cannot move through a walls.
- No more than two survivors in a room at once (unless a survivor's special trait says otherwise).
- Using an Action in an outer room when you have no weapon equipped is an illegal move – it becomes a Wait automatically.
- Shooting at an empty yard section still costs ammo. Don't do that.

3. Infected Phase

Every infected on the board moves ****one ring closer**** to the house: outer → middle → inner → inside.

If any infected reach inside the house, the game ends in defeat immediately.

After movement, new infected spawn:

- ****Hours 1-8:**** A number equal to the current Horde Tracker value spawns (Bottom row of numbers) on the GameBoard, each placed at random in the outermost ring of a yard section.
- ****Hour 9 and beyond:**** Two infected spawn in every yard section - 16 total, no randomness.

4. End of Hour

- The hour counter advances by 1.
- The Horde Tracker increases by 1 (this controls how many infected spawn next round).
- The Survivor Initiative token passes to the left, that player now goes first in the next Plan Phase.

Weapons

You can carry **one Primary and one Secondary weapon**, or **two Secondary weapons**. (unless a survivor's special trait says otherwise).

When you Search and draw a weapon, you must immediately choose to equip it or discard it. If you equip it and you're already full, discard one of your existing weapons to make room.

Weapons cannot be traded between players.

When a weapon runs out of ammo, it's automatically discarded. An empty gun is dead weight.

****Shooting basics:****

1. You must be in an outer room. The Center Room has no windows.
2. Each outer room can only see certain yard sections – the windows determine your field of fire. Check your room on the How to Play screen if you're unsure.
3. Choose a ring in your target section that has at least one infected on it.
4. Spend 1 ammo, roll the die, compare to your weapon's Hit Number for that ring. (unless a survivor's special trait says otherwise).
5. On a hit, remove a number of infected equal to your weapon's Kill Count for that ring. (black number on the card)

****Bullet Modifiers**** some weapons have special behavior:

- ****Piercing (green):**** On a hit, the bullet continues to the next ring outward at no extra ammo cost. Roll again to see if you hit again.
- ****Stop Shot (red):**** Action ends after this shot, hit or miss.
- ****Multi-Shot (yellow):**** Declare multiple shots before rolling. Pay ammo for each. You can target different rings in the same section.

Your Survivor

Each survivor has a positive trait and a negative trait. These can override normal rules. When they do, the card takes priority. Read your character – knowing your quirks can save your life, or someone else's.

Winning and Losing

****You win**** when any one survivor uses an Action card in the North Room on Hour 8 or later to Escape.

****You lose**** the moment any infected token enters the house.

The night is long. The horde is patient. You are not.

Make it to dawn, it's only 8 Hours away.