Hostage Negotiator

Rules FAQ v.1.0

Setup

1. **Do you use all of the Major Demands for the Abductor? All of the Escape Demands?**
   No. Each Abductor Card lists what his or her starting demands are.
2.

Conversation Phase

1. **What happens if I don't have any Conversation Cards to play?**
   You proceed to the Spend Phase. You can any 0 cost Conversation Cards in the Available Area. Then, proceed to the Terror Phase.
2. **If a Conversation Card result ends the Conversation, can I still play cards face down to get +1 CP each?**
   No. The Conversation has ended and the Abductor hung up on you!
3. **When I play 2 cards face down to convert a 4 to a success, do I get to change the die to a 5 or 6?**
   No. The die result is still a 4 but now counts as a success.
4. **How does the timing work when modifying a Threat Roll?**
   All Threat roll modifications take place before you begin to resolve a card. Converting 4's and rerolling (i.e. "What I meant was") all happen first. Once you have your final result because you can't or don't want to do anything else to modify them, you resolve the card.
5. **Can I do things while I am resolving a Conversation card?**
   Generally speaking you must resolve a Conversation Card completely and in order from left to right. However there is one exception. The "Food" Minor Demand allows you to prevent a Conversation from ending and may be conceded after you know the result of the card.
6. **If I roll 2 successes, can I choose to resolve the Single success part of the card twice?**
   No. Each card is resolved only once and with the best possible outcome.

Spend Phase

1. **Can I take the Zero cost cards if my Conversation Points are 0 or negative?**
   Yes. They are effectively free to take.
2. **If I have no cards I can take or purchase do I skip the Spend Phase?**
   Technically you do not skip it. The CP marker might need to be reset to 0.

Terror Phase

1. **What if a card says to discard or draw a Red Terror card but there are none left?**
   Ignore it, it has no effect.

2. **If a Terror Card says make a Threat Roll do I roll according to the Threat level?**
   Yes. You roll as many dice as the Threat Level indicates. If the Terror card does NOT indicate it is a Threat roll you simply roll the number of dice indicated (typically one).
3. **If a hostage would be saved during the Terror Phase, but there are no hostages in the pool, do I capture the Abductor/does the Abductor surrender?**
   No. The effect would be ignored. The Abductor may never be captured during the Terror Phase.

<u>The Final Conversation after the Pivotal Event</u>

1. **Can I can take Zero Cost Conversation Cards in the Conversation after the Pivotal Event?**
   Yes. You may purchase any cards from the Available Area including taking the zero cost cards free.
2. **Can I continually recycle the Zero cost cards and keep taking them?**
   No. Once played they will not go back into the Available Area until the Spend Phase (which will be moot if you don't win during the Conversation Phase).

<u>Card Clarifications</u>

Terror Cards

1. **Do I roll dice equal to the Threat Level when resolving "I've taken more Hostages"?**
   No. Just roll one die and add Hostages according to the result.
2. **When I make a Threat Roll for "Hostage Escape Attempt", do I save a hostage for each die that shows a success?**
   No. All of the dice will make up one total result, either a success or failure. Successes past the first have no additional effect.
3. **If I draw "Your time is Running Out" and there is only 1 (or zero) Red Terror Card on the deck do I just ignore the effect?**
   Yes. Half of 1 rounded down is zero so you do not have to discard any cards off the Terror Deck.