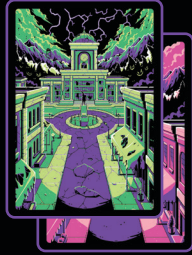




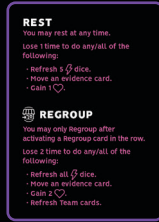
WODE RIDGE

BY GABE BARRETT

COMPONENTS



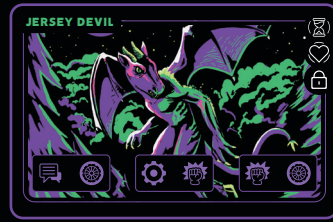
72 HUNTED CARDS



1 REFERENCE CARD



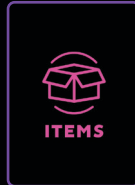
13 GREEN & 16 PINK TROUBLE! CARDS



6 BOSS CARDS



20 EVIDENCE CARDS



11 ITEM CARDS



11 ALLY CARDS



8 LOCATION CARDS



1 EVIDENCE BOARD



1 PLAYER BOARD



45 TOKENS



1 WOODEN CUBE



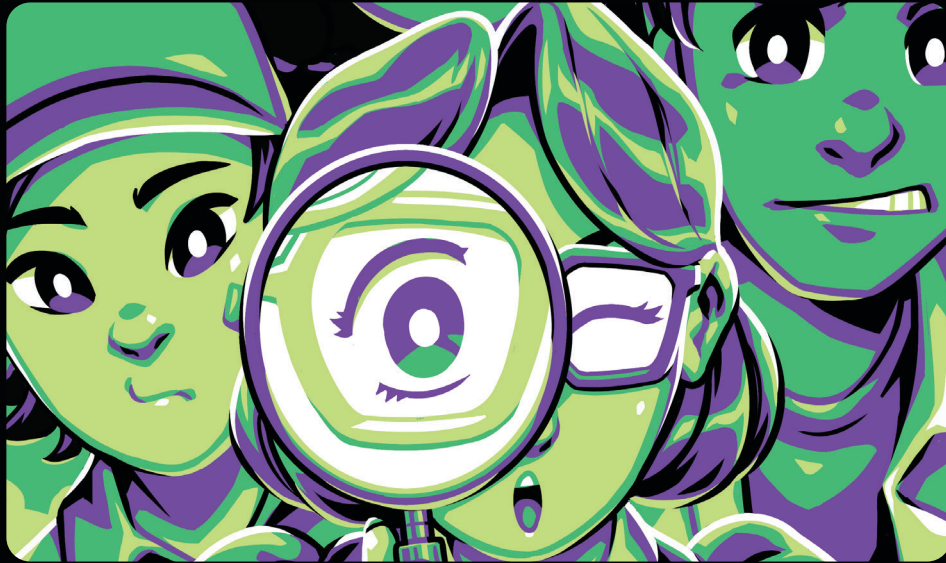
1 HEART TOKEN



11 CUSTOM DICE



1 ADVENTURE BOOK



STORY

The town of Wode Ridge has been cursed ever since Amos Wode founded the place in 1876. The sleepy Colorado tourist trap looks peaceful in its postcards, but there's a darkness about the town you can't quite put your finger on. Some even say the town has an "other side" where strange things roam unchecked, but I can't speak much to that...not here anyway.

By the 1980s, things were even more weird, which seemed to pique the curiosity of a bunch of kids who started snooping around, trying to get to the bottom of the town's supernatural events. While the adults worried about Tupperware parties, these youngsters were tracking down clues and finding trouble before it found them. Rumor has it they found some kind of creature in the woods a while back which might explain all them FBI fellers around here asking questions.

And here the kids come now, riding around town on their bicycles. I just hope they figure things out soon. Looks like some kind of dark cloud is rolling in right behind 'em.

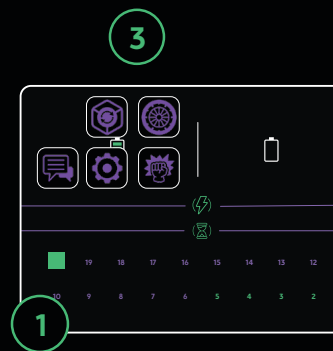
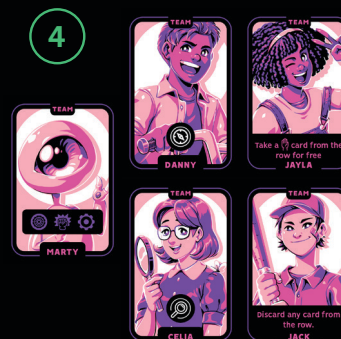
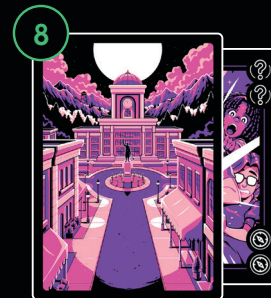
OVERVIEW

Take on the role of a group of kids and their newfound alien friend as they explore Wode Ridge looking for evidence regarding the town's supernatural events. But be wary as the Darkness knows about your investigations, and it will try to stop you at all costs. Find enough evidence to discover which monster currently threatens the town and defeat it before time runs out and the Darkness overtakes you!

SETUP

Place the player board (or Playmat) in front of you and place the other components, as follows:

1. *Time Track*: Place one Wooden Cube on the "20" space.
2. *Health*: Place the wooden heart token on the topmost heart.
3. *Energy*: Place all 10 dice in the Available area.
4. *Team cards*: Place all four kid cards face-up, with the icons and special abilities visible, to the left of the player board. Select either the Marty or AL card and place it next to the kids with the indicated tokens on it. Place the unused alien card in the box.
5. Shuffle the Item, Ally, Evidence, and Trouble! (pink and green) decks and place them within easy reach.
6. Place the Adventure Book, evidence board, and all tokens within easy reach.
7. Locate the Neighborhood card in the Hunted deck, and place it above the player board.
8. Locate the Wode Ridge Clocktower card, and place it to the side. Shuffle the Hunted deck cards and location cards together making sure that all the cards have the pink side faceup. After shuffling, place the Wode Ridge Clocktower card on top of the deck (pink side faceup). Then, place the deck directly above the player board.
9. The game is ready to begin!





EVIDENCE

THE HUNTED ROW

2

		7
	6	5
	4	3
12	11	2
2	1	1

AREA FOR ALLIES & ITEMS



VICTORY CONDITIONS

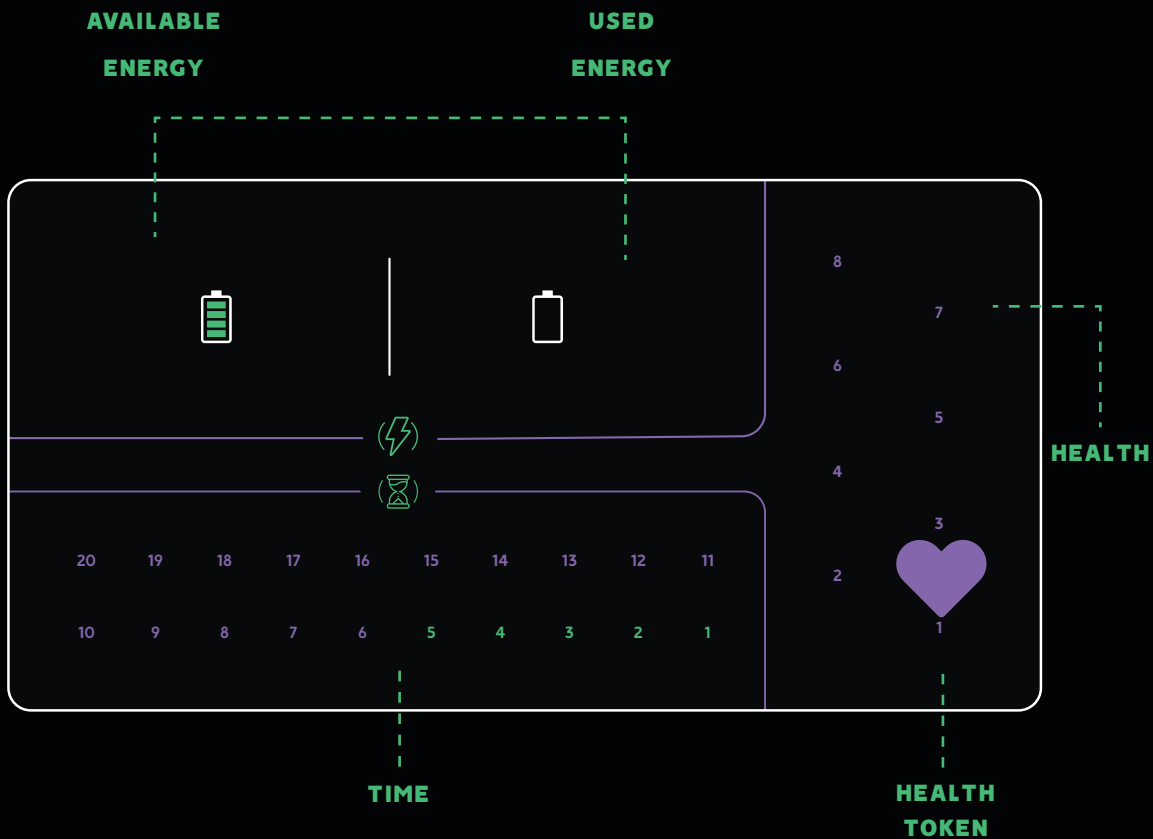
WIN: Explore the town of Wode Ridge to find Clues and make Discoveries about the monster which threatens the town. Connect fifteen Evidence cards to reveal the Monster and defeat it.

HOW TO LOSE: Run out of Health or Time. If either reaches zero, you lose!

GAMEPLAY

Hunted: Wode Ridge is played over a series of turns in which you reveal cards on the Hunted Row, finding Evidence, Items, and Allies, while avoiding Trouble! in the form of parents, FBI agents, and other obstacles.

During the game, you will track your Energy (dice), Health (hearts), and Time (sand timer) located on the player card or playmat. Interacting with the Hunted deck and Adventure Book will modify these stats. Details of the player board are found below:



On each turn, you may choose among three actions: Draw a Card (Hunted deck), Hide, or Rest.

DRAW A CARD

Draw the **BOTTOM** card from the Hunted deck and place it face up (**PINK** or **GREEN** side) in the row above the player board. Icons on the revealed card indicate available Action Icons, costs (in Action Icons), and benefits. **IF THE HUNTED DECK EVER RUNS OUT OF CARDS, SHUFFLE THE DISCARD PILE TO CREATE A NEW DRAW PILE AND CONTINUE PLAYING.**

*You may find it easier to draw cards by holding the Hunted deck in your hand since you're drawing off the bottom of the deck. If you find it difficult to hold all of the deck in your hand at one time, feel free to split the deck in half and only hold half of it at a time. Place the other half to the side, and pick it up when the first half runs out of cards.

HIDE

Use this action to remove all cards from Hunted Row. First, discard all cards from the Hunted Row. Second, lower the Time Track by one (i.e. 18 to 17). The Hide action is especially useful in removing Trouble! cards before they are triggered (noise icons).

REST

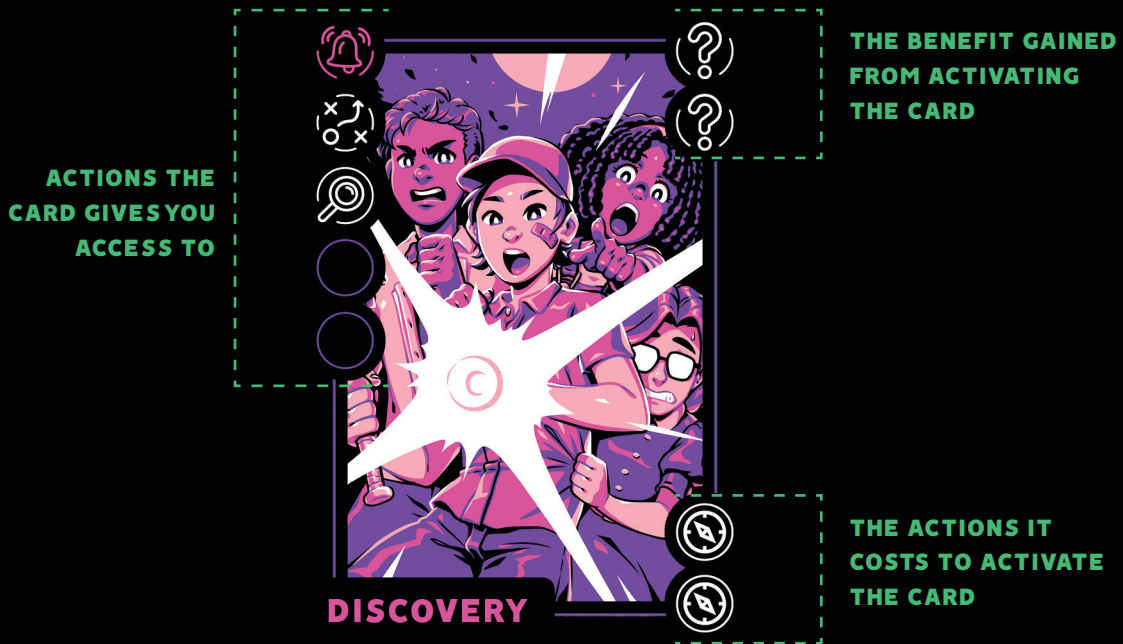
Use this action any time, at a cost of one Time, to regain Energy (dice) and Health. When taking the Rest action, you may perform any (or all) of the following:

- A)** Move up to five energy dice to the "Available" side
- B)** Regain one Health (move the token up on the Health track)
- C)** Move a Clue card to a different place on the Evidence board

DO NOT DISCARD CARDS FROM THE HUNTED ROW.

ACTIVATING CARDS

You may use cards on the Hunted Row to find Evidence, Clues, Allies, etc. The Hunted Row may contain any number of cards.

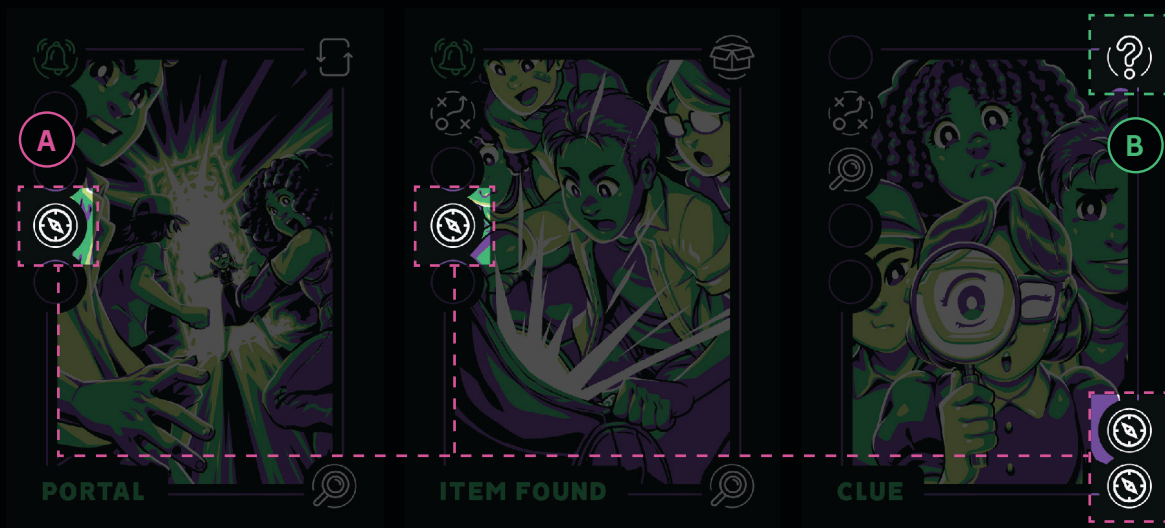


6

- Upper left side of the card represents available Action Icons
- Lower right side of the card represents a cost (paid in Action Icons) to activate the card and gain its benefit
- Upper right side of the card represents an immediate benefit of activating the card (Evidence cards, items for your inventory, tokens, etc.)

When cards are used for their Action icons, discard them from the row and place them face up (**PINK** or **GREEN** side; whichever side that you're currently playing) in the discard pile, ensuring that all cards have the same faceup color. Then, activate another card in the row. It may be necessary to discard multiple cards in the row to activate another card. You can only activate one card at a time.

When activating a card, it will either go to the discard pile or to your inventory, depending on the card (explained later). Once activated, the card may not activate another card.



EXAMPLE

- A) Discard both the **PORTAL** and **ITEM FOUND** cards to provide two Explore Action Icons, activating the **CLUE** card.
- B) When the **CLUE** card is activated, you gain its benefit: discard the **CLUE** card and draw one **EVIDENCE** card.

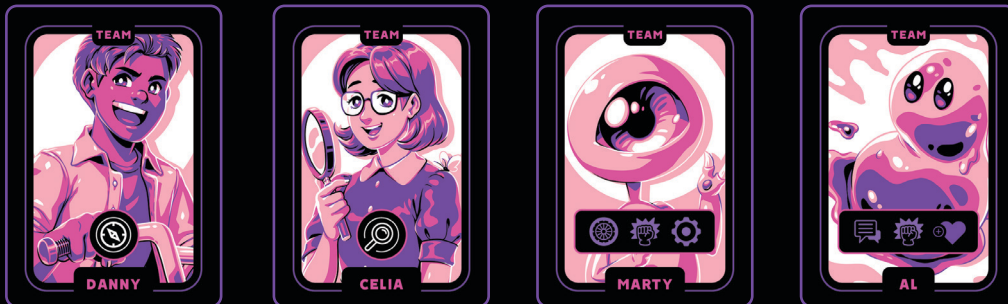
ICONS

The icons listed on cards and dice indicate different available actions, activations, and bonuses.



8

TYPES OF CARDS



TEAM

These cards represent the kids (Celia, Danny, Jack, and Jayla) and their alien friend, Marty (or AL if you prefer). Each card possesses a benefit that the player may activate at any time

After activating a Team card for its icon or special ability, flip it face down.

Marty's and AL's cards provide multiple tokens for use at any time. Flip the card face down after using the final token.

INVENTORY

When the player activates a card with a Hand Icon (located in the upper right corner) from the Hunted Row, place the card immediately into the Inventory near the player board or on the play mat. To gain the effect or benefit (Item, Weapon, or Ally), place it in the discard pile.

TOKENS

Several Hunted cards display one or two icons in the top right that provide tokens for use in lieu of die rolls. After activating a card, discard it and receive a number of tokens equal to those displayed on the card.

ITEMS AND ALLIES

Several Hunted cards allow you to draw from the Item or Ally decks. Discard the Hunted card and draw from the corresponding deck. (Box for Item. Person for Ally.) Place the drawn card next to the player board. If the card has multiple icons on it, place corresponding tokens on the card. These tokens can be discarded before or after energy dice rolls. If it only has one icon, you can simply discard the card when it is used.



LOCATIONS

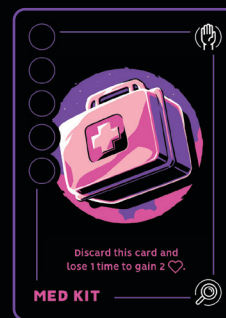
Location cards go in the Hunted deck. These represent different areas in Wode Ridge that the kids are exploring.

Upon drawing a Location card, immediately discard the current Location card, replacing it with the new one. Then, trigger the card's effect. After that, you may Draw a Card, Hide, or Rest. (The Neighborhood card begins as active when the game starts, however its effect does not trigger until it's drawn from the deck after reshuffling.)

REGROUP

When a Regroup card is activated, discard it and immediately take a Regroup action. Lose two time, and then do any or all of the following:

- Move all energy dice to the available side of the player board on the left.
- Move an Evidence card to a different space on the Evidence board or switch the places of two cards on the Evidence board
- Regain up to two hearts.
- Flip any/all Team cards faceup.



EVENTS

You must immediately resolve cards with an exclamation point (!) in the top left corner by rolling energy dice or discarding the required tokens. Failure to do so with one roll results in triggering the consequence, listed in the top right corner (Loss of Health and/or Time.)

EVIDENCE

When you activate a Clue or Discovery card, discard it and draw from the Evidence deck. (One card for a Clue; two cards for a Discovery.) You must then place the card(s) on the Evidence board following the rules in the evidence board section. (When you activate a Discovery, you may draw both Evidence cards before placing them on the Evidence board.)

PORTALS

When activating a portal, discard both that card and all of the cards on the Hunted Row, and flip the Hunted deck over to its opposite side (explained further in Flipping the Deck).

TROUBLE!

Trouble! cards represent obstacles to overcome as you move around Wode Ridge.

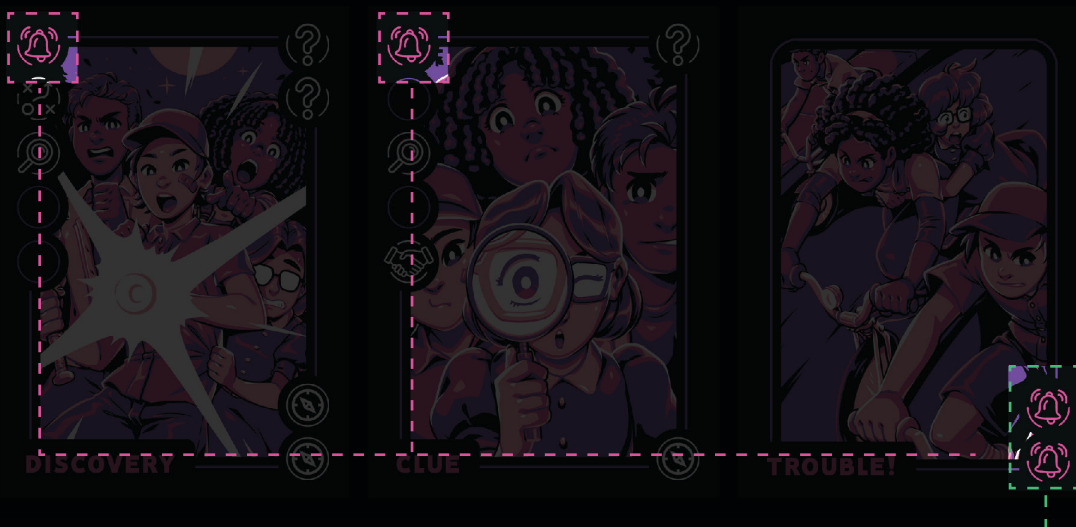
Many cards have a noise icon in the top left corner. If there are ever two noise icons and a Trouble! card displayed on the Hunted Row, immediately **lose one time, discard all cards in the Hunted Row, and draw a card from the corresponding Trouble! deck** (pink or green). You must now confront that card before drawing another card from the Hunted deck (explained in Confronting Trouble!).

Also, if a second Trouble! card ever appears in the Hunted Row, immediately **lose one time, discard all cards in the Hunted row, and draw two cards from the corresponding Trouble! deck**. You must now confront both cards before drawing another from the Hunted deck.

10

EXAMPLE:

A. THERE ARE TWO CARDS IN THE ROW WITH A BELL ICON IN THEIR TOP LEFT CORNERS.



B. A TROUBLE! CARD IS DRAWN AND PLACED IN THE ROW AND IMMEDIATELY TRIGGERS. CLEAR THE ROW, DRAW A TROUBLE! CARD FROM THE CORRESPONDING DECK, AND DEAL WITH IT.

CONFRONTING TROUBLE!

When you draw a card (or two) from the Trouble! deck, you must confront it before doing anything else. The icon necessary to overcome the Trouble! is in a box at the bottom of the card, and its consequence is shown in the circle attached to the box. (Some Trouble! cards require more than one icon.)

Whether you succeed or fail, the Trouble! card is discarded, and you now have the option of drawing a Hunted deck card, hiding, or resting.

In Wode Ridge, you always fail forward. As a group of resilient young people, you're able to figure things out. The question is can you do it without wasting time or taking damage.



ROLLING DICE

When rolling to confront Trouble!, an event card, or a boss monster, you may roll **ONE TO FIVE** dice. (Rolling more dice gives you better odds of succeeding but also uses up more of your energy that will cost time to get back.)

After a die is rolled, place it in the used energy area on the player board.

REROLL ICONS

Anytime a reroll icon is rolled, you gain a reroll token that can be used after a future roll. The token cannot be used to reroll any dice that were just rolled.

STAR ICONS

Star icons are wild and can be used in place of any other icon needed during a die roll.

USING TOKENS, ITEMS, AND ALLIES

In place of rolling energy dice, you may discard a token, Item card, or Ally card that has the matching icon instead. **YOU MAY ALSO CHOOSE TO ROLL ENERGY DICE FIRST AND THEN DISCARD ANY NUMBER OF TOKENS AND/OR CARDS TO MEET A TROUBLE! CARD'S REQUIREMENTS.**

MULTIPLE TROUBLE! CARDS

When two Trouble! cards show up in the Hunted row, you'll have to draw two Trouble! cards from the deck and confront them. If two enemies are drawn, you'll get one die roll to confront both cards and take the consequences of any card you can't defeat. If you draw an enemy and a Portal, roll to confront the enemy, then flip the deck to move to the Other Side. If you draw two Portals, just flip the deck.

TYPES OF TROUBLE!

- **PARENTS AND FBI AGENTS:** Succeed or lose time.
- **MONSTERS:** Succeed or take damage and/or lose time.
- **PORTALS:** Flip the Hunted deck to the Other Side

FLIPPING THE DECK

When activating a Portal card, flip the Hunted deck over to its opposite side. Also, flip over the Wode Ridge deck covering card and place it back on top.

The **PINK** side is known as the “Real World” while the **GREEN** side is known as the “Other Side.”

DRAWING CARDS

As you draw a card from the bottom of the deck, sometimes another card will slide out with it. If this happens, and you see what the card is, simply pull it out and slide it in the middle of the deck.

Also, there are several cards that instruct you to draw cards from a Trouble! deck in search of a particular card. When this happens, draw the cards one at a time and stop if/when you find that card. Place the other cards back into the middle of the deck. For example, if a card says, “draw three cards and if you find a Rabid Dog card, it attacks you,” draw the cards one at a time. If you draw a Rabid Dog card, fight it, but do not draw any more cards.

THE EVIDENCE BOARD

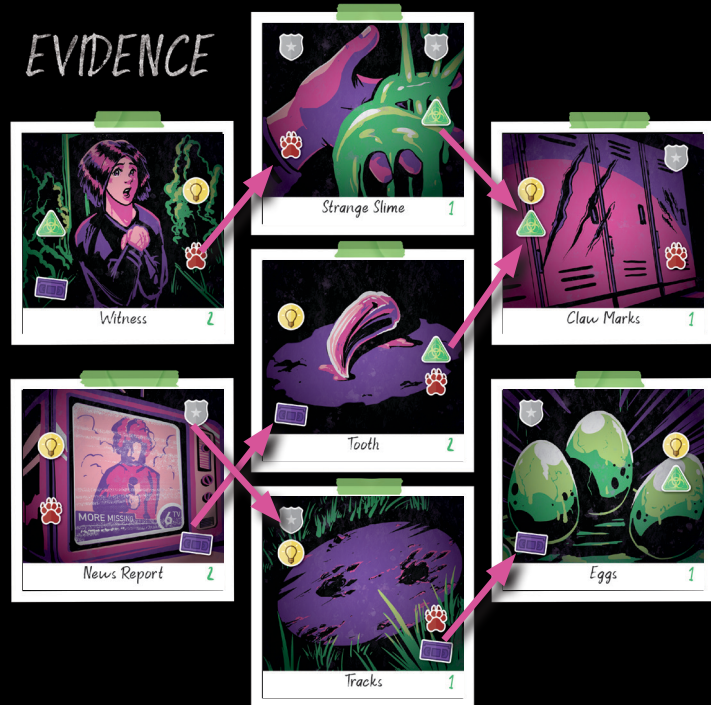
The Evidence board is used to track the clues and discoveries you make throughout the game. When you activate a Clue or Discovery card, draw one or two cards from the Evidence deck and place them on the board.

12

You may place a card anywhere on the board, but when you place a card next to another, it must have at least one matching icon as a card to the left and right of it. Icons on the right side of a card correspond to the icons on the left side of an adjacent card.

A card in a middle spot only needs to match icons with one of the cards to its left or right.

Discard any Evidence card you cannot legally place onto the evidence board.



MOVING EVIDENCE CARDS

The Rest and Regroup actions allow you to move cards on the evidence board. You may move a card on the board to a new spot, or you may swap locations for two cards, following adjacency rules. However, you may not move a card that is in a completed column.

THE ADVENTURE BOOK

When a column on the Evidence board fills with cards (either two or three cards depending on the column), you'll read an entry in the Adventure Book.

Add up the numbers on the Evidence cards in that column to get a number between two and twelve. Then, look at the current location card that is in play, turn to that location's section in the Adventure Book, and read the entry next to the matching number.

For example: The three cards in column four add up to seven, and the Cemetery location card is in play. Open the book to the Cemetery section, and read entry seven.

Every entry has a short story about something happening to you at that location. Most entries give you a choice between two options. Some just give you an immediate benefit. After you resolve the entry, you may draw a card, hide, or rest.

7. THE ZOMBIE

Celia screams behind you.

"What?" Danny calls back.

"My foot has my foot!" Celia shrieks. "Come help!" You run to see a corpse's hand protruding from the ground, a death grip on your ankle.

"Really?" yells Jack as he joins the group in trying to free Celia from the grasp.

A pale, undead creature emerges from the grass and dirt crumble around it. Its glowing strength, it scratches at your free hand, pulling itself loose. You yelp from the release. The zombie is freed itself from its grasp and stands upright, but it turns its gaze to you, you give a half smile creep a


8. NEAR THE WOODS

"That's not funny, Jack." Danny whines to catch Jack in the act of tickling him with a leaf. "It's going to take more than that to scare me."


"You talk tough, but if we run into a ghost here, you'll be freaking out with them," Jack shoots back.

"Ghosts aren't real," Celia chimes in. "I says what she is thinking. "But if there are, sure they'd go for the loudest ones first."


The group chuckles in appreciation for a rare zinger. She gets a high five from you keep moving forward.




Magnetic Field 3



Radio Waves 2



Lab Report 2



CEMETERY

You may lose 1 time to draw the bottom 3 cards. Discard 1. Place 1 on top of the deck. Place 1 on the bottom of the deck.

BOSS MONSTER

When the final column on the Evidence board fills up, you'll still add up the Evidence card numbers, but instead of turning to a location section in the Adventure Book, you'll turn to the Boss Monster section.

Read the story entry, and draw the indicated Boss Monster card. You must defeat this card to win the game.

Please note that you can place Evidence cards on the board in any order, so the "final" column won't necessarily be the one furthest to the right.

FIGHTING THE BOSS MONSTER

To defeat the Boss Monster, you'll need to roll dice and/or discard cards and tokens to match the icons on the Boss Monster card. This works the same as confronting Trouble!, however, if you don't defeat the Boss Monster after one round, you continue to fight it until you either win, run out of time, or lose all your health.

After each round that you don't defeat the Boss Monster, you'll receive the consequence indicated in the card's top right corner (losing time or health). And if you still have time and health left, you'll proceed to another round.

You may only roll a maximum of five dice in a round, but you may discard any number of tokens and/or cards. Instead of rolling dice in a round, you may take a rest action instead to regain energy dice and health, however, you'll still receive the boss's consequence.

14

DEFEATING BOSS MONSTERS

Different bosses have different requirements. A boss must be defeated in one of the following ways:



Match all of the icons to win. It will take a minimum of one round to win.



You can only match the icons in one section at a time, but you can do so in any order. The first two sections require you to lock a die which cannot be used for the rest of the fight. It will take a minimum of three rounds to win.



You must match the icons in order. It will take a minimum of one round to win.



Place one of your available energy dice on the lock space. You will not be able to use it during the fight. You can only match the icons in one section at a time, but you can do so in any order. In the middle section, you must play a gear before playing a fist. It will take a minimum of three rounds to win.



You can only match the icons in one section at a time, and they must be matched in order. It will take a minimum of two rounds to win.



You can only match the icons in one section at a time, but you can do so in any order. It will take a minimum of three rounds to win. The consequence on this boss locks one of your available dice. If you don't have an available die, discard an unavailable die from the game.

TWO PLAYER MODE

Two player mode allows you to partner up with a teammate to explore Wode Ridge together! Players share time but have separate health tracks and energy dice.

Player one takes on the role of two of the kids while player two controls the other two.

The game plays just like single player but with a few key differences. To play with two players, set up the game like normal, except:

1. Give each player four health (which is your max).
2. Give each player five energy dice (also your max).
3. Give each player two of the kid Team cards (doesn't matter which two).
4. Give player two the "player two energy tracker" card.
5. Shuffle the Hunted deck cards, and then split the deck roughly in half. Give one half to each player, pink side up, and place a Wode Ridge deck cover card on top of each deck.

Both players have access to the Marty card, and either player may use it during the game.

WINNING AND LOSING

Just like the regular game, if you find fifteen connected Evidence cards and defeat the boss monster, you both win. However, if either player loses all their health, or if time runs out, both players lose.

16

GAMEPLAY

You play the game exactly like one player mode, but you alternate taking turns. On your turn, you have three options:

1. Draw
2. Hide
3. Rest

DRAW

When you choose the draw action, draw a card and place it in a row in front of you. You may now use it to interact with other cards in your row. Each player will have a separate row of cards in front of them. A player may not interact with cards in the other player's row. When you're done with any card interactions, it is the other player's turn.

HIDE

When you choose to hide, lose one time and discard the cards in front of you. The cards in the other player's row are unaffected. It is now the other player's turn.

REST

When you take a rest action, you may do any or all of the following:

- Move up to five energy dice to the "available" side on the left of the player board/card.
- Regain one health token.
- Move a clue card to a different place on the Evidence board or swap two Evidence cards.
- **DO NOT** discard cards from the Hunted row.

INVENTORY



TEAM

TEAM

PLAYER 2 HUNTED ROW



ALIEN FRIEND

LOCATION



SHARED ROW

PLAYER 1 HUNTED ROW



20 19 18 17 16 15 14 13 12 11
10 9 8 7 6 5 4 3 2 1



TEAM

TEAM

INVENTORY

***2 PLAYER MODE CONTINUED ON BACK COVER**

TWO PLAYER MODE CONTINUED

TIME

Anytime either player does something that costs time, player one reduces the value on the time track by one.

REGROUP

When either player triggers a Regroup action, both players may benefit.

THE SHARED ROW

Since you're working together, you're able to place cards in a shared row that is accessible to both players. After taking a draw action, you may move one card from your row to the shared row. The card is now considered to be in both players' rows. This means a card with a noise icon counts as one noise for both players. Etc.

A PLAYER MUST TAKE A DRAW ACTION BEFORE INTERACTING WITH ANY CARDS IN THE SHARED ROW.

If the cards in a player's row get discarded due to a Trouble! card, portal, or hide action, all the cards in the shared row also get discarded. The other player's row is unaffected by Trouble! cards and hide actions but is affected by portals (explained below).

18

INVENTORY CARDS

When you gain a card from the row, Item deck, or Ally deck, place it into your inventory. At any time, if you want to give an inventory card to the other player, spend one time and place it in their inventory.

RESOLVING EVENTS AND TROUBLE!

When a player has to confront an event or Trouble! card, there is still only one opportunity to roll dice and/or play tokens to resolve it. The nonactive player doesn't also get a chance.

BOSS MONSTER

The first round of the boss fight works the same as the normal game and is handled by the player who triggered the Boss Monster. However, for the second round and on, the players may decide who is going to fight the Boss Monster for that round. That player will also suffer the Boss Monster's consequence that round.

PORTALS

When one player triggers a portal, both players must discard the cards in their rows and in the shared row, and both players flip their decks to the opposite side.

CHOICES

Anytime a choice needs to be made in the game (Locations, Adventure Book, etc), the player who triggered the choice gets the final say.