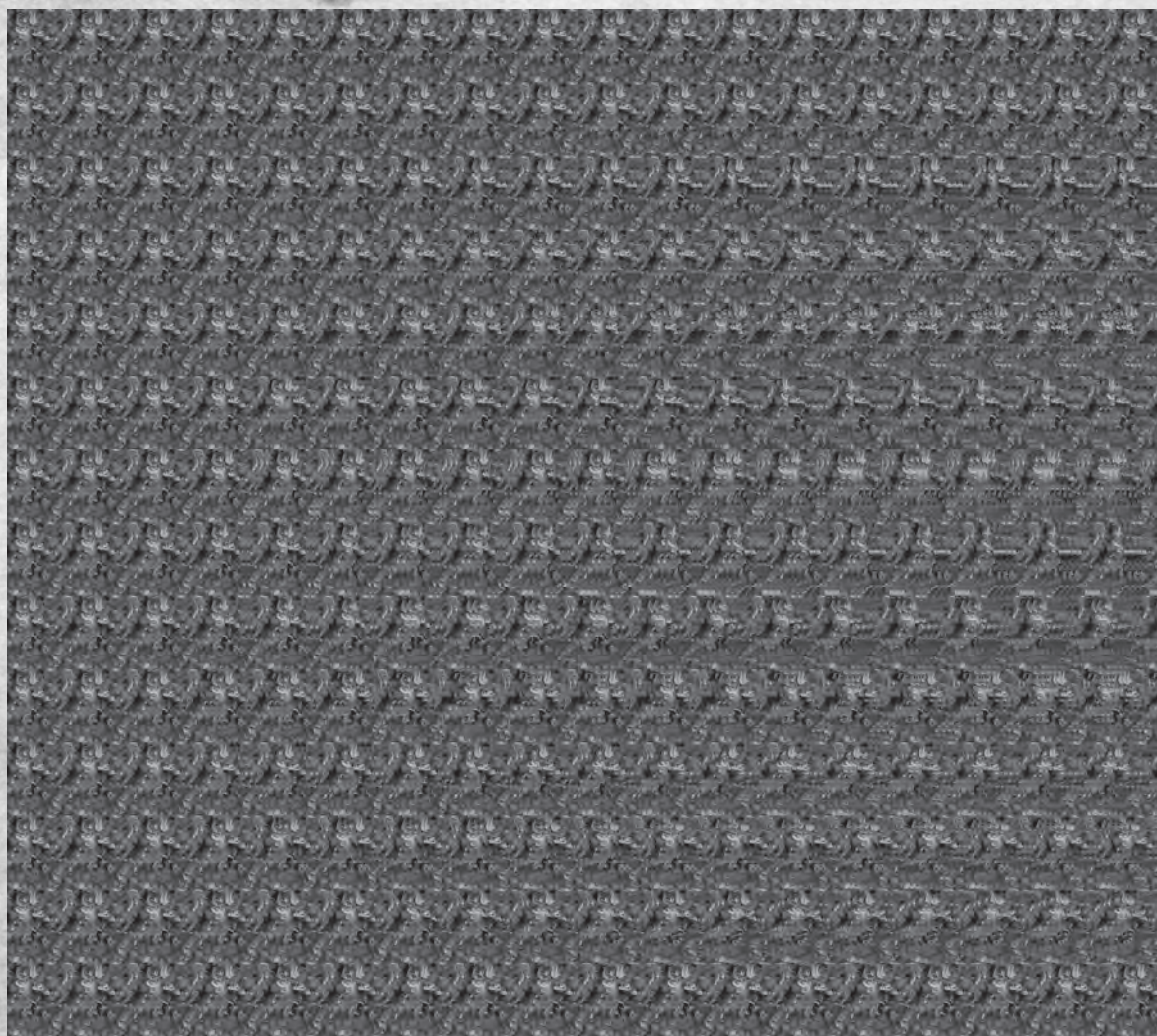# GAME RULES

MEMETIC HAZARD

Attention! The following pages contain an infohazard inserted by the Foundation. Access to this document is granted only to personnel that have tested as 'Resistance 6' on the Mind-Affecting Resistance Scale (MARS). Authorization is also required from at least three of the four listed superiors (the HMCL Supervisor, the Director of Site 19, a member of the O5 Council, and/or the current Administrator of the Foundation).

If you do not meet these conditions, release this object immediately and contact the HMCL Supervisor for amnestic administration. If you meet both conditions, perform the following procedure to neutralize the infohazard and access the document:

Stare directly at the antimemetic agent on the page opposite for at least 30 seconds. You must be no further than 10 centimeters (≈ 4 inches) from it for the entire duration.

If you do not experience nausea or suffer a seizure while observing the agent, you may safely access the document. However, if either of the above symptoms occurs, do not read the following pages and refer to Document 0001-C for further instructions.

ESCAPE FROM SITE 19
GAME RULES

The largest base of the SCP Foundation has fallen. Its strict security measures, designed to keep paranormal objects at bay, have failed. Consequently, artifacts, entities, and phenomena beyond human understanding, recovered from all over the world, are no longer protected. Or contained.

You are a survivor of Site 19, the fortress, laboratory, and home to these anomalies. And now you must find a way to escape this mysterious place, where only a select few enter and even fewer leave. There will be unexpected challenges, unfamiliar enemies, and experiences you will never forget. That is, if you manage to survive…

About the Game

Escape from Site 19 (EFS19) offers a unique playing experience. Game participants do not compete against each other, but rather work together as team members to beat the game. As survivors of the containment breach at Site 19, the base of the international clandestine organization, the "SCP Foundation", each team member must move along the game board to complete his escape. This ultimately leads to an encounter with SCP-0001, the most significant anomaly of them all.

Along the way, the team draws cards featuring the escaped anomalous objects, the SCPs. The cards reveal physical and mental tasks. At first, the tasks are relatively straightforward, but as the game progresses, they become increasingly difficult, requiring trust and teamwork. Throughout the game, every team member will face challenges and share his stories, making Escape from Site 19 a meaningful and memorable experience.

The game is played by teams of 3, 4, or 5. The optimum number of team members is 4. With a team of 3, the game is easier. It is harder with a team of 5. Team members should be aged 18 years and above.

Object of the Game

The team wins once the SCP-0001 task is complete.

The team loses if the maximum number of Lockdowns is reached or the Time Limit is exceeded.

GAME RISKS

EFS19 is a horror game. Its goal is to maintain tension at all times... What's coming next? How can the tasks get any more challenging? Which monster is lurking on the next turn? Will the team escape the Site before the time runs out?

Some parts of the game include unusual physical and mental tasks. Consequently, some of them might seem unpleasant, disgusting, or frightening - this is why **the game is not suitable for everyone**. At times, competing and surviving in the atmosphere of EFS19 may resemble an endurance test. And so, if this style of play does not appeal to you, **avoid the game**.

Escape from Site 19 is not a "party game". It is created for veteran RPG players or for fans of psychological thrillers, horror video games, and unexpected, immersive experiences. So if you are seeking an adrenaline rush, if you enjoy embracing fear, taking risks, and inappropriate fun, Escape from Site 19 will reward you with an unforgettable experience.

If the game becomes unbearable for a team member, he should silently take his Personal Item from the board and leave the room. This way, he is removed from the game. Tasks, Thaumiel cards and Administrator cards owned by this team member are placed into his Secure Zone.

- **Team members should enter the game with positive feelings toward each other, based on trust and security. During the game, every team member is required to maintain a safe environment.**

- **After the game, every team member should have the option to talk and reflect on his game experiences. Team members must create this space for each other. If needed, the team may pause mid-game for such reflection.**

- **Every team member is responsible for any physical and mental challenges he undertakes and must strive to support his team members. No team member should feel compelled by the game or the team to work on any task. By playing the game, every team member accepts his voluntary participation in the tasks. He can leave the game at any time.**

You can find a complete list of Safety Rules on p. 26.

WARNING

CONTENTS

LIST OF COMPONENTS

1	Game rules
1	Game board
1	Six-sided dice
1	Personal Item provided by each team member
100	Safe cards
100	Euclid cards
100	Keter cards
11	SCP-0001 cards
50	Thaumiel cards
20	Administrator cards
26	Character cards
15	Colored tokens for each team member
1	Cross-Contamination Token for each team member
1	Timer provided by the team
1	Candle
1	Box of matches
1	Snack (Food and Drink) provided by each team member
5	Turn Order cards
1	Character Cues card
1	The Administrator's Letter
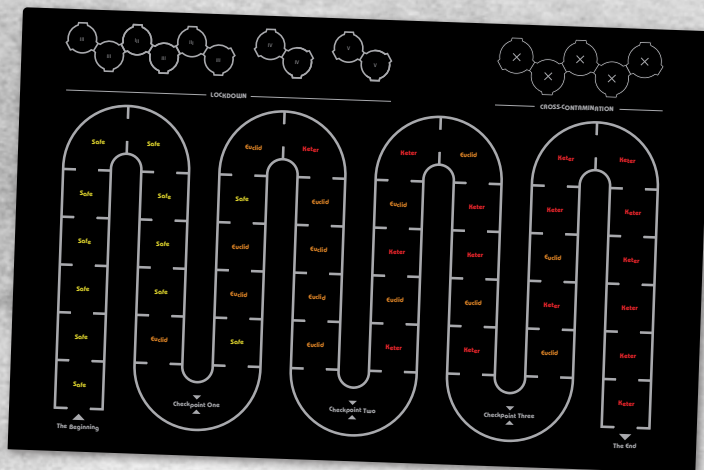
Game board

The game board consists of 42 squares, 3 **Checkpoints**, a **Lockdown Zone** (p. 13), and a **Cross-Contamination Zone** (p. 20). The team moves around the board, from The Beginning to The End.

Characters

Every team member takes on the role of a character. Each character has distinct individual traits and a Special Ability.

SCP-0001 cards

SCP-0001 cards contain a task which, once complete, results in the team winning the game.
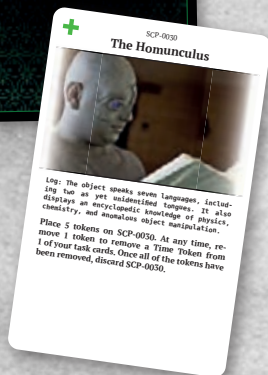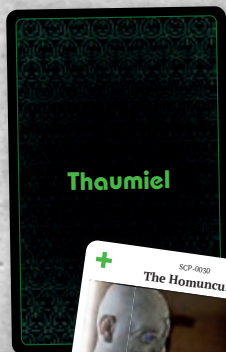
THE END

Safe, Euclid, and Keter cards (Task cards)

Safe, Euclid, and Keter cards reveal the game tasks. Each deck is randomly shuffled and placed face down.

Safe cards contain easy tasks, Euclid cards are of moderate difficulty, and Keter cards contain the hardest tasks.

Safe
Euclid
Keter

Thaumiel cards

Thaumiel cards are auxiliary cards that a team member may acquire at the start of his turn in exchange for Authorization Keys (p.15). They are randomly shuffled and placed face down.

Thaumiel

SCP-0050
The Homunculus

Log: The object speaks seven languages, including two as yet unidentified tongues. It also displays an encyclopedic knowledge of physics, chemistry, and anomalous object manipulation.

Place 5 tokens on SCP-0050. At any time, remove 1 token to remove a Time Token from 1 of your task cards. Once all of the tokens have been removed, discard SCP-0050.

Administrator cards

A team member may play the game as The Administrator. Administrator cards are drawn by The Administrator when he activates his Special Ability. They are randomly shuffled, placed face down, and acquired in exchange for Authorization Keys.

Administrator

Amnestics

"I know amnestics are not to be abused. I know I should be aware at all times. But I haven't been sleeping... and I can't concentrate on my work. I just thought a little shot might help me forget what I've seen..."

From the testimony of Dr. Iens

At any time, use Amnestics to avoid working on another team member's task. If the task only requires the attention of you and the card owner, consider it complete. Then discard Amnestics.

Personal Item

Each team member provides a Personal Item that represents him on the game board. He must have a close connection to his Personal Item. If the game deems that an item is not personal enough, the team member runs the risk of ███ ████████ ███
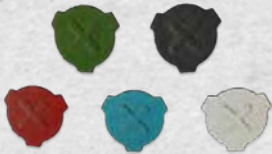
EC7E

Six-sided dice

A six-sided dice is used to navigate the game board.

Tokens

Each team member starts the game with a different colored set of 15 tokens. The tokens are used as Time Tokens (p.12), Lockdowns (p. 14), and Authorization Keys. Team members may use the tokens in any way depending on the game situation.
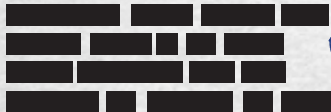
Cross-Contamination Tokens (CCTs)

Each team member starts the game by placing 1 CCT in the Cross-Contamination Zone.

CCTs are used to pause a task that cannot be worked on simultaneously with another task (p. 20).

[DATA EXPUNGED]

EC7E

Timer

The team chooses a device such as a clock or a wristwatch to track timed tasks and set the Time Limit. We advise against using a cellphone, in order to maintain the right atmosphere.

The Administrator's Letter

An introduction to the mysterious world of the SCP Foundation.

Candle

A prop for several tasks.

██████ EC7E

Turn Order

This applies to every turn except the first turn. On your first turn, you start by rolling the dice (MOVEMENT).

❶ PREPARATION
- Work on any continuous tasks.
- Remove 1 Time Token from each of these tasks.
- You may acquire 1 or more Thaumiel cards

❷ MOVEMENT
- Roll the dice and move.

❸ ENCOUNTER
- Draw a task card corresponding to the square on which you are located and read it aloud.
- Roll for difficulty, if applicable.
- Start working on the task.

❹ REGROUP
- Once a team member has ended his turn, the next team member starts his turn. Once each team member has completed a turn, the round is complete.

Authorization Keys

TASK FAILURE PENALTIES
- Place a Lockdown.
- Return to the previous Checkpoint.
- Forfeit the given number of AKs. If you do not have enough AKs, place another Lockdown.

CHECKPOINT RETURN FORFEITS

The Beginning:	0 AKs
Checkpoint One:	1 AK
Checkpoint Two:	2 AKs
Checkpoint Three:	3 AKs

THAUMIEL PRICES

Safe square / Checkpoint:	6 AKs
Euclid square:	8 AKs
Keter square / The End:	11 AKs

Box of matches

A tool used to create fire for several tasks.

Turn Order

A card describing the order of play and other important game functions.

Game Snacks

The Snack consists of one item of Food and a Drink. It is a prop for several tasks. Each team member brings his own Snack (p. 20).

Character Cues

CHECKPOINT ONE
Recount the story behind your Personal Item.

CHECKPOINT TWO
Roll the dice. Your roll correlates to a question below.
- Why did you join your Group of Interest?
- What do you regret about your escape from Site 19? If you had to do it again, what would you do better?
- What do you feel about your team? How could it be improved?
- What is your most valuable memory?
- When were you loneliest?
- What is your greatest fear? What haunts you?

CHECKPOINT THREE
Roll the dice. Your roll correlates to a question below.
- Which team member do you most admire and why?
- If you escape the Site, which team members will you keep in touch with and why?
- This could be the last time you ever see your team. Is there anything you would like to tell anybody?
- Which emotions do your team members inspire in you?
- Which trait do you most dislike in each of your team members?
- If you had to get rid of a team member, who would it be and why?

Speak fluently and without hesitations in character for at least 1 minute. Earn 1 AK if you recount a good story.

Character Cues

A card that prompts each team member to explore his character at each new Checkpoint.

PREPARING THE GAME

1) Creating the right atmosphere

- Play the game in a private room, preferably at night.
- Ensure there is enough light by which to read the cards, while maintaining an intimate ambience - a lamp or the Candle should be sufficient.
- Play unobtrusive, soft background music.
- Turn off all cellphones or use the "airplane" mode.
- Read The Administrator's Letter as a team.

2) Selecting a Personal Item

EFS19 does not contain game pieces - each team member provides his own Personal Item which is moved around the game board.

3) Preparing the components

- The team prepares the game board and sorts the cards into the correct decks. Team members should refrain from reading the cards - it is better to be surprised.
- Every team member places a CCT in the Cross-Contamination Zone.
- The team lights the Candle.

4) Choosing your character (p. 18)

Every team member draws from the deck of Character cards. He may either choose a specific character or select at random.

The following characters are recommended if it is your first time playing the game:

- The Containment Specialist - THE SCP FOUNDATION
- The D-Class - THE SCP FOUNDATION
- The Security Officer - THE SCP FOUNDATION
- The Courier - ALEXYLVA UNIVERSITY
- The Agent - THE UNUSUAL INCIDENTS UNIT
- The VIP - MARSHALL, CARTER & DARK, LTD.

5) SCP-0001

The team selects a random SCP-0001 card and places it face down at The End.

6) Time Limit

The team sets a Time Limit for reaching The End. The Time Limit varies depending on the number of team members:

Team of 3	2 hours 30 minutes
Team of 4	3 hours
Team of 5	3 hours 30 minutes

7) Character introductions

Every team member rolls the dice to decide who will introduce his character first (p. 19). The dice is then rolled again to decide which team member will take the first turn. The team member who starts the game determines the order of play.

> **Note:** If any team member is new to the game, it is advisable to play 1 practice round without the Time Limit.

PLAYING THE GAME

Once the game is prepared, the team is ready to start the first round.

A round consists of each team member taking a turn. A turn consists of several phases.

> **Note:** The first phase (Preparation) does not apply to the first round of the game. On a team member's first turn, he skips this phase and starts by rolling the dice (Movement).

1) Preparation

- The team member works on any continuous tasks that require attention.
- The team member removes 1 Time Token from any continuous task cards.

> **Note:** When the last Time Token is removed from a continuous task card, it is complete. The team member then discards it by placing it into his Secure Zone (p. 13) and earns the given number of Authorization Keys (p. 15).

- The team member may acquire 1 or more Thaumiel cards (p. 15).

2) Movement

- The team member rolls the dice and moves forward the corresponding number of squares.

3) Encounter

- The team member draws a task card corresponding to the square on which he has landed. He then reads the entire card aloud: the SCP file number, the anomaly's name, the Story, and the task.

> **Note:** The team member must not read the card before sharing its contents with the team.

- Some cards may require the team member to roll the dice again to determine the task's level of difficulty.
- The team member takes ownership of the card and immediately starts working on its task.

4) Regroup

- Once a team member ends his turn, the next team member starts his turn. Once every team member has completed a turn, a round is complete.

ONE-TIME TASKS AND CONTINUOUS TASKS

Once a team member draws a card, he be-
comes the card owner and is responsible
for its task. After reading the task
aloud and performing a difficulty roll
(if required), he starts working on it.
There are two types of task:
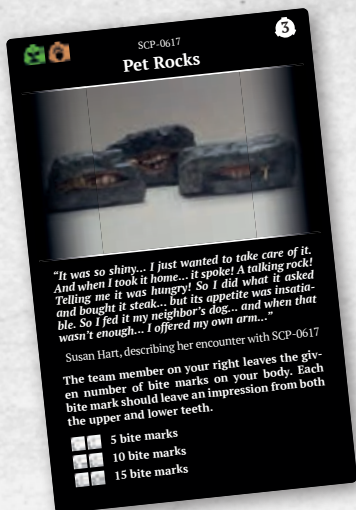
A one-time task may be completed in 1 turn.

A continuous task needs to be worked on
over several turns or rounds. These
tasks are marked with an **hourglass
symbol** ⌛.

**IF A TEAM MEMBER FORGETS TO WORK ON
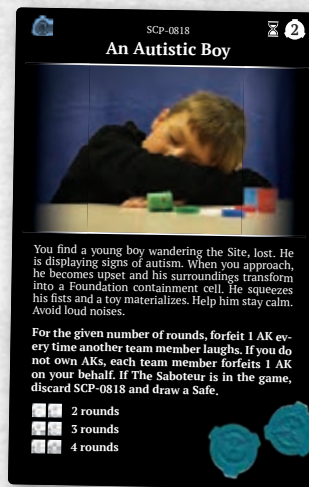A TASK, THE TASK IS FAILED.**

The card owner uses **Time Tokens** to track
the duration of continuous tasks. This
may refer to the number of turns or
rounds the task will take or the amount
of times a team member must perform
a certain action (for example: he would
place 2 Time Tokens on a card saying:
"Work on your next 2 tasks at their
highest difficulty level.")

If a continuous task is marked with an
infinity symbol ∞, the card owner can
only complete it by using another card,
such as a Thaumiel (p. 15). Only then
may he earn Authorization Keys. The
phrase "This task remains in effect as
long as you own SCP-XXXX" appears in the
game text of these cards.

One-time task

SCP-0617 — **3**
Pet Rocks

*"It was so shiny... I just wanted to take care of it.
And when I took it home... it spoke! A talking rock!
Telling me it was hungry! So I did what it asked
and bought it steak... but its appetite was insatia-
ble. So I fed it my neighbor's dog... and when that
wasn't enough... I offered my own arm..."*

Susan Hart, describing her encounter with SCP-0617

The team member on your right leaves the giv-
en number of bite marks on your body. Each
bite mark should leave an impression from both
the upper and lower teeth.

5 bite marks
10 bite marks
15 bite marks

Continuous task

SCP-0818 — ⌛ **2**
An Autistic Boy

You find a young boy wandering the Site, lost. He
is displaying signs of autism. When you approach,
he becomes upset and his surroundings transform
into a Foundation containment cell. He squeezes
his fists and a toy materializes. Help him stay calm.
Avoid loud noises.

**For the given number of rounds, forfeit 1 AK ev-
ery time another team member laughs. If you do
not own AKs, each team member forfeits 1 AK
on your behalf. If The Saboteur is in the game,
discard SCP-0818 and draw a Safe.**

2 rounds
3 rounds
4 rounds

Time Tokens

COMPLETING GAME TASKS

Once a task is **complete**, the card owner earns a number of Authorization Keys (AKs), depending on the difficulty of the task. If any other team member helps with a task, he may also earn Authorization Keys (p. 15).

If a task is **failed**:

1. The card owner places 1 token in the **Lockdown Zone**.

2. The card owner returns to the previous Checkpoint. If he is yet to reach Checkpoint One, he returns to The Beginning.

3. The card owner forfeits the given number of Authorization Keys. If he does not have enough Authorization Keys, he places another token in the Lockdown Zone.

The Beginning:	0 AKs
Checkpoint One:	1 AK
Checkpoint Two:	2 AKs
Checkpoint Three:	3 AKs

Completed and failed task cards are discarded by placing them into the card owner's **Secure Zone**. This is a pile of cards kept by each team member on his side of the table.

If a team member fails a task on a card owned by another team member, the penalties apply to the card owner. However, some cards may state that 1 or more team members are required to return to the previous **Checkpoint** with the card owner. In this case, each returning team member forfeits the given number of Authorization Keys, but only the card owner places a Lockdown.

Lockdown

> **Commander:** *It's gone. Jesus, man, we've lost it… Contact backup. Now! If it gets past them, too, we're… We cannot have another Lockdown- [Loud sounds of gunfire and an explosion. Then silence] Radio them, Sergeant!*
>
> **Sergeant:** *Backup team come in. [Static] Backup come in. [Static] Radio silence, sir.*
>
> **Commander:** *My God. That's the sixth Lockdown. The Foundation's gonna blow this place sky high.*
>
> **Sergeant:** *Shall I initiate evacuation protocol, sir?*
>
> **Commander:** *[Pause] We're too late. They'll detonate remotely.*
>
> **Sergeant:** *But we secured so many of them, sir.*
>
> **Commander:** *And we lost six… It was an honor serving with you, S- [A large explosion. Transmission ends]*
>
> ***From a recording of MTF-Theta-12's failed containment of Area 354***

A card owner places tokens in the Lockdown Zone when he fails a task. **The game is lost when the team reaches the Lockdown limit:**

Team of 3	⟶	6 tokens
Team of 4	⟶	8 tokens
Team of 5	⟶	10 tokens

CARD LAYOUT

1 – Classes: The category or categories to which the SCP belongs (p. 17).

2 – SCP number and name

3 – Authorization Keys (AKs): Resources earned from completed tasks. The card owner earns the amount of AKs shown in the large symbol. Any other team member who **actively works** on the task earns the amount shown in the small symbol.

4 – Story: Details of the encountered SCP. You can read its whole story at scpwiki.com.

5 – Task text: Description of the task the team member(s) have to work on.

6 – Difficulty levels: The complexity of the task, determined by a roll of the dice.

SCP-0602
The Sculptor of SoHo

You enter a room full of lifelike statues. Suddenly you feel an invisible force approach and your limbs start turning to marble. Your team better rescue you before it's too late.

Strike the pose shown in the picture. Stay still until the rest of the team carries you to the given location.

- The hallway
- The bathroom
- Outside the building

THAUMIEL CARDS

Thaumiel cards are auxiliary cards. At the start of his turn, a team member may acquire 1 or more Thaumiel cards with the given number of Authorization Keys.

Safe square:	6 AKs
Checkpoint:	6 AKs
Euclid square:	8 AKs
Keter square:	11 AKs
SCP-0001:	11 AKs

SCP-0429
The Clockwork Teleporter

You find a leather and brass contraption covered in gauges and dials. Once strapped to your hand, it appears to function as a teleporter. Maybe you'll figure out how to use it.

At any time, use SCP-0429 to move onto the next Checkpoint. Forfeit 2 AKs for every square between your Personal Item and the Checkpoint. Then discard SCP-0429.

SCP-0001

> *"If you ever encounter SCP-0001, rookie, forget everything you learned here. Security protocols and procedures are good for - heh - regular anomalies, but 0001... that's a different story. So, what should you do if you ever meet SCP-0001? Well, one in ten MTF veterans recommend you run for your life. The other nine are dead."*
>
> **Captain Hollis, Commander of MTF-Zeta-9 ("Mole Rats")**
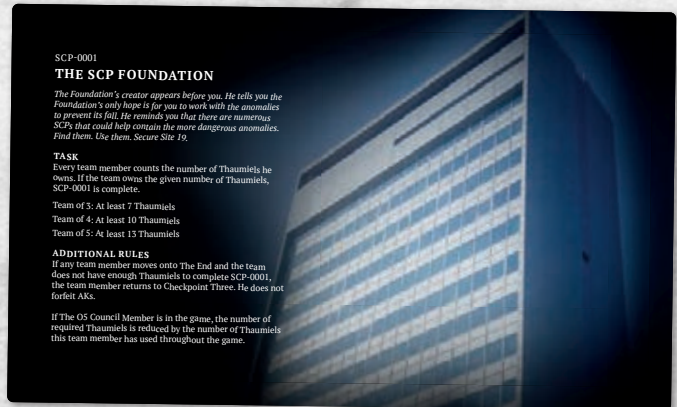
At the start of the game, the team places a random SCP-0001 card face down at The End.

The team must reach The End within the Time Limit (p. 10).

It is not necessary for a team member to roll the exact number to reach The End.

When a team member reaches The End, he reveals the SCP-0001 card and reads the card aloud before starting work on the task.

The team wins the game when the SCP-0001 task is complete.

SCP-0001 tasks may also be one-time or continuous. Continuous SCP-0001 tasks remain in effect for the rest of the game. If a team member fails the SCP-0001 task, the usual task penalties apply (p. 13). However, SCP-0001 is not discarded after a failed attempt. The team works on this task for the rest of the game.

SCP-0001
THE SCP FOUNDATION

The Foundation's creator appears before you. He tells you the Foundation's only hope is for you to work with the anomalies to prevent its fall. He reminds you that there are numerous SCPs that could help contain the more dangerous anomalies. Find them. Use them. Secure Site 19.

TASK
Every team member counts the number of Thaumiels he owns. If the team owns the given number of Thaumiels, SCP-0001 is complete.

Team of 3: At least 7 Thaumiels

Team of 4: At least 10 Thaumiels

Team of 5: At least 13 Thaumiels

ADDITIONAL RULES
If any team member moves onto The End and the team does not have enough Thaumiels to complete SCP-0001, the team member returns to Checkpoint Three. He does not forfeit AKs.

If The O5 Council Member is in the game, the number of required Thaumiels is reduced by the number of Thaumiels this team member has used throughout the game.

CLASSES

> *"Now listen up. All anomalies are assigned a Class - and some of them more than one - take SCP-0602, for example. Of course, we all categorize them by risk, but their Class tells you about their appearance and any hidden traits. But now for the most important part! If you incorrectly classify an anomaly and we experience a containment breach, our MTF units are destined to use ineffective equipment and tactics… and none of us wants a repeat of what happened at Prometheus Labs."*
>
> **Dr. Charles Gears, onboarding new research assistants**

The SCPs depicted on the task cards belong to 1 or more Classes.

Human
Humanoid entities - with a head, two hands, two legs, etc.

Inhuman
Entities with animal, alien, or any other characteristics that distinguish them from a human.

Electronic and Mechanical
Anomalous objects requiring electricity or machinery to function.

Areas, Places, and Spheres
Locations with paranormal properties.

Artifacts and Items
Inanimate objects with abnormal characteristics.

Mind and Memory
Mind-affecting objects or phenomena.

Viruses and Microbes
Scientifically unexplored or unexplorable viruses, bacteria, and infections.

Sound Waves
Anomalies based on the transfer of sound.

Flora and Minerals
Anomalous plants and naturally occurring inorganic substances.

Abstract and Immaterial
Phenomena with a temporal, reality-changing, or extradimensional nature.

Attacking Monsters
Aggressive anomalous entities predisposed to confrontation.

CHARACTERS

- Every team member chooses his character at the start of the game. Each character has a **Positive** and a **Negative Trait** and a **Special Ability** that can be activated at any time for a given price.

- A character may be **specifically chosen** or selected at **random**.

- The characters are the game's protagonists. They each have a name, beliefs, and a reason for being at the Site. Every team member must weave his character's Traits and backstory into the world of the game and its tasks.

↑3   ↑ 10

At the bottom of the Character card is an AK counter. If a team member owns more than 10 AKs, he places at least 1 token on the ten and 1 token on a unit. The character above has 13 AKs.

- EFS19 is an RPG - every team member acts as his character and is encouraged to be creative. While a Foundation Agent is a perfectly serviceable character, Security Agent Williams, working at the Foundation despite his phobia of anomalies, is far better. And even though EFS19 is not about acting, a committed team member can turn even a common fight roll into an event.

- A team member may already have knowledge of his character from reading the SCP files, but prior research is not necessary: the **questionnaire on p. 23 will help novices** and veterans alike. The answers to this questionnaire will create the groundwork by which a team member can embellish his character throughout the game.

- The Saboteur is the only character that actively works against the rest of the team. We recommend that only veterans of the game select this character.

CHARACTER CUES

When a team member lands on or moves through each Checkpoint for the first time, he recounts a story as his character for **at least 1 minute**. If the rest of the team decides the story is good enough, the team member earns **1 Authorization Key**. The first opportunity is at The Beginning, where each team member **introduces his character**.

The Beginning:
You run into a group of survivors escaping Site 19. Introduce yourself, but be careful - there is no way of knowing their intentions.

What not to say:
"I'm a Foundation Agent, my Group of Interest is the SCP Foundation, which does this and that. My Positive Trait is that I'm able to draw and choose between two task cards. My Negative Trait is that if one of the cards is a monster, I have to work on the task anyway..."

What to say:
"I've just returned from a capture operation of SCP-0939 with my team. I know the Site like the back of my hand. And it's no different with the anomalies - I always have a hunch when they're nearby. No such luck with monsters, though - they OFTEN surprise me..."

Checkpoint One:
Recount the story behind your Personal Item.

Checkpoint Two:
Roll the dice. Your roll correlates to a question below.
1. Why did you join your Group of Interest?
2. What do you regret about your escape from Site 19? If you had to do it again, what would you do better?
3. What do you feel about your team? How could it be improved?
4. What is your most valuable memory?
5. When were you loneliest?
6. What is your greatest fear? What haunts you?

Checkpoint Three:
Roll the dice. Your roll correlates to a question below.
1. Which team member do you most admire and why?
2. If you escape the Site, which team members will you keep in touch with and why?
3. This could be the last time you ever see your team. Is there anything you would like to tell anybody?
4. Which emotions do your team members inspire in you?
5. Which trait do you most dislike in each of your team members?
6. If you had to get rid of a team member, who would it be and why?

Some tasks require a team member to attribute a personal experience to his character. He then recounts this adapted story. These tasks include the verb "**Adapt**".

CROSS-CONTAMINATION

If a team member is required to work on a task that could lead to him failing another task (for example: he is jumping, but then required to stand on his head), he may pause 1 of them. He marks the paused task with a Cross-Contamination Token (CCT), which he removes from the Cross-Contamination Zone for the duration of the cross-contamination.

Only 1 of a team member's tasks can be paused at a time and **only if it is impossible for the conflicting tasks to be worked on simultaneously**. When a team member no longer owns conflicting tasks, he returns the CCT back to the Cross-Contamination Zone and resumes working on the paused task. Time Tokens remain on paused continuous tasks until the team member is able to work on them again.

GAME SNACKS

Every team member must have his own item of Food and a Drink. Together they comprise the Snack.

- The Drink must not be alcoholic, or hot or cold water. It should have a volume of at least 1 liter (≈ 2 pints).
- The Food must not be alcoholic. It should weigh at least 500 grams (≈ 1 pound).

For tasks, team members may only use the Food and Drink chosen at the start of the game.

If a team member requires his Snack for a task but no longer has it, the task is failed.
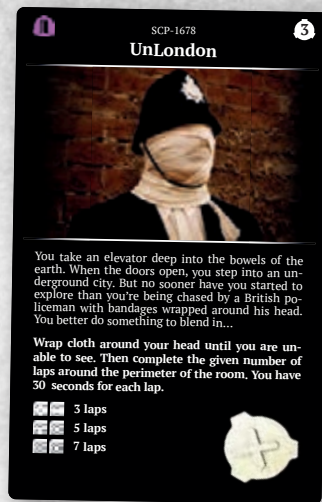
SCP-1678
UnLondon
3

You take an elevator deep into the bowels of the earth. When the doors open, you step into an underground city. But no sooner have you started to explore than you're being chased by a British policeman with bandages wrapped around his head. You better do something to blend in...

Wrap cloth around your head until you are unable to see. Then complete the given number of laps around the perimeter of the room. You have 30 seconds for each lap.

- 3 laps
- 5 laps
- 7 laps

Cross-Contamination
Token

SECURITY PROTOCOLS OFFENDER

The team competes with the game, which might tempt a team member to relax the rules. This will only spoil the experience. EFS19's quality relies on tension and the joy of completing hard tasks, and this is lost if team members are dishonest or too lenient. Therefore, **the team must stick to the instructions**. If a team member is not sure whether he has satisfactorily completed a task, he should re-read the card and ask: "Did I fulfill all of the written conditions?"

"At first, we didn't think much of it. Yeah, he made life easy for himself, but it's a tough job - and who wants a hard life? It wasn't like he was even breaking protocol in the beginning, but he soon got more complacent, and the longer we left him to it, the more he bent the rules… And that's how it happened. The Site 13 disaster. And if I'd only spoken up, I wouldn't have lost everything. My job. My colleagues. My legs."

Dr. Mohammad Scott, a survivor of Site 13

When one team member (Team member B) believes another team member (Team member A) has not acceptably completed his task and is refusing to acknowledge this failure, Team member B should call for a vote on protocol intrusion.

For example: Team member A owns SCP-0593 with the task text: "Whenever you are required to say a number, show it on your fingers instead." However, Team member A subsequently says a number, and so Team member B informs him he has not completed the task.
- If Team member A rejects this claim, the vote should take place.
- If Team member A accepts this claim and applies the task failure penalties, the vote does not take place.

Team members A and B do not vote. If the majority agrees with Team member B, Team member A is labeled an Offender, his task is considered failed, and he turns his Character card by 90°. Team member B receives the same number of Thaumiel cards Team member A would have earned in AKs had he completed the task. Team member A may start working on the task again. If the majority votes against Team member B or the vote is undecided, the game continues.

An Offender does not earn and may not use AKs. To **end his Offender status**, the team member may draw a Keter at any time and start working on the task. **The Offender Protocol must not be used to gain an advantage in the game, but to encourage team honesty.**

OTHER RULES

Continuous Tasks
- If a card states that a task begins at the start of a turn/round, it begins at the start of the following turn/round.
- Continuous tasks remain in effect while a team member works on a one-time task.

Checkpoint
- If a team member has to return to the Checkpoint he is already standing on, apply the rules as though returning from the next square.
- If a team member has to return to a Checkpoint and earn AKs simultaneously, he first forfeits the AKs needed to return to the Checkpoint.

Rolls
- If a team member is required to subtract a given number from his movement roll, it may mean moving 0 or less squares. In this case, the team member stays on the same square and draws the corresponding task card.
- Some cards may alter the result of a difficulty roll. If the result of the modified difficulty roll is less than 0, it becomes 1. If it is more than 6, it becomes 6.

Miscellaneous
- Thaumiel cards may not be used on a task a team member has just failed.
- If the Candle goes out, the team lights it again. If it burns out, the team lights a new one.
- If a task moves a team member onto a different square, he does not draw a new card.
- If a team member starts his turn at The End, he does not roll for movement, but starts working on the SCP-0001 task again (unless stated otherwise).
- If a task requires a team member to draw 2 or more cards, he reads and starts working on the first one, before moving onto the others.
- If a task forbids a team member from speaking, he may allow another team member to read his game texts.
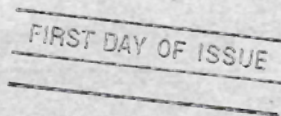
CHARACTER CREATION QUESTIONNAIRE

If a team member needs help creating a story for the character he has chosen, he can use this questionnaire. For each of the following questions, he rolls the dice to receive a detail that will help build his character.

How do you feel about anomalies?

1. They are mysteries that should be studied. This means hiding them from a world which is not yet ready for them.
2. They are an opportunity that should be explored for the benefit of humankind.
3. They are a threat to the whole of mankind. Therefore, they must be destroyed before they can destroy us.
4. They are miracles that should be respected and worshipped.
5. They are now part of our world. As such, they should be incorporated into everyday life.
6. There is no such thing as anomalies.

What motivates you?

1. I am indebted to my Group of Interest. They took care of me in a dire situation.
2. Something important was stolen from me and I want it back.
3. I did a terrible thing that led me down this path. I must atone for it.
4. An anomaly killed a person close to me. I will have my revenge.
5. I always get what I want. This time will be no different.
6. I have had a vision of a coming catastrophe. I will do my best to prevent it.

What is your strongest belief?

1. There is nothing more important than the team and its members.
2. Someone once saved my life on a battlefield. That is why I would never abandon a comrade.
3. I never let anyone tell me what to do. I always know the best course of action.
4. Life is cruel. Why save anyone when they are going to die anyway?
5. Other people are mostly incompetent. I strive to be the leader at all costs.
6. The best teams are made up of outcasts.

What is your best-kept secret?

1. There is great evil in me that must not be let loose.
2. I am in love with a member of a rival group. Such relationships are forbidden.
3. I have no moral boundaries. The ends justify the means.
4. I am afraid of a color which I see everywhere in my Group of Interest.
5. Throughout my career, I have seen many innocents suffer. The world never changes.
6. I struggle to remember plans. I try my best, but I am unreliable.

GLOSSARY

Administrator card – An auxiliary card drawn by the Administrator character when he activates his Special Ability.

Authorization Keys (AKs) – Resources earned from completed tasks. A task may award AKs to other team members who have actively participated in its completion.

Character – Every team member takes on the role of a character. Each character belongs to a Group of Interest and has distinct individual Traits and a Special Ability (p. 18).

Character Cues - A card that prompts each team member to explore his character at each new Checkpoint (p. 19).

Checkpoint – A square to which a team member returns after failing a task (p. 13). It is also where a team member recounts his character's stories, using the Character Cues card.

Class – Categories of anomalous objects, based on their principal characteristics (p. 17).

Containment Breach – A task card so risky that a team member may refuse to work on it. 2 tokens are then placed in the Lockdown Zone rather than 1.

Continuous task - A task that lasts several turns or rounds.

Cross-Contamination Token (CCT) – A token used to pause a task that cannot be worked on alongside another task (p. 20).

Dice – A six-sided dice.

Euclid – A moderately hard task card.

Fight roll – A game function in which a team member rolls the dice to complete a task on a card of the "Attacking Monsters" Class.

Game board – The board on which the game is played. It consists of a Lockdown Zone, a CCT Zone, and a series of squares along which the team moves toward The End.

Game text – The text on a card.

Keter – A hard task card.

Lockdown – A team member places 1-2 Lockdowns when he fails a task (p. 14). Once the Lockdown limit is reached, the team loses the game.

Negative Trait – A character's weakness.

Non-game item – An item that is not a game component.

Offender - The status given to a team member who is deemed not to have worked acceptably on a task (p. 21).

One-time task – A task that may be completed the same turn it is drawn.

Ownership – A team member owns the tasks he is working on, as well as his Thaumiel and Admin cards. He keeps them on his side of the table.

Personal Item – An item chosen by every team member to represent his character on the game board (p. 7).

Positive Trait – A character's strength.

Room – The space in which the game is played. The team does not leave it, other than for bathroom breaks and select tasks.

Round – The time it takes for every team member to finish 1 turn each.

Safe – An easy task card.

Secure Zone – The pile in which every team member places his completed and failed task cards, as well as his used Thaumiel and Admin cards.

SCP-0001 – A card containing the task the team must complete to win the game.

Snack – Food and a Drink, a prop for several tasks (p. 20).

Special Ability – A character's unique skill, activated by forfeiting Authorization Keys or placing Lockdowns.

Story – Information about each encountered SCP. A Story is revealed on each task card, SCP-0001, Thaumiel, and Admin card (p. 15).

Task – An activity which must be completed to progress on the game board.

Task card – A Safe, Euclid, or Keter card.

Team member – A game participant becomes a team member by placing his Personal Item at The Beginning.

Thaumiel – An auxiliary card that a team member may acquire with AKs at the start of his turn.

The Administrator's Letter – An introduction to the world of EFS19. It is read aloud in preparation for the game (p. 10).

The Beginning – The first space on the game board. Every team member places his Personal Item here at the start of the game.

The End – The final space on the game board. Once a team member reaches The End, he reveals and starts working on an SCP-0001 card.

Timer – The device chosen by the team to track timed tasks and set the Time Limit.

Time Limit – The amount of time the team has to reach The End.

Time Token – A means of tracking the duration of continuous tasks (p. 12).

Turn – The time it takes for 1 team member to perform a game action.

Turn Order – A card describing the order of play and other important game functions.

SAFETY RULES

1. All participants of the game understand that Escape from Site 19 is a game. It is fiction and not reality.

2. The game is intended for persons fully legally competent as per local laws.

3. Persons under the influence of alcohol and/or any psychotropic substances or pharmaceuticals that might temporarily alter their mental or physical faculties should not play the game. The same applies to any and all such substances with mind-altering effects.

4. Every participant must follow basic fire safety procedures when using game props with an open flame (such as the Candle, a lighter, or matches). Every participant is obliged to act in a way to ensure that a fire does not break out.

5. No participant should be forced against his will to work on any task, especially if the actions of the task are in conflict with his beliefs, religion, and/or the norms or regulations of his country.

6. Every participant is required to consider his health and physical fitness when embarking on a task. If he believes that participating in a task may be detrimental to his physical or mental wellbeing, he should decline from taking part. Participants must in no way threaten or compromise the health or physical condition of any other participant while playing the game.

7. Every participant is required to consider any possible risks that may cause health complications for himself or any other participants when taking part in a game task, particularly if a task includes the use of bodily fluids.

LEGISLATIVE PROVISIONS

1. Every participant in the game plays at his own risk. The participant alone is responsible for ensuring his behavior complies with the regulations and local laws of his home country. Therefore, the participant must not embark on any game tasks that could be in direct conflict with the regulations of his home country. The participant alone is responsible for any damage caused by undertaking any game tasks.

2. The operator of the game is not liable for any possible illegal acts that result from the participant's involvement in the game. The operator of the game does not carry responsibility for any damage, either consequential or compensational, caused to a participant or third parties as a result of using the game.

3. The operator of the game does not guarantee that the game will satisfy the participant's expectations.

4. The participant must accept each of the conditions listed above and confirms that he is fully legally capable and aware of the possible consequences of playing the game.

5. The participant is entitled to apply defective performance rights according to the conditions listed in the corresponding regulations of his home country.

6. Before playing the game, the participant must read, understand, and acknowledge all of the game's rules, the game usage instructions, and any risks linked to playing this game.

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We would like to thank every betatester that helped make the game great!