

## Update and Errata for the Within Walls rulebook as of 1st December 2022

Here you will find rule changes for your games of Within Walls based on player feedback and your suggestions for smoother and more fun games.

We are continuing our efforts on making the game better and wish to thank you all for playing and providing us your opinions and feedback.

### Summary:

A: The Investigation hand concept is removed and all Event cards are added directly to the Events hand to simplify the gameflow.

B: The Story revealing process is changed.

C: The Insanity requirements are changed from "Tier" 1,3 and 6 to "Location numbers" 1-7

D: Changes for 5 player games for variable number of Cultists.

### Detailed changes:

#### Page 6 - Character creation

Add this entry

\*\*\*\* In a 5 player game use 2 Cultist cards and 4 Agents card - place the remaining Agenda unrevealed on the gaming table for future use"

#### Page 8 - Starting the game

Add this entry at the end of the chapter:

"Shuffle all other Story cards back to the Story deck and place it on the Story deck location"

#### Page 9 - Overview

Replace this sentence:

"After the round is complete, the investigation die rotates clockwise, and the next player becomes the Lead Agent for the next round"

With:

"After the round is complete, the next player in the clockwise order takes over as the Lead Agent for the next round"

#### Page 11 - About the decks and cards

Delete this entry:

"The Investigation hand is made up of cards from the Active Event deck.

You will receive 3 cards each round from the Lead Agent during the planning phase.

#### Page 12 - The game sequence / Step 2

Replace this entry:

"This hand of cards each player receives is called the Investigation Hand"

With:

"Each player places this cards in his Events hand"

#### Page 14 - Investigation phase / Step 2

Replace this entry:

"You must play one card from your investigation hand..."

With:

"You must play one card from your events hand..."

#### **Page 14 - Investigation phase / Step 2**

Replace this entry:

“If this is not possible, show your investigation hand...”

With:

“If this is not possible, show your events hand...”

Delete this sentence:

“Place the remaining cards from the investigation hand to your events hand.”

#### **Page 15 - Investigation phase**

Add this entry:

“In a 5 player game when the first player is eliminated reveal the additional agenda card as well as that players agenda”

#### **Page 17 - Revealing the story**

Replace this entry:

“Repeat Step 1 and Step 2 until...”

With:

“Repeat Step 2 until...”

#### **Page 18 - Revealing the story**

Replace this entry:

“This card says Act 3+. It can be played during or after Act 3”

With:

“This card says Act 2+. It can be played during or after Act 2”

#### **Page 21 - The mind sheet and insanity**

Replace this entry:

“An insanity card must be revealed if during your upkeep step your total Insanity is higher or equal to the card tier (1,3 or 6 scratches)”

With:

“An insanity card must be revealed if during your upkeep step your total Insanity is higher or equal to the location number of the insanity card (1-7)”

#### **Page 22 - The mind sheet and insanity**

Replace this entry:

“7 is not revealed, because it requires an Insanity level of 6.”

With:

“7 is not revealed, because it requires an Insanity level of 7.”

#### **Page 23 - The mind sheet and insanity**

Replace this entry:

“6 is not revealed, because it requires an Insanity level of 3.”

With:

“6 is not revealed, because it requires an Insanity level of 6.”

#### **Page 26 - Victory, spying and discovering the traitor**

Replace this entry:

“...and either all the Agents are eliminated...”

With:

“...and either the number of active Agents is the same or less than the number of active Cultists...”

#### **Rules change for more than 6 players**

##### **Page 6 - Setup / character creation**

Replace this entry:

“In a 6 player game,...”

With:

“In a 6+ player game,...”

##### **Event cards change**

Replace all instances of:

“If there are 5 or 6 players...”

With:

“If there are 5+ players”

## FAQs for the Within Walls rulebook from 17 November 2022

### Frequently asked questions and rules clarifications based on live games during conventions and player feedback.

#### Basic game questions:

**Q:** What is the game round sequence?

**A:** A planning phase led by the Lead Agent followed by individual Player turns (Upkeep phase + Investigation phase).

**Q:** When is a game round completed and what is the next step?

**A:** The game round is completed once all players have completed their turn. Then the next player takes over the Lead Agent role (the previous Lead Agent becomes the last player).

**Q:** How can Agents win?

**A:** The Agents win if all the Cultists are eliminated before an Act 5 story card is played.

#### Event cards:

**Q:** When do I receive event cards and how many?

**A:** The lead player deals 3 event cards to each player in the Planning phase (the phase at the beginning of each game round when all players play together).

**Q:** When can I use the event cards?

**A:** Event cards can be used only during your Investigation phase (an individual phase during each player's turn).

**Q:** How many event cards must/can I use in my investigation phase?

**A:** You must use at least one event card in each investigation phase and you can use any number of cards that you wish.

**Q:** What are event card requirements 2+, 3+, blank or Story symbols (Rat, Blood, Key)?

**A:** Event cards can be played only if the requirement is met. 2+ and 3+ are the minimum current Act of the story, blank means no requirement, if the story symbol(s) is the requirement at least one symbol must match the current active story.

**Q:** What if I cannot play any event cards (requirements not matching)?

**A:** You must reveal your hand and discard it to the bottom of the Event deck.

**Q:** How many event cards can I keep in my hand at the end of my turn?

**A:** You can keep a maximum of 3 cards, any excess cards must be discarded to the bottom of the Event deck.

**Q:** What if I run out of Event cards before the game is completed?

**A:** The lead player deals the remaining cards one by one to players still in the game until there are no more cards left. The game continues until one of the victory conditions is met - the insanities and other effects will force the story and players forward.

### **Insanity, drugs and alcohol:**

**Q:** What are the numbers on the backs of insanity cards?

**A:** The numbers are the location of the insanity on your mind sheet (affecting the type of insanity - visual, audio etc) and also the threshold of your total insanity needed to reveal it.

**Q:** What are counters? (Insanity, drugs and alcohol)

**A:** Counters are the cards that have clockwise pointing arrows marked on their frame, these counter cards start in the upright position and are activated after two turns - this gives a time delay to their effect. The drugs and alcohol cards have counters on their back, once the counter expires the card is revealed and the effect resolved - then the counter card is discarded. The insanity cards have counters on their front and the time delay starts only when the card is revealed - once this counter is activated and resolved it remains in the final position.

**Q:** If an effect tells me to immediately use one drug or alcohol what do I do?

**A:** You must immediately place the drug or alcohol on an insanity card that is on your mind sheet. If you do not have the required item or a free location to place it, ignore this effect.

**Q:** Once an insanity effect is resolved what happens with the insanity card?

**A:** The insanity card remains on the mind sheet without further effect unless it is marked as "repeat this each turn". The card still counts for your total insanity and may be targeted by any effect that targets counters.

**Q:** What if I draw an insanity card that I already have on my mind sheet?

**A:** Return the insanity card to the top of the insanity deck and draw another card from the bottom.

**Q:** What if I have all the insanity cards on the mind sheet full and gain another insanity?

**A:** You chose and immediately resolve one insanity (including any drug or alcohol cards placed on it) that was not resolved until then. If all your insanities are resolved ignore this effect.

**Q:** When can I trade drugs and insanity?

**A:** You may trade drugs or insanity at any time except when an effect forces you to use or discard them - this effect takes precedence.

### **Story progress:**

**Q:** Do I need to complete all Stories of one Act before proceeding to the next Act?

**A:** No. You need to complete at least one Story of an Act before proceeding to the next.

**Q:** Can I skip Acts of a certain story - Investigating Rats Act 2 if Rats Act 1 is not investigated?

**A:** Yes. You can Investigate any Act 2 if any Act 1 is already completed.

### **Player elimination:**

**Q:** How many votes are necessary to eliminate a player? What about abstaining votes?

**A:** A player is eliminated when more than 50% of the active players vote against the same player, abstaining votes count against this number so for example in a 4 player game a player is not eliminated with 2 votes against even if the third player abstains.

**Q:** The rules say that no player may voluntarily initiate the elimination vote before the ACT 3 is revealed, why is that and are there exemptions?

**A:** Before Act 3 players do not have enough information to even make an educated guess on who is the traitor so it would not be in the spirit of the game to eliminate a player voluntarily that soon. Effects of alcohol can make the player initiate an elimination vote before ACT 3 and while the vote has really small chances of actually eliminating a player it serves as a constant threat.

**Q:** What happens with the items of the player who is eliminated?

**A:** The player that has cast the final vote against the eliminated player distributes the items.

**Q:** The "Suicidal" insanity card states "You may eliminate all your items from the game" what does that mean?

**A:** A player eliminated by the suicide effect may either distribute his belonging to other players or decide to discard them.

### **Agendas:**

**Q:** In a game with 2 cultists do the cultists know each other?

**A:** No, players do not know each other's agendas.

**Q:** If there are 2 Agents and 2 Cultists remaining in the game what happens (6 player game)?

**A:** The cultists reveal themselves and win the game.

**Q:** In a 5 player game there are either 1 or 2 cultists, what happens if an Agent is eliminated first, there is either 1 Cultist and 3 Agents remaining or 2 Cultists and 2 Agents remaining?

**A:** The game continues, the unused agenda card is revealed either when a Cultist is eliminated or there are only 3 players remaining in the game.

**Thank you all for your suggestions and feedback!  
The InterHuman games team**