

MALIGNO TRIP

INSTRUCTION MANUAL

READ!!!



10-20 MINS
4-8 PLAYERS



A group of friends is traveling home from Northern Philippines. Unbeknownst to them, some of them have turned into a monster—a shape-shifting monster that preys on human flesh. Maligno encompasses malevolent creatures embodying misfortune, illness, and evil.

OVERVIEW

Each player is secretly assigned to either the Human team or the Maligno team. The Human team has more players than the Maligno team, but they do not know who is who. The Maligno team must resort to deception and sabotage to achieve their goal, and the Humans must, in all their effort, find ways to go home.

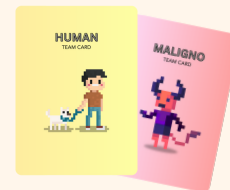
The Human team wins when the car token reaches Manila, while the Maligno team wins when the gas fuel turns to zero.

ROLE PREPARATIONS

At the start of the game, each player is given a team card and a character role card. A player sees the team card privately, while the character role card is shown throughout the game.

Do not let anyone see the player's team card!

After knowing your team, place the team card face down in front of you. Place the character role card face-up in front of you.



DAYS - TURN MECHANICS

The map is divided into blocks or days. Each day, a designated driver is elected by the group who will decide the action of the car token. When the car token lands on a location that is found beyond or on the boundary of blocks/days, then the night phase is initiated. Players will sleep during the night phase.

The movement of the car token is dependent on turns. A navigator is assigned each turn to work with the driver. Navigators are automatically assigned counter-clockwise of the driver, starting on the right of the driver.

Each turn, the navigator draws 3 action cards from the deck and discards 1 action card. The navigator will pass the remaining 2 action cards to the driver. The driver selects 1 action card and discards the other. A new turn will occur after the driver selects the final action card.

During the new turn, a new navigator will work with the designated driver. The right person beside the previous navigator will be assigned as the new navigator for one turn.

The driver has the choice to reject any card that is handed by the navigator. Navigation rejection may only be done if the driver has not yet seen the action cards. The navigation bar on the board describes how many rejection has been made. Each day, three rejections may be done by the driver. The navigation bar resets each day. Navigators must not identify the contents of the drawn cards. They may only react negatively or positively.

Depending on the action card, the car token may move from one location to another. Only the driver may place the car token in its proper place.

IMPORTANT!

Remember, each day has a new driver, while each turn has a new navigator. A previously designated driver cannot be elected on the next day. Previous drivers may be elected after one day.

The discard pile must be shuffled when there are two cards left in the deck, then create a new deck from the discard pile.

| No. of Players | 4 | 5 | 6 | 7 | 8 |
|----------------|---|---|---|---|---|
| Human | 3 | 3 | 4 | 5 | 5 |
| Maligno | 1 | 2 | 2 | 2 | 3 |

MAP SETUP

The board is divided into 4 colored parts or blocks. Each part/block is considered a day. The boundary between parts is called a night. Cities and small town locations connected by small roads and an expressway are destinations that can be reached by the car token. The movement of the car token is dictated by the action card that will be decided by the designated driver.

Each turn, the car token has only one movement. Depending on the action card, the number of gas fuel consumption will be affected. Move the token on the gas fuel bar whenever an action card has gas consumption.

The map consists of an expressway that houses toll locations. To gain access, a toll pass (blue card) from the deck must be played by the driver. If a detour card (red card) from the deck was played, then the movement of the car token is towards small roads.

MAP ICONS / LEGENDS

There are different icons in the map that corresponds to events that are favorable to either the human and maligno team. **All events/icons can only be used once.**

- The 'Red Gas' icon gives you an additional one gas upon landing. Regardless of gas consumption from the action card, a red gas icon adds one gas for the car.
- The 'Green Gas' icon gives you no gas consumption in one movement. It is similar to the toll pass gas coupon. When a 'Toll Pass - Gas Coupon' has been used and the car landed on a green gas icon, add a gas fuel for the car.
- The 'White Bypass' Icon will let the car have direct access to the nearest toll location. A 'Toll Pass' card or any blue card must be played upon leaving the icon. It will let the car jump to the most nearest toll location in the direction of Manila. No effect upon landing.
- The 'Spend the Night' icon will enable the players to initiate a night phase immediately. It will also reset a new deck. Both the driver and the navigator must agree to initiate a night phase.
- The 'Long Turn Detour' icon will require two gas consumption upon landing.
- The 'Long Turn Toll Pass' icon will require two gas consumption upon landing.
- The 'Single Heal' icon removes/uncurses one curse token from the players.
- The 'Triple Heal' icon removes/uncurses all the curse tokens from the board.
- The 'Investigate' icon lets the current navigator peek at a team card privately upon landing.
- 'Navigator Bypass' icon lets the driver reject the two action cards handed by the navigator even if the driver has seen the action cards.



The 'Navigation Rejection' bar displays the number of remaining ability to reject a handed action card by the navigator. The two action cards must not be seen by the driver to be able to use the rejection ability. During the start of the game, place a black token on top of '3'. Reset to '3' after each day.



The 'Gas Fuel' bar displays the number of remaining gas fuel. Consumption of gas fuel is dependent on the action card played by the driver. During the start of the game, place a black token on top of '7'.

DAY & NIGHT PHASES

The game includes a day phase which enables the designated driver and the navigator to move the car token within small roads and expressway. Except for the first day, each day must start with a voting phase which will designate a driver. Then, a navigator will be assigned as usual (turn mechanics). Car movement is only done during the day.

The night phase will initiate during the following circumstances:

- The car landed on a location that is found between two separate days/blocks.
- The car landed beyond the boundary of the current day/block.
- Both the designated driver and the navigator initiated the 'Spend the Night' icon.
- Junior's action skill 'Spend the Night'.



The night phase will simulate a sleeping cycle that will require players to close their eyes for 15 seconds. During the night, the maligno team may open their eyes to curse or kill one player of their choice. Some special skills will let players peek during the night regardless of their team. Killing a player is an ability that can be played with 6 or more players. A killed player can't talk anymore.

CURSING / KILLING

Cursing is the ability of the Maligno Team to stop a player from using the character's action skill. If a character has a special skill to peek during the night, cursing also prevents that player from telling what happened during that night. Killing a player can only be done during the last night considering there are 6 players or more.

Cursing or Killing requires the maligno team to place a token on top of the name of their chosen player. Names of the characters are found on each side of the board. Use the yellow token to curse and the red token to kill. A killed player is out of the game. The maligno team may use this ability during the 15-second night phase. Only one player may be cursed or killed per night. Cursing is an option, but killing is required on the last night. For 5 players and below, cursing is required on the last night.

15-SECOND SLEEP

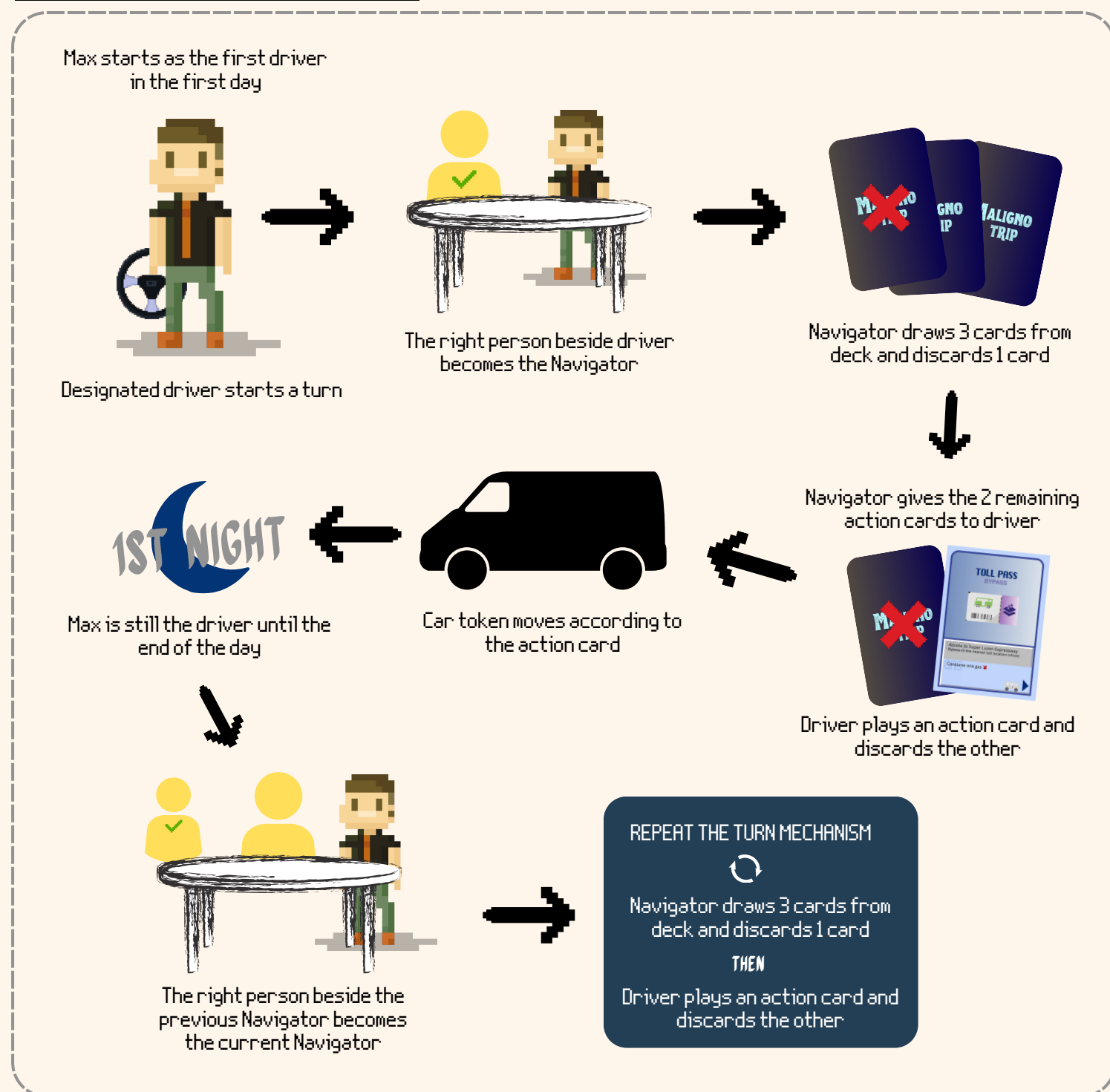
Players may set a timer for 15 seconds for a 15-second sleeping simulation. It is suggested that players close their eyes and use their hands to cover their faces. No hands should touch the table while sleeping, except for the maligno team.

DESIGNATED DRIVER

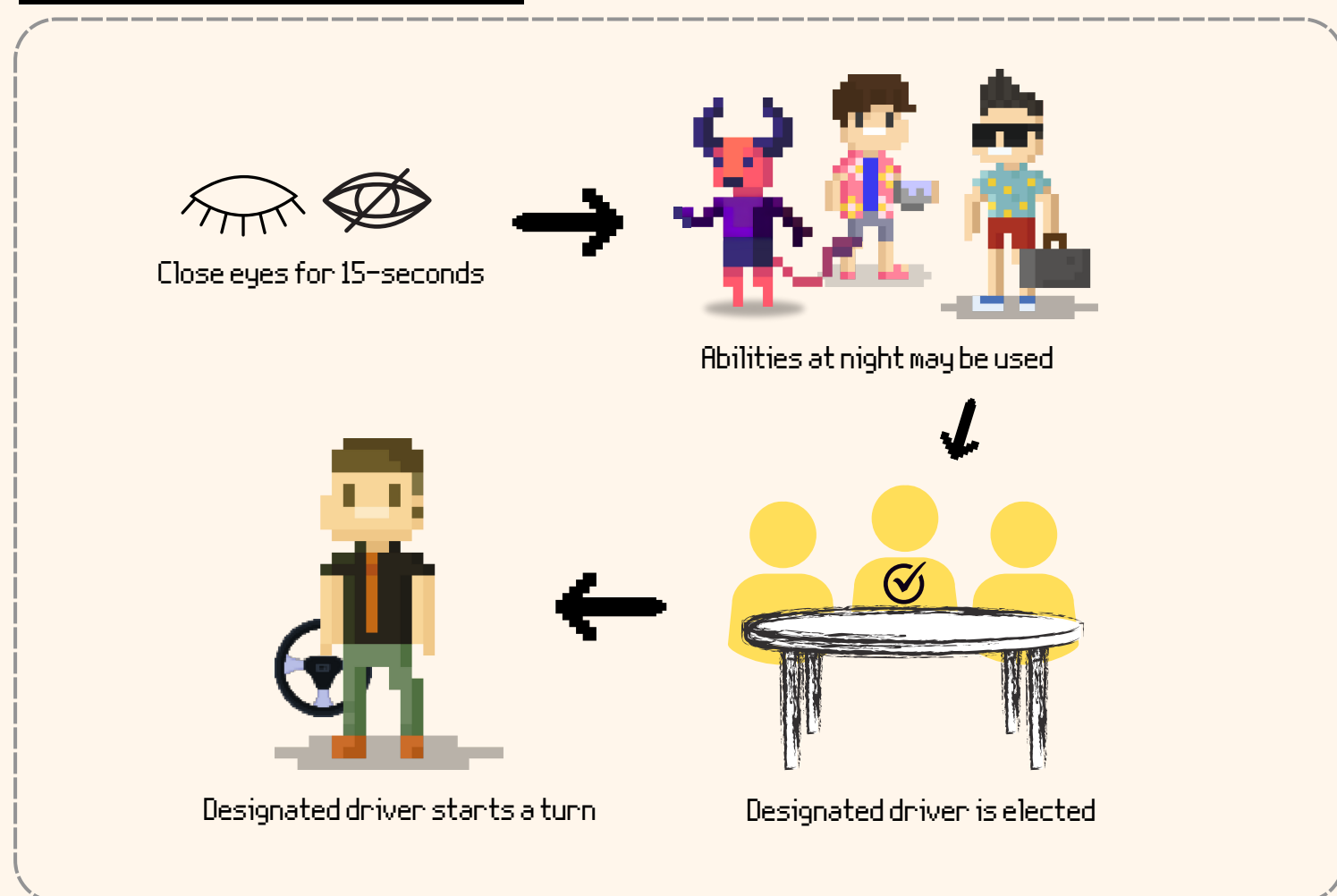
After waking up from the 15-second sleep, the group must elect a designated driver. Anyone can nominate a potential driver, considering that person was not the driver on the previous day. A majority vote is required to proceed to a turn. In the case of an election failure, another nomination must be held until a majority vote has been done.

The first name to be called out for a nomination, is the first to undergo for a vote.

FLOW OF A TURN



FLOW OF A NIGHT



CHARACTER ROLES

Character roles are identities given to each player during the start of the game. While the team card is private, the character role cards are shown in front of all players until the end of the game. Each character has its own action skill and special skill. The action skill requires players to say a word to activate the skill, while the special skill has circumstances to be activated. Skills are not necessarily used under required circumstances.

Both action and special skills are only used once separately throughout the game.

Max - Driverist

Max is considered the most experienced driver in the group. He is an avid fan of race cars and racing games. A daredevil and adventurous guy.

Action Skill - Say "BUCKLE UP!" during the second time as a designated driver to become the navigator and driver in that turn.

Special Skill - He is the first driver of the game.

Cardo - Shotgun

Cardo prefers sitting in the passenger seat in front. He likes to predict and assume in all things. Never weary during travels.

Action Skill - Say "SHOTGUN!" before the driver picks the final action card.

Predict the color of the action card to be played. If correct, add one gas. If incorrect, consume one gas. **Special Skill** - Look at the top two cards of the deck when the car leaves the expressway.

Karen - Reklamador

Among the group, Karen always complaint when she experience inconvenience. She loves doing everything quickly and wants special treatment.

Action Skill - Say "NAVIGATOR" become the Navigator the next turn

Special Skill - If LONG TURN DETOUR has been played, look at the other discarded action card from the driver.

Peter - Puyat

Peter has insomnia. He also loves drinking coffee at night. Always nervous, but never a burden. A daring gamer, he loves to travel in the most unusual places.

Special Skill - May peek at any night, but can't be the driver nor navigator the next day. If cursed, can't telltale what happened during the night he woke up.

Lee - Leeder

The organizer of the group. Leeder is actually humble in all things he handles. He prefers to be a transformative leader, while taking care of the group.

Action Skill - Say "NEW DRIVER!" during a turn to call for a vote for a new driver the following turn. **Special Skill** - If the number of Navigation rejections is zero, then the designated driver for the turn must whisper two action cards to the leeder. The leeder will choose the final action card between two face-down card from the driver. Leeder must not peek at the action cards.

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Junior - Party Teen (8 Players only)

Junior is a typical outgoing and party-goer person. He likes to travel because he wants to party with his friends.

Action Skill - Say "SPEND THE NIGHT!" before the turn ends to spend the night at the current car's location. **Special Skill** - May peek at 3rd night. Can't be the driver nor navigator the next day. If cursed, can't telltale what happened during the night he woke up.

In the case of Peter and Junior becoming Maligno, they can falsely claim that they didn't wake up during the night. If they're in the Human Team, they must be honest to the group that they woke up during the night.



Divina - All-Knowing

A smart charming girl. Divina is both a street-smart and book-smart person. She knows every trivia and is often found to be a cool nerd.

Action Skill - Say "EUREKA!" when ROADBLOCK / WRONG TURN is played by the driver, if ROADBLOCK then discard that card then the driver must play the other card, if WRONG TURN, the car doesn't move. **Special Skill** - Shuffle new deck by merging discard pile and current deck.



Maritess - Rumorist (6 Players or more only)

Maritess is a good listener. She prefers knowing all the latest news and stories regarding her friends. Never tired once she knows it's a good story.

Action Skill - Say "CHISMIS!" when the navigator draws three card, then peek one card. **Special Skill** - After the 3rd night, may peek at one person's team card.

ACTION CARDS

The deck is composed of 20 cards that are comprised of 7 blue cards and 13 red cards. Various card types are made for special purposes. The blue cards are used to access the expressway, while the red cards are used to access the small roads to make the game favorable for the Maligno Team.

TOLL PASS

- A blue card that gives access to the Super Luzon Expressway. Car token may land at a toll location. The road must be connected to the expressway. Consume one gas for one move.

TOLL PASS GAS COUPON

- A blue card that gives access to the Super Luzon Expressway. Car token may land at a toll location. The road must be connected to the expressway. No gas consumption for one move.

TOLL PASS BYPASS

- A blue card that gives access to the Super Luzon Expressway. Car token may land at a toll location. The road may or may not be connected to the expressway. Bypass to the nearest toll location in front. Consume one gas.

DETOUR

- A red card that gives access to the smaller roads. Car token may land at a detour location. The road must connected to the small road. Consume one gas for one move.

DETOUR LONG TURN

- A red card that gives access to the smaller roads. Car token may land at a detour location. The road must connected to the small road. Consume two gas for two moves.

ROADBLOCK

- A red card that prevents the car from moving. Consume one gas even if there is no movement.

WRONG TURN

- A red card that moves the car from the previous position. Toll or detour positions are acceptable. Consume one gas for one move.

Skip the turn if a blue card (except 'Toll Pass - Bypass) was played with no connecting road to the expressway, then proceed with a new turn with a new navigator. No gas consumption for skipping a turn.

At each turn, the navigator will influence the driver's choices by discarding a card that is not favorable to their team. Players must figure out who among the navigators or drivers could have manipulated the action cards for their own team. Beside the deck, a discard pile may be placed. The Maligno Team must used all means to hide their identity. Everyone should claim to be Human and most importantly, enjoy the trip!

