

DARK DARKER DARKEST

OFFICIAL FAQ V1.0

Missing info / printing errata

Base game



Bruce Romero's third ability is printed incorrectly in the icon guide.
The correct ability description is:
"Guardian": Bruce adds 2 dice to a defense roll



The icon guide is missing one line explaining the movement of the Security Guard. The guard has no fixed stat. Instead his movement is determined by a roll of the D4. The rolled result is the amount of rooms he will move, "patrolling" the house. Range for his attack is determined from the room he ends his movement in. If he lands in a room with survivors without having spend his full amount of movement, he stays put and attacks.

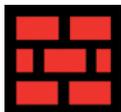
Expansions



Chuck Lee's starting ability has the correct description in the icon guide but the symbol should have had a cube, and not a "2", as this is a different ability from the "Guardian" ability that Bruce has.



The stats of the Gorilla's movement and attack have been mirrored. It is playable with the current stats but for optimal choices the movement should be "2" and the attack value "4".



The icon explanation for the snake is missing in the icon guide. This symbol represents the fact the snake can move under the floorboards, so walls don't block its movement.



Chuck's Shurikens have a red symbol representing the attack value. This represents the fact that each shuriken used forms an automatic hit. Use them wisely!

Frequently asked questions

Items & Item management

Q: In addition to costing 1 action point for a character to give an equipment card to another character does the receiving character also need to pay 1 action point to receive the equipment card?

A: Either the character passing the equipment OR the receiver pays 1AP.

Q: Does the handgun scope occupy a hand when attached to the handgun?

So a handgun with a scope requires 2 hands? Or do they combine into a single hand weapon?

A: No, these would take up two slots on the right side of the inventory, as each item adds 1 hand symbol.

Q: Do locks/codes count as an item in your inventory slot once attained?

A: No. They are simply placed in the tablespace of the player.

Q: What happens to the code chips belonging to a player when he dies?

A: They are lost, just like the items. This makes it crucial for a dying player to pass on his items before he dies from his wounds

Zombie spawning

Q: Is it true that there are two zombie spawns before the players get their first actions at the start of the game?

A: Yes. You have to see the Event resolution track as a cycle. Once every 3 turns when the marker is at the top spot (depicting a zombie head) the round will start with an extra spawning. The following 2 rounds will have a fire spread and a darkness advancement respectively.

Q: Is there a limit for the number of zombie tokens inside a room?

A: No, a room can hold any number of zombie tokens.

Q: Do spawn tokens work the same way as hordes what movement is concerned?

A: Yes, but unlike zombies, a token will not be affected by present burn tokens during the fire check. This forces the team to approach the unknown horde in order to establish line of sight and have the fire inside the room affecting the zombies.

Q: Does a used zombie token go out of the game and into the box after the zombies spawned?

A: Yes, they are removed out of the game.

Zombie & Creature reaction phase

Q: Will monsters react to characters who aren't active? Like, if Group 1 takes their actions, will monsters attack characters in Group 2 if they're on or move into their space even if the characters in Group 2 haven't taken their turn yet?

A: Absolutely. It could well happen that a group puts another group in danger by activating zombies in the trigger zone that will attack another group not yet activated. This makes careful positioning inside the house a crucial tactical consideration.

Q: If a zombie group is on an adjacent tile from the triggering team but not in a "room" adjacent to the active survivor group (due to the fact the tile is split into two rooms). Is the zombie horde activated?

A: Absolutely. the triggering zone will cover the entire tile, so the two rooms on the tile will be considered part of the triggering zone.

Q: If a group of zombies is activated because its adjacent to the active group, and there are survivors in this activated room, do the zombies move towards the active group or instead attack the survivors in the activated room.

A: They will stay in the activated room and attack the present survivors. Zombies as a rule of thumb never leave a room with survivors in it. Groups that create triggering zones by acting always need to be considering the impact of their actions, because they could always potentially put another group nearby into danger.

Two zombies share a room with me and on the reaction phase, they attack me with two creature dice. Two other zombies in an adjacent tile have line of sight of me, so they move into my tile and attack me. Is that that attack with four dice because there are now four zombies in the same room as me?

A: Yes. This makes clusters of nearby zombie hordes very dangerous.

Q: A situation: survivor 3 has ended his turn and the actions of the group he is part of on the teamtracker. Now survivor 4 starts his turn. Survivor 4 is positioned in a separate box on the teamtracker.

Survivor 4 ends his turn in a room together with survivor 3 and zombies react and attack both survivors.

1) Can both take part of the defense roll?

2) Can they both take damage, split up the results of the zombie attack between them?

A: 1) Yes, they both will contribute to the defense pool of dice. A defense roll doesn't cost AP so regardless of the fact a character has spent all his AP, they can still perform a defense roll when they are attacked by zombies/creatures.

2) Again yes. The rolled result can be allocated also to survivor 3 or split up between both survivors.

Entrapment

Q: If all characters are entrapped, what happens?

A: **GAME OVER** for your team. You just have been defeated by the game system.

Q: If an entrapped survivor becomes free not because of a successful entrapment roll but because his fellow survivors kill all zombies/creatures in that room, does the newly freed survivor still get all of his remaining AP, just like after a successful entrapment roll?

A: Yes.

Q: Are rescue rolls that involve more players are performed simultaneously?

A: Yes.

Q: What happens when a survivor gets entrapped mid-turn? If he already spent one or more AP, does he automatically lose the remaining AP, as entrapped survivors have only one AP available per turn?

A: No. The AP he spend before the entrapment is not considered, as this was not connected to the new situation. So the effect of the entrapment is applied to the remaining AP the survivor still has available, giving him 1AP to use for the current turn.

Q: If a character is forced to receive both an entrap and a fear result during an attack from a creature/zombie, what happens?

A: During such a situation the entrapment always takes precedence over the fear result, as entrapment can only be resolved on the tile itself and forbids moving out of the tile. So in such a case the fear result is neglected.

Combat

Q: Can the knockback be used during combat to push a zombie into an adjacent room when you are not standing into the same room as the zombie (ranged attack)?

A: No, as the rules state the zombie can only be pushed out of the room of the attacking survivor. So Knockback only works in melee combat.

Q: What is the effect of an "aim" result in an attack roll during melee combat?

A: "Aim" is only active in ranged combat and is neglected as a result in close combat mode.

Q: Can I use ranged weapons when standing in the same room as the target?

A: Yes, absolutely.

Fires

Q: Is a fire extinguished if all burn tokens are removed from the house but the Fire marker is still present?

A: Take note that the fire marker is not the actual fire, it is a marker that simply shows the direction the actual fire is spreading towards. This marker can only be removed when all the burn tokens are removed from the house. If this is the case, the Fire marker is automatically removed from the house, as the fire is extinguished and cannot spread anymore.

Q: If I am a survivor and I'm in a burning room, does this mean I am safe from zombie/(non-fire resistant) creatures attacks?

A: Yes, as zombies and non-fire resistant creatures will never move into a burning room by themselves, only when pushed by an attack into the burning room. That said, remember that survivors will take damage equal to the number of burn tokens present in the room during each fire check. So these are anything but safe areas.

Final showdown

Q: The rulebook says if a Nemesis encounters a character it will attack, then resume movement? Does that mean it will attack once (versus 'until destroyed' as zombies and creatures do)? If that is the case, will the Nemesis resume its movement after attacking, if it has movement points remaining that round?

A: Its main goal is to destroy the corner rooms, so after attacking the survivors it will continue its movement until it has used up all its movement points.

Q: During the final showdown using the flipside of the Multitracker, can I take back the action point cubes immediately once they enter the third box after a shift to the right?

A: Yes. The crucial line in the rules is:

When a sixth marker is placed in this box (or possibly sooner) the cubes in all 3 boxes shift to the right. As a result, the markers in the first box will land in the center box, triggering a nemesis reaction. If the right space holds markers, return them to the appropriate players.

Q: Can you still use the corner rooms during showdown e.g. the Ammo reserve?

Strictly speaking it's not searching...

A: Yes, but remember in a round, the survivors are allowed to spend AP on a function ONCE in each corner room, meaning there's a maximum of 4 corner room functions per round.

Q: How does Bruce's ability to give actions to other team members work during the final showdown?

A: As the rules state, in order to allow him to pass or receive actions from other survivors he needs to share a box on the multitracker with the survivor he is offering AP or receiving AP from. However, during the endgame you are forming one organic group, with not separation on the tracker, so during the finale Bruce can freely pass or receive AP with anyone in the team, as the flipside of the multitracker used for the finale doesn't have boxes to manage groups inside the house.

Q: Jacks's ability of one free attack, how is it used during the showdown?

A: During the showdown, the easiest way to track the ability is to give Jack an extra AP cube, preferably in a different color for easy recognition. This cube will be used for the extra attack.

Q: During endgame, is activation of zombies just like in normal game?

A: Yes, with the exception that there are no triggering zones.

First all the zombies (as would be the case in the first part of the game) will attack. Next all the remaining zombies/hordes will move towards the closest room with survivors and if they reach the targeted room attack.

Various questions

Q: Do symbols on tiles only affect the room it is in or both rooms on the tile?

A: They are active for the whole tile, so both rooms if the tile consists of two rooms.

Q: If I have a code chip that matches some, but not all colors on the security board, can it still be used?

A: Yes, but naturally this is not going to render an optimal result.

Q: When a character is healed by an equipment card or character ability and, as a result, passes the threshold to gain an action point, does the healed character gain the action point immediately or at the start of the next round?

A: The action points are updated at the start of the next round.

Q: I played my first two-player game and got slaughtered by the house and its creatures, what did I do wrong?

A: There is a big difference between a 2-player and a 2-character game. In a 2-player game it is advised, especially for players new to the game, to control 2 characters each. This offers players a lot more tactical options and will make the challenge far less extreme.