Kayden's Run

an unstable cooperative game of desperate escape

Captured by aliens, you and your crew break out of your cell and race through the corridors of the alien ship, fighting the creatures before they take over your minds

Cooperate while you can, betray when you must, the escape pod may only have room for some of you

Story-driven action with 10+ unique rooms
Players enter and leave rooms together, each room offers new gear, obstacles, and puzzles

Real-time suspense
Players simultaneously roll and reroll their **5 White dice** striving to grab the best turn-order **Initiative** markers. Activate your dice in turn-order to grab the best Gear Cards and don't forget to **Run**!

The Alien Horde is after you
Stay one space ahead of the slowest player or risk Alien **Infection** - exchange 1 **Healthy White** die for 1 **Infected Green** die (with altered abilities)
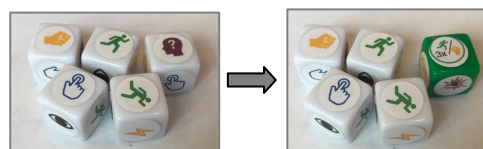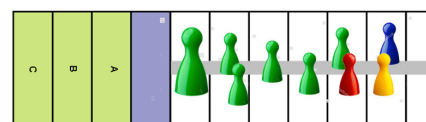
Components
- 1 Stories & Rooms booklet
- 1 Run Track
- ~10 Room tiles
- 5 Escape Shuttle tiles
- 5 Player markers (in 5 colors)
- 5 Player boards (in 5 colors)
- 5 Initiative markers
- 1 Alien Horde marker
- 12 Alien runner markers
- 30 white dice
- 25 green dice + 1 runners die
- 25 Health/Infection tokens
- 30 Gear cards (10 Weapon, 10 Equipment, 10 Enhancement)
- 3-5 Misc. markers
- 1 30-second sand timer
- 1 rule book

Shifting goals and alliances
If all **5 of your dice go Green**, you have been **Turned** and lost to humanity. Your **new goal** is to take down every human left whether you live or die trying

flip
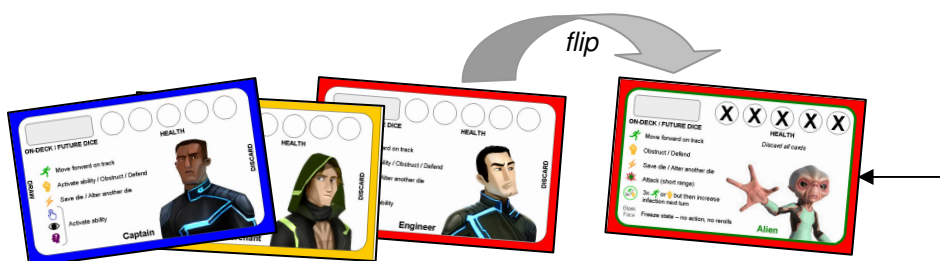
*Dave Wilkinson is the designer of **Castles of Caladale** from Renegade Games. In his day job, he is the **VP of Engineering** at a company that develops advanced **robotic** systems. With degrees from **Johns Hopkins** and **Carnegie Mellon**, he has a passion for robotics, invention, and gaming. He spends his free time designing and developing **board games** with help from his three young boys and an active Boston-based game-design community.*

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