

HOSTAGE NEGOTIATOR

ABDUCTOR PROFILES

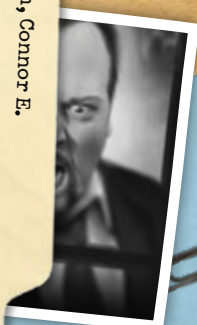


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Ogden, Connor E.

FEDERAL BUREAU OF INVESTIGATION	
FOOTPRINT NAME	SR, JR, etc
WGT	HGT
Brn	Brown
NO. OF PERSON FINGERPRINTED	
NO. OF PERSON TAKING FINGERPRINTS	
R. RIGHT LITTLE	



If you fail a Threat Roll when resolving an Internal Influence card, the hostage is caught communicating with you and ALL 3 Internal Influence cards are removed from the game. Whether they are in the Available Area, your hand, or already played this turn, remove them.

CARD CLARIFICATIONS

I'LL BUY YOU SOME TIME

This card's effect applies to a single demand only. You do not get a discount on multiple demands. The effect can reduce the cost to concede a demand to 0, but not below. In other words, you don't get change!

IT'S GOING TO GET WORSE BEFORE IT GETS BETTER

Take the Terror cards from those you put aside (or back in the box) at the beginning of the game. Put them on top of the Terror Deck and do not shuffle.

It is possible to put new Terror cards on the deck after the Pivotal Event Terror card is resolved, but only if no cards have been purchased from the Available Area during the conversation. Keep in mind that "reset of the game" Pivotal Event Terror card effects remain in effect in the event there are future turns.

ABDUCTOR PACK #2 THE PEDERSEN TWINS



This Abductor pack adds the new Decide cards along with abductor-specific Terror cards. Cards in this pack have a Gemini icon in a lower corner to distinguish them from the other cards.

You will face off against not one but TWO abductors, brothers Rolph and Dolph Pedersen, in this challenging pack where you make choices that may pay off later in the game... or you may just regret them.

Rolph and Dolph Pedersen are used together when playing this pack. When you set up the abductor stack place Dolph's card underneath Rolph's at the start of the game. One abductor is in play at any given time; the other is not affected by game effects unless a card specifically targets the other abductor by name. Pay close attention to each Abductor card as they each have their own rules and impact on play.



sometimes found at the top of a card, and sometimes in the penalty text of a demand. Choose ONE option to resolve by following the text or iconography shown. Discard both cards once resolved.

CARD CLARIFICATIONS

DOLPH PEDERSEN

When Rolph is killed, Dolph loses it and kills all remaining hostages. If you have saved at least half of the hostages you will have one turn to capture or eliminate Dolph after first resolving the Pivotal Event card.

DOLPH IS ANGRY

This card is resolved even if Rolph is in play. Option #1 may NOT be chosen if a "Sniper" Conversation card has been removed from the game (because of Bulletproof Vests or otherwise). If a "Sniper" Conversation card is already in your hand, you may resolve a copy and keep it.

SPEEDBOAT

This is all or nothing. For example, if there are 3 hostages in the pool you pay 7 Conversation Points (4+3) to save the rest of the hostages. The abductor(s) must be eliminated to win the game.

EXTENDED SILENCE

Skip the entire Conversation Phase: you may not play cards from your hand in any way.

To win, you must capture and/or eliminate *all* abductors in addition to meeting the standard win conditions.

DECIDE CARDS

Several cards in this Abductor pack trigger the need for you to make a decision. These cards clearly indicate in purple text that you must resolve the Decide card(s) with the same name. Look closely! The trigger is



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FEDERAL BUREAU OF
INTELLIGENCE
Hostage Negotiation Int

29 October 2016

Assessing Abductor Stability

(U//FOUO) The FBI assesses with high confidence that the chances of successful resolution the security of the abductor, and the

ABDUCTOR PACK #3 LIEUTENANT JACKSON



This Abductor pack adds more Major Demand cards, more Conversation cards, and new Stockholm Syndrome cards. Cards in this Abductor pack have a heart icon in a lower corner to distinguish them from other cards.

You face off against Lieutenant Jackson, a member of the force. In this challenging pack some of the hostages will begin to sympathize with their abductor. You're confident that Jackson has been framed. Plus he's one of your own, so there's no way you're going to eliminate him!

You must find evidence to clear his name and get all of the hostages out.. If even one hostage is killed, you've not only failed the hostages but your friend as well.

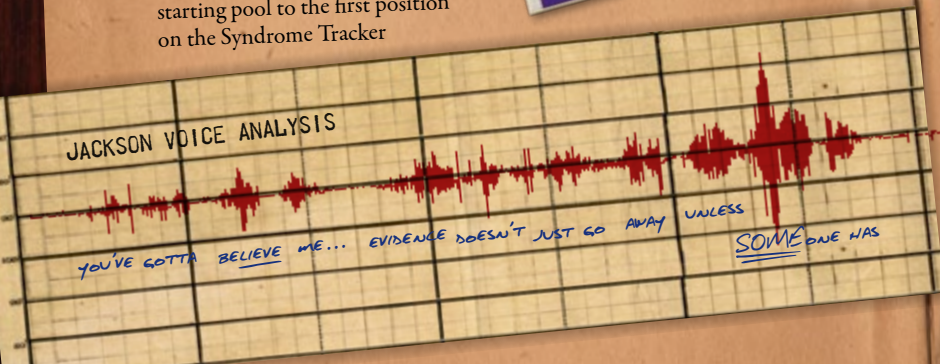
SETUP CHANGES

- Place the Stockholm Syndrome Tracker card on the table
- Move 1 Hostage piece from the starting pool to the first position on the Syndrome Tracker



- Set aside the 4 Stockholm Syndrome Terror cards
- Create the Terror Deck per normal setup instructions
- Choose the number of Stockholm Syndrome Terror cards to set your desired level of difficulty. Shuffle these cards into the Terror Deck:

2 = Easy, 3 = Normal, 4 = Hard
- Place the two new Conversation cards in the Available Area



HOW STOCKHOLM SYNDROME AFFECTS NEGOTIATIONS

In this pack some hostages experience the Stockholm Syndrome, in which they begin to express positive feelings toward their captor and may even work to assist them. When a hostage in the game experiences Stockholm Syndrome, you will be directed to move a Hostage piece from the regular pool to the Stockholm Syndrome Tracker card.



In order to restore hostages to the regular Hostage Pool, you must concede one of Lt. Jackson's major demand. Unlike the major demands of other abductors, Jackson's major demands can be conceded multiple times.

Avoid allowing too many hostages to be moved to the Syndrome Tracker. If you ever place 5 or more Hostage pieces on the tracker, you lose the game.

CARD CLARIFICATIONS

LIEUTENANT, YOU DON'T WANT TO DO THIS!

This card protects hostages from being killed by preventing the effect from a Terror card, a Conversation card or any other source that would result in one or more hostages being killed. The hostage(s) are instead moved from the pool to the Stockholm Syndrome Tracker card.

CONSIDER THIS A SHOW OF FAITH

This card saves a hostage directly from the Syndrome Tracker.

DEJA VU ALL OVER AGAIN

This card acts as an exact copy of the previous Terror card (unless it is the first turn, or the previous card was a demand).

YOUR LITTLE TRICKS WON'T WORK

Remove all 1 cost Conversation cards, including any in your hand, from the game.



ABDUCTOR PACK #4 GONZALO HERRERA

This pack adds new Location cards and a new Tactics card. Cards in this Abductor pack have an octagon icon in a lower corner to distinguish them from other cards.

Race against Gonzalo Herrera, a fugitive on the run trying to cross the border with hostages to buy time.

Gonzalo has hijacked a bus and he is headed for Mexico. You need to stop the bus – or employ high risk maneuvers – to bring the conflict to an end.

SETUP CHANGES

- Shuffle the Location cards and place the deck facedown on the table.
- Reveal the top Location card, leaving it on the deck. This is the active location.
- Place the Bus card near the Location deck with the **BUS IS MOVING** side faceup.
- Before setting up the Terror Deck, remove both **HE'S ON THE MOVE** Terror cards. Set up the Terror Deck as normal and then shuffle both **HE'S ON THE MOVE** cards in with the rest of the Red Terror cards. The Terror Deck should now have 12 Red Terror cards with 1 Gold Pivotal Event card at the bottom.

CONTACT: Grupo de Operaciones Especiales!!



TACTICS CARDS

Tactics cards are very similar to Conversation cards and function in the same way. Use them during the Conversation Phase to call for Field Tactics to set up a **ROAD BLOCK** or a **DETOUR** in an attempt to stop the bus or alter its path.

LOCATION CARDS & THE BUS

In this scenario follow the abductor as he hurtles by bus through multiple locations. Sometimes no Location card will be in play. In this case, you

are assumed to be in a general location and no special rules apply. In addition, when all four Location cards have been revealed, no new locations will come into play.

The Bus card indicates if the bus is currently "Moving" or is "Stopped."

- **BUS IS MOVING:** place the Bus Card beside the Location deck so you can see the Location card in play (if any) and follow the rules on the Location card.
- **BUS IS STOPPED:** place the Bus card on TOP of the current Location card on top of the Location deck. Any previous Location card effects are ignored.

CARD CLARIFICATIONS

LOCATION: CLIFFS

If the Threat reaches the "K", the game is over and ends in defeat. It does not matter when "K" is reached, or how. Game over.

FIELD TACTICS: DETOUR

To purchase this card, discard 3 Conversation cards. Conversation points are not needed. This card may be purchased even if Conversation points are negative.

ABDUCTOR PACK #5 CIRCLE OF THE AUTOMA



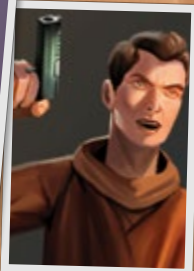
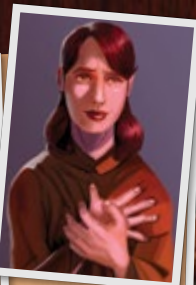
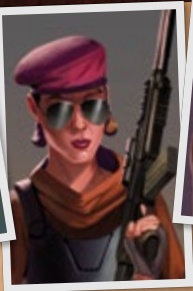
This Abductor pack introduces a set of Abductors that are also the hostages, new Conversation cards, and new demands.

Face off against the Circle of the Automa in this pack from acclaimed designer Morten Monrad Pedersen.

You'll have to manipulate the Circle to save them from themselves.

All cards in this set have the hooded sect's icon in a lower corner to distinguish them from other cards.






THE CIRCLE OF THE AUTOMA ABDUCTOR DECK

The cult known as “The Automa” is under siege by the FBI. You must extract and subdue them with limited bloodshed. The cult members are represented by the Circle of the Automa Abductor Deck. In game terms, the cult members are both abductors and hostages. The 2nd in Command card is NOT used.

During setup shuffle the Circle of the Automa Abductor cards and place them in a faceup pile to create the deck. You may look through the deck at any time during the game but must keep the cards in order. The abductor visible on top of the deck is the Current Abductor. At the end of every Terror Phase, place the Current Abductor on the bottom of the deck – thus the card below it becomes the new Current Abductor.

EXTRACTIONS AND FIREFIGHTS


In this scenario, all Conversation cards that have one or more  effects are called Extraction cards. Any time you choose to resolve an Extraction card,

make a Firefight Check (a special kind of Threat Roll). Apply the effect based on the result of your Threat Roll:



As with any other Threat Roll you may convert 4's, and/or play cards, that impact the Firefight Check. After the check, resolve the Extraction card as normal.

SAVING/KILLING HOSTAGES

Hostages may only be saved by achieving  results. If you reduce the Threat level beyond the “S”, instead of saving a hostage you gain +1 Conversation Points instead.

When a hostage is killed, remove a Circle of the Automa Abductor card from the top of the deck and move a Hostage piece from the Hostage Pool to the Killed area of the board.

When a hostage is saved, remove a Circle of the Automa Abductor card from the top of the deck and move a Hostage piece from the Hostage Pool to the Saved area of the board.

SPECIAL RULES FOR THE CIRCLE OF THE AUTOMA

If the Current Abductor is eliminated, then treat it as a hostage killed situation.

If a Terror card states that more hostages are taken, then instead +1 Threat Level per hostage.

CARD CLARIFICATIONS

COULD I TALK TO...

Use this card to change the Current Abductor for the Circle of the Automa. Play the card, then roll for a success to be able to use it. If successful, search the Abductor Deck

for the abductor you want. Move all of the abductors that were on top of this card, in their current order, to the bottom of the Abductor Deck.

Example: You play **COULD I TALK TO...** and roll 1 success. You want to deal with the **KIND CULTIST**, so you look through the deck. The **KIND CULTIST** is the fourth card down, below the **ANGRY, ARROGANT,** and **MEEK CULTIST**. You take those 3 cards and place them on the bottom of the deck so that when they are later revealed they will be in the same order. The **KIND CULTIST** is now on top of the deck.

When the Hostage Pool is empty **AND** at least half the hostages have been saved, the game ends in victory.



BECKER SWAMP

ABDUCTOR PACK #6 THE SEAVER FAMILY



This Abductor pack adds Becker Swamp, Abductor-specific Terror cards, Pivotal Events and Conversation cards.

All cards in this set have a teddy bear icon in a lower corner to distinguish them from other cards.

You face off against the Seavers in this new pack from acclaimed designer Kevin Wilson. You'll have to save the Seaver children, but only their father and aunt know where they are.

NEW ABDUCTORS: THE SEAVERS

There are 2 abductors, Clyde and Tina Seaver, that you use together when playing this pack.

Winning Against the Seavers

Not only must you meet the standard win conditions, you must also capture and/or eliminate *both* abductors to win the game.

SETUP CHANGES

Tina and Clyde Seaver

During setup, place Tina's card *beside* Clyde's card at the start of the game. Both are considered in play, but Tina may not be captured or eliminated until Clyde has been captured or eliminated.

But careful! If Clyde is eliminated before you have saved the children they will be whisked away by Tina and disappear forever! Pay close attention to each Abductor card. Each has their own rules and unique impact on play.

Sandra Seaver Conversation Cards (4)

Sandra Seaver, Clyde's ex-wife and the mother of the children, is standing by to talk to Clyde when you deem the situation calls for it. During setup place the starting card (indicated by a blue zero in the bottom right corner) in your hand of cards. Place the others in the Available Area. Treat these cards just like other Conversation cards except when the cards indicate otherwise.

Becker Swamp

Place the Becker Swamp card faceup on the table, shuffle the included Search tokens, and place them facedown at random on the indicated spaces.

The Seaver Children

On a hunch, you are searching nearby Becker Swamp to find the children. During setup place the Missing Seaver Children card faceup on the table and place a Hostage piece on the card for each child in the spaces indicated.

During the game, until both Seaver children have been found, any time you would save a hostage you must instead reveal a Search token and apply the effects shown below.



Increase the Threat Level by the amount shown



No effect



Place the Seaver Boy Hostage piece in the Hostage Pool



Place the Seaver Girl Hostage piece in the Hostage Pool

Pivotal Events

When playing against the Seavers shuffle the 3 included Pivotal Event cards and choose one at random during setup.

ABDUCTOR PACK #7



VALERIE STONE

This Abductor pack adds new abductor-specific Conversation, Terror, and Major Demand cards. It also introduces a new kind of card: Rival cards.

You will face what may be your greatest challenge ever, an old rival from your academy days who knows every trick in the hostage negotiation playbook. Valerie Stone has an axe to grind with you; she's taken hostages in order to do it.

SETUP CHANGES

Building the Terror Deck

- Set aside all **YOU THINK THAT WILL WORK ON ME?** Red Terror cards
- Create the Terror Deck per normal setup instructions
- Choose a number of **YOU THINK THAT WILL WORK ON ME?** Red Terror cards (based on how difficult you want to make the game) and shuffle these cards into the Terror Deck:
2 = Easy, 3 = Normal, 4 = Hard
- Place the 2 new Conversation cards into the Available Area.
- Shuffle the 6 Rival cards together and place them facedown in a pile next to the board. At the start of the game draw one Rival card and place it faceup next to the Abductor card.



RIVAL CARDS

Rival cards represent the abductor's personal knowledge of you, the negotiator, which they will use to their advantage. They are played faceup next to the abductor. Whenever you have multiple faceup Rival cards in play, tuck them underneath one another so that the bottom text is showing on each card (the order does not matter).

During the game you will be forced to make Rivalry rolls. Some of the new Major Demand and Conversation cards will instruct you to do this, but these rolls usually occur when the conditions at the bottom of the Rivalry cards are met.



In the example shown, you would need to make a Rivalry roll whenever you resolve a **WHAT ARE YOUR DEMANDS?** Conversation card, at least 1 hostage is killed, or whenever the Threat Level goes up by at least 1. You may have to make multiple Rivalry rolls each turn.

To make a Rivalry roll, roll a single die and check the result against the table listed on the Rivalry cards.

SECURITY CAM 01: Timestamp 4:05:01
Subject: Valerie Stone



You will then need to choose a named Conversation card that matches the cost listed and remove ALL copies of that card from play (whether they are in your hand, in the Available Area, or were already played this turn). Set them aside but do not place them back in the box, as there may be an opportunity for you to retrieve them later.

Example: The **DON'T YOU DARE PATRONIZE ME!** Rivalry card is faceup in play. Because the Threat Level is dangerously high, you choose to resolve a **KEEP COOL** Conversation card in your hand (even though doing so is going to force you to make a Rivalry roll). After you resolve the card, you make a Rivalry roll and get a 3 on the die. You choose the **JUST TAKE A BREATH...** Conversation card, which has a cost of 2. There are two copies of the card, one in the discard pile (you played it earlier during the turn) and the other in the Available Area. You take them both and remove them from play.

RECOVERING REMOVED CONVERSATION CARDS

The only way you can retrieve Conversation cards that have been removed from play is to purchase and resolve the **YOU AND I, WE'RE THE SAME!** Conversation card. With two successes you can choose a cost (for example, cost 2 cards) and retrieve ALL removed cards with this cost. With only one success, you can choose one named Conversation card (for example, **JUST TAKE A BREATH...**) and retrieve every copy

of that specific card. Any time you retrieve cards this way, place them in the discard pile.

CARD CLARIFICATIONS

WE USED TO BE FRIENDS...

When discarding revealed Rival cards, you may choose whichever cards you want. Shuffle them back into the Rival card deck as they may come into play again later if you're forced to draw more Rival cards.

DAILY NEWS

World - Business - Finance - Lifestyle - Travel - Sports

Issue: 240104

THE WORLD'S BEST SELLING NATIONAL NEWSPAPER

First Edition

Top Hostage Negotiator Resolves Tense Situation

Ana Langston, one of the city police department's most decorated hostage negotiators, successfully resolved a hostage situation that had developed Friday afternoon at Capital Bank on 5th and Harvard. According to Alex Broderick, the department's spokesperson, the abductor, who police officials have yet to identify, attempted to rob the bank but was met by police officers outside who had been summoned by a silent alarm. Unable to escape, he took between 10 and 15 hostages inside the building. Langston was called in to speak with the abductor directly. After hours of negotiation... [continued on Page 5]



THE INSIDE STORY

Have scientists made a major breakthrough in the never ending search for a cure?

Read the full story on - Page 3

Can you live without technology, discover how computers have changed our lives.

Find out more on - Page 11

Working hard for a lifestyle, but is

Climate change - Does it really make a

ABDUCTOR PACK #8

SAMMY XAVIER



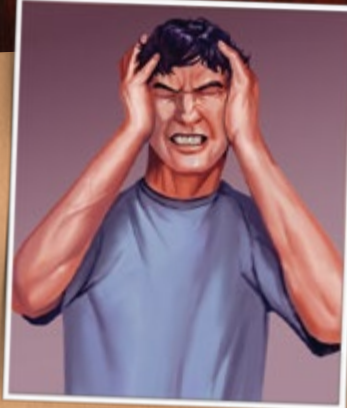
This Abductor Pack adds 5 Conversation cards and 4 abductor-specific Terror cards. Cards in this Abductor pack have a triple lightning bolt icon in a lower corner to distinguish them from other cards.

You will face off against a new abductor, Sammy Xavier, in a difficult negotiation, even for experienced negotiators. Sammy has his own set of major demands, along with a new escape demand as well.

Sammy wants out of rehab and by taking hostages he's proven he'll do anything to make that happen. Managing Sammy's pain will be the only way to successfully deescalate the situation and bring the abductor to justice.

THE MIGRAINE CARD

The Migraine card can ultimately prevent you from conceding demands if Sammy's pain becomes too overwhelming for him to listen to you. The longer you let him stay in this state the worse things can get for you. He also excels at being duplicitous so even when you do concede demands, you can't trust that things will go according to plan.



The **MIGRAINE** side of the card has two constant functions. It puts additional pressure on the negotiator by increasing EACH Conversation phase, which can ultimately cause the game to end. Additionally, it keeps Demands from being conceded.



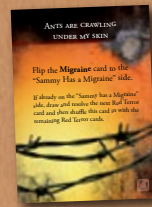
The other side of the card, the **GONE** side, forces you to make a Deception roll anytime you would concede a demand. That roll can change what benefit you may receive from making the concession. Regardless of which reward you get you still suffer the penalty for conceding the demand.

SETUP CLARIFICATIONS

Only use Sammy Demand cards (Escape, Major, and Minor) when setting up the Terror Deck. Sammy relies on his own specific demands and threats that don't apply to other abductors.

ANTS ARE CRAWLING UNDER MY SKIN

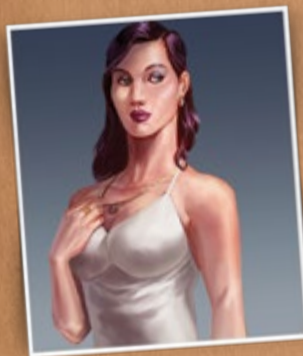
Once you've finished setting up the Terror Deck you should shuffle the *Ants are crawling under my skin* card into the Terror Deck. This card makes Sammy his most terrifying and, as such, you can ignore this step if you would like an easier time against the Abductor.



This Terror card instantly gives Sammy a **MIGRAINE**, or, if he already has one, forces you to resolve an additional Terror card. This card always gets reshuffled back in to the deck (unless removed by some other means) as long as Sammy is already on his **MIGRAINE** side when revealed.

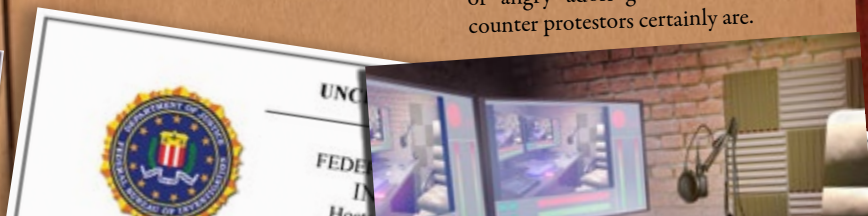
ABDUCTOR PACK #9

MISHA KOSKINEN



This Abductor Pack adds the new Petty Demand cards along with abductor-specific Demand cards, new Escape Demands, and the **PARANOIA** card. Cards in this pack have a bullhorn icon in a lower corner used to distinguish them from the other cards.

You will face off against Misha Koskinen, a prominent social media personality who is perhaps not a direct threat herself, but her legion of angry adoring fans and their counter protestors certainly are.



PARANOIA CARD

The dual sided Paranoia card represents the volatile personality of the abductor. On one side is *Bored*. This side can be perilous but tends to be less dangerous than the opposite side, *Scared*. Anytime you are instructed to roll for Paranoia, check the results on the current Paranoia table and resolve the effect.



PETTY DEMANDS

Misha has a number of Petty demands. A new type of demand new to this particular Abductor Pack and only usable with Misha. These demands are drawn from the Terror deck in the same manner as Minor Demands. Where they differ is that they are typically resolved immediately and, when they are conceded, they are placed underneath Misha.

Misha's protesters will never forget that you're favoring Misha by conceding these Petty Demands. Their displeasure can force the game to an early conclusion if too many of these conceded Petty Demands build up.

ABDUCTOR PACK #10 INCOGNITO



This Abductor pack adds more Terror cards and special cards specific to this pack. Cards in this Abductor pack have a new icon in a lower corner to distinguish them from other cards.

You face off against Inc0gn1t0, an inscrutable Cyber Terrorist whose motives are entirely unknown. In this challenging pack, you will have to prevent them from breaching the system so that you can disarm a bomb the Abductor has placed somewhere in the city. Not only that, you will also have to find the Abductor and bring them to justice!



SETUP CHANGES

Setup the game normally with these exceptions:

1. Place the Bomb, Incognito, and System cards on the table with the side with the found/protected sides face down.
2. Place the Command Cards face-up in a row near the Available Area.
3. Set aside the 3 "Tick Tock" Terror cards and the 3 "Disrupt the System" Terror Cards and create the Terror Deck as you normally would with the other cards. Then, shuffle the "Tick Tock" and "Disrupt the System" cards in with the 10 red Terror Cards. Your deck will be 16 red Terror Cards and 1 Gold Pivotal Event.



UNLOCKING CARDS

In this pack, you need to command your forces to do important things like find the abductor, find and disarm the bomb he has set, and protect the system against his attacks. To do this, you will have

to Unlock cards by gaining and assigning unlock points to them using Command Cards. Place an alert token on a lock icon to show it has been unlocked. Once you have enough Unlock Points to complete a task, you will flip the card over. Any unused unlock points are lost. In the case of the bomb, once you have flipped it AND disarmed it, you can remove it from the game.

COMMAND CARDS

Command cards are resolved like Conversation Cards, but you do not take them into your hand. Instead, at the beginning of the Spend Phase (before you buy cards) you may resolve the leftmost (first) Command card for free. If you wish to resolve the next Command Card, you can do so by spending 2 Conversation Points to do so (and again 2 CP for the third card if you wish). You can stop at any time, but each Command card can only be used once each round. You can change the order of the Command Cards each round, but once you begin resolving them you cannot change their order again until the next round.

CARD CLARIFICATIONS

PROTECT THE SYSTEM – if the system is successfully protected, make sure you flip the card back over (to unprotected) at the end of the Terror Phase. Each round you are not able to protect the system,

1 hostage gets added to the pool during the Terror Phase.

FIND INCOGNITO – This is the Abductor card. You must unlock this card and flip it over before you can capture or eliminate the Abductor.

FIND THE BOMB – you must unlock this card to find the bomb. Then you must unlock the disarm side to disarm it and



UNKNOWN ABDUCTOR

This promo, which comes with Negotiator Cards Series 2, represents the many Abductors that try and commit their abductions under the shroud of anonymity. Any of the Abductors you've come to know up to this point could lurk under the mask, only giving you the most minimal of clues. You've managed to start piecing together their identity but your information is far from complete.

end the bomb threat.

TICK TOCK/DISRUPT THE SYSTEM Terror Cards – if you are able to ignore these because the bomb has been disarmed or the system is protected, you get to ignore the entire card and discard it with no effect.

GAMEPLAY CLARIFICATION

You'll face this Abductor following the normal Setup Rules. Where the game changes significantly is that you work to uncover their identity.

The Unknown Abductor counts as an unrevealed Demand for game-play purposes. Once you have revealed 2 Demands in a SINGLE Conversation you finally discover the Abductors identity.

To represent this, shuffle all the Abductors (or use your meeples if you prefer) and draw one at random. You will then place their demands and other special setup items in place. This is now the Abductor you're facing. You will NOT change the number of Hostages or the Threat level.

Additionally, for a more immersive experience, we recommend shuffling together some of the Abductor specific Terror cards at random to replace the remaining Terror cards with a similar count. This way you will encounter some of their specific cards.

NEGOTIATOR TOOLS

The Abductors may be more and more challenging, but you aren't without your own special tools as a Negotiator.

THE FRUSTRATION DIE

Anyone who has played Hostage Negotiator has experienced frustration with the dice. No die will that be more true for than the Frustration Die, but the rewards are as great as the potential risk.

The black Frustration Die is an optional addition to Hostage Negotiator that may be used once per game. You may use it for any roll by replacing one of your other dice with it, but choose wisely, because once it has been rolled it can never be used again (in that negotiation) and can't be rerolled. If the result of the die is the "X", the Abductor immediately kills all hostages and escapes.



NEGOTIATOR CARDS

If playing a single game of Hostage Negotiator, decide before the game if you will use a Negotiator Card. You may select one of your choice or shuffle and take one at random.

Each Negotiator Card has a special ability that you can use ONCE during the game. In general, using a Negotiator Card will make the game slightly easier.

If you are playing a Career, we suggest only using a Negotiator Card if and when instructed.



CAREER ACHIEVEMENTS

Challenge yourself to complete these tasks!

CONNOR E. OGDEN

- Concede the "Retract Termination" demand on the first turn
- Save at least 2 hostages with the "Golden Parachute" demand
- Win without losing the "Internal Influence" cards
- Win without conceding "Retract Termination"
- Win without revealing the "Revenge" demand (check after game)

THE PEDERSEN TWINS

- Eliminate Dolph before eliminating or capturing Rolph
- Eliminate both abductors with the speedboat
- Win by conceding the "We Just Want to Live" demand
- Capture both abductors
- Win a game after using "Reason With Rolph" at least once

LIEUTENANT JACKSON

- Win a game where there were 3 or more hostages on the SST
- Play all 4 "I" cost Conversation cards facedown in one turn
- Concede both major demands at least once in a single game
- Win after the Pivotal Event Terror card is revealed
- Move 2 hostages off of the SST in 1 turn

GONZALO HERRERA

- Win a game where all 4 locations were revealed
- Win by opening the border
- Win a game where Gonzalo took at least 1 hostage in the city
- Use both Tactics cards in a single game
- Stop the bus by the end of turn 3

THE CIRCLE OF AUTOMA

- Win with the Threat on "S"
- Eliminate the "Militant" Abductor
- Save all the dangerous cultists (the ones holding a gun)
- Save the Meek or Kind cultist last
- Concede the Major Demand by paying the CP cost

CLYDE & TINA SEAVER

- Locate both Seaver children without Tina getting spooked
- Win when Sandra gets taken hostage
- Capture Clyde and Tina in the same turn
- Win on the final turn

VALERIE STONE

- Make 10 Rivalry rolls in one game
- Win on hard difficulty (start with 4 "You Think That Will Work On Me?" Red Terror cards)
- Win with no Rival cards faceup at the end of the game
- Win after conceding "Let's Finish This"
- Win after conceding "Public Recognition" on the first or second turn of the game

SAMMY XAVIER

- Win the game with Sammy not having a migraine
- Win the game with Sammy having a migraine
- Succeed every Deception roll in a game
- Win a game in which "Ants are crawling under my skin" appears more than once
- Win a game where you don't succeed on any Deception rolls

MISHA KOSKINEN

- Win a game where Misha never reaches her Scared side
- Win a game where Misha is on her Scared side
- Win a game with 3 or more Petty Demands under Misha
- Do not lose a Hostage when "Give me the latest bluetooth technology" is revealed
- Win a game without putting ANY Petty Demands under Misha

INCOGNITO

- Win a game where all Hostages were saved
- Save 8 or more Hostages
- Win a game without disarming the bomb
- Disarm the bomb before the first Tick Tock is revealed
- Win a game where no hostages were added to the pool from Protect the System

UNKNOWN ABDUCTOR

- Win a game where the Unknown Abductor is The Seavers
- Win a game where the Unknown Abductor is Sammy
- Win a game where the Unknown Abductor is Valerie
- Win a game where the Unknown Abductor is Barrett
- Win a game where the Unknown Abductor is The Circle of Automa
- Add every abductor

HOSTAGE NEGOTIATOR PRODUCT CHECKLIST

- Hostage Negotiator
- HN: Crime Wave
- HN: Career
- HN Abductor Pack #1
- HN Abductor Pack #2
- HN Abductor Pack #3
- HN Abductor Pack #4
- HN Abductor Pack #5
- HN Abductor Pack #6
- HN Abductor Pack #7
- HN Abductor Pack #8
- HN Abductor Pack #9
- HN Abductor Pack #10
- HN Demand Pack #1
- HN Demand Pack #2
- Series 1 HN Abductor Meeples*
- Series 2 HN Abductor Meeples*
- Series 3 HN Abductor Meeples**
- HN Custom Bag**
- Custom Game Mat 1 (Sicko and Anna)*
- Custom Game Mat 2 (Unknown and Mick)*
- Custom Game Mat 3 (Abductors)*
- Custom Game Mat 4 (Negotiators)*
- Negotiator Cards Series 1*
- Negotiator Cards Series 2*
- Negotiator Cards Career**
- Negotiator Cards Crime Wave*
- Negotiator Cards Dice Tower 19*
- The Secret Cabal Year Zero*
- Career Year Zero Cards**
- HN Alternate Finale Pack #1**
- HN Alternate Finale Pack #2
- Frustration Die**

* Promotional Item - no or limited retail availability. Check vanrydergames.com

**Item was included in Career KS Stretch Goal box