

ALICE IS MISSING

SILENT FALLS EXPANSION



RULEBOOK

DESIGNED BY SPENSER STARKE

CONTENT & TRIGGER WARNINGS

Alice is Missing inherently deals with topics of lack of agency, death, grief, helplessness, loss, tense family dynamics, and violence. Player discretion is advised. This is a work of fiction. Any resemblance to real life events is purely coincidental.



Partner, Head of Development: Christopher J. De La Rosa

Partner, Head of Publishing: Ivan Van Norman

Creative Director, General Manager: Noxweiler Ignatius Berf

Community Director: Markeia McCarty

Project Management: Benjamin Dunn & Michelle Nguyen Bradley

Art Director: Caleb Cleveland & Alex Teplitz

Marketing Director: Indrani Ganguly

Social Media Manager: Sloan Smith

Editing and Proofreading: Alex Teplitz & Noxweiler Ignatius Berf

Art Direction: Caleb Cleveland & Alex Teplitz

Cover Art: Julianne Griegg

Art: Julianne Griegg & Caleb Cleveland

Layout Design: Diana Sousa

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ALICE IS MISSING

SILENT FALLS EXPANSION

Content Warnings: Power Dynamics, Police Corruption, Death, Manipulation

This expansion is designed to be integrated into the game after playing *Alice Is Missing* at least once with the base set of cards already. The themes, topics, and clues included with this expansion are designed to be more narratively challenging than the original game, and are therefore best enjoyed after having already played the game once before.

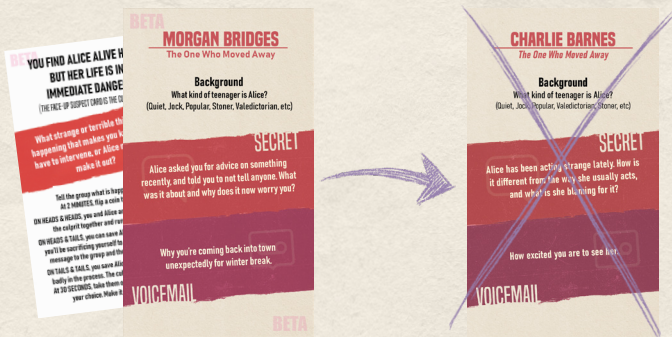
Almost everything in this set can replace any cards of the same type from the original *Alice Is Missing* box, but recommendations for which cards to swap out are included in these directions. What is not included here are any additional Drive cards. This is purposefully to keep groups from playing with more than five characters. Though this expansion now offers more than five characters to choose from, it is highly recommended to not play with six or more players.



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CHARACTER CARDS

Morgan Bridges MUST replace Charlie Barnes if they are in play. This gives the facilitator an additional character to choose from when they run the game. If you're using Morgan Bridges, use the 90 minute card specified for them.



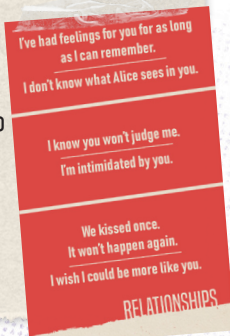
Hollis Briarwood best replaces Jack Briarwood in the Character Deck.

Jordan Foster best replaces Dakota Travis in the Character Deck.

Steven Yates best replaces Julia North in the character deck. If Steven Yates is in play, consider removing Ryan Groggins from the Suspect Deck.

RELATIONSHIP CARDS

You may choose to replace the relationships on your drive card with any relationships on these cards, or use the options here to build out relationships with more characters. When possible, choose a relationship above the line and a relationship below the line. You can mix and match any from the top and any from the bottom, but you should try to avoid choosing only relation-



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ships from the top or only relationships from the bottom. This helps you to have a mix of positive and negative relationships at the table.

SEARCHING CARDS

These all can be mixed into the current searching cards to form the Searching Deck.

SUSPECT CARDS

Choose five suspects total (with 2 cards each) between the original *Alice Is Missing* cards and this expansion and shuffle those ten cards together to form your Suspect Deck.



If you have John Briarwood (Estranged Father) in play, ensure that any players who have characters related to Alice (Jack or Hollis) are aware this card is being used from the beginning of character creation and are comfortable working John's estrangement into their character's backstory as well. *John Briarwood best replaces CJ Wallace in the Suspect Deck.*

If you have Blake King (New Friend) in play, be sure to give Blake pronouns during the Starting Hunches phase so that you know how to refer to them in game. *Blake King best replaces David Nelson in the Suspect Deck.*

If you have Wayne Prescott (Local Sheriff) in play, be sure to talk with the table about the topics of power dynamics, police brutality, and corruption in regard to your lines and veils. These are topics that often come up when this suspect is drawn during the game. *Wayne Prescott best replaces Mr. Halvert in the Suspect Deck.*

For example, you might choose to have Wayne Prescott, Brianna Brown, Blake King, Ryan Groggins, and David Nelson all as suspects for your game. Take both cards from each suspect and shuffle them together to form your ten card suspect deck. Return the rest of the suspects to the box.



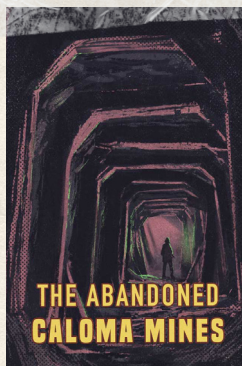
LOCATION CARDS

Choose five locations total (with 2 cards each) and shuffle those ten cards together to form your Location Deck.

The *Abandoned Caloma Mines* best replace *Kalisto Rivers Park* in the Location Deck.

The *Silent Falls Boardwalk* best replaces the *Dripping Dagger Nightclub* in the Location Deck.

The *Pine Harbor Motel* best replaces the *Silent Falls Train Station* in the Location Deck.

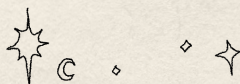


For example, you might choose to have *The Abandoned Caloma Mines*, *The Lighthouse On The Howling Sea Cliffs*, *The Dripping Dagger*, *The Pine Harbor Motel*, and *The Old Barn on Cambridge Street* all as locations for your game. Take both cards from each location and shuffle them together to form your ten card location deck. Return the rest of the locations to the box.



CLUE CARDS

There are two additional clue cards for each standard timestamp, as well as three additional *10 Minute* cards. All of these may be shuffled with their respective times from the original game and used together in play. The only exception to this rule is the new 90 minute card, which should be utilized only if *Morgan Bridges* is being played instead of *Charlie Barnes* as the facilitator's character.



DEE
**YOU FIND ALICE ALIVE HERE,
BUT HER LIFE IS IN
IMMEDIATE DANGER.**
(THE FACE-UP SUSPECT CARD IS THE CULPRIT)

What strange or terrible thing is
happening that makes you know you
have to intervene, or Alice might not
make it out?

Tell the group what is happening.
At 2 MINUTES, flip a coin twice.
ON HEADS & HEADS, you and Alice are able to fight off
the culprit together and run for safety.
ON HEADS & TAILS, you can save Alice, but you know
you'll be sacrificing yourself to do it. Type a last
message to the group and then stop texting.
ON TAILS & TAILS, you save Alice, but get injured
badly in the process. The culprit is after you.
At 30 SECONDS, take them out or get caught,
your choice. Make it dramatic.



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