

FINAL GIRL

FEATURE FILM RULEBOOK

SERIES 2

THE USS KONRAD



Director (design): Evan Derrick **Director of Photography (art):** Tyler Johnson

United Star Ship Konrad, M-class freight vessel, model 9791-Bison, commissioned in 2122 by the Weygar-Yustarry Mining Corporation, built by the Lockheed Martin Corporation at a cost of \$4.2 billion, with a mass of 63,000 metric tons.

Current whereabouts: unknown.

COMPONENTS



1 Location board



10 Event cards



5 Setup cards



8 Terror cards



11 Various Tokens



3 Maintenance Cards



20 Item cards



SPECIAL SETUP

- * You will start with two  tokens on the board. Each **Setup** card will indicate where to place them.
- * Place one **Keycard Item** card in your inventory and place a  token on it. Place two **Keycard Item** cards next to your play area, along with the remaining  tokens. Shuffle the remaining three **Keycard Item** cards with the rest of the Item cards and build the Item decks as normal.
- * Place the **Super Loader Item** card next to your play area and place the  token in the **Hangar**.
- * Place the three **Maintenance** cards next to your **Player** board, faceup.

SPECIAL RULES

KEYCARDS

Keycards are useful items that can unlock new pathways or activate important ship functions.

- * If you start or end your movement in a space (not while passing through) that has a  token, you may spend  to take the token. Take one of the **Keycard Item** cards that were set aside during setup and place it in your inventory, placing the  token on it.
- * Whenever you take a **Keycard Item** card, either through searching or an event, always place a  token on top of it.
- * Whenever you use a **Keycard**, by placing a  token on the board or on a **Maintenance** card (explained below), always keep the empty **Keycard Item** card in your inventory. You cannot discard an empty **Keycard Item** card, and if the game instructs you to discard an Item card (either randomly or by choice), ignore them for that purpose.
- * Once placed, either on the board or on a **Maintenance** card, you cannot retrieve any  tokens unless a game effect instructs you to.
- * It does not cost time to use a **Keycard** and place a  token.



MAINTENANCE SHAFTS

There are four **Maintenance Shafts** on the board, each with an empty **Keycard** token connected to it. Neither you nor **Victims** can pass through these shafts as long as they are inactive. If you are adjacent to an inactive **Maintenance Shaft**, you can place an available  token on it to activate it, which will allow you to freely travel through it along with any **Victims** that are following you.

IMPORTANT: Enemies can NEVER travel through **Maintenance Shafts**, even ones that have been activated!



Inactive Maintenance Shaft without a Keycard



Active Maintenance Shaft with a Keycard

MAINTENANCE CARDS

There are four spaces on the ship highlighted in purple and denoted by a  icon: the **Trash Compactor**, the **Furnace**, the **Hangar**, and the **Bridge**. A special function can be activated in each of these rooms, indicated on the three **Maintenance** cards: the **Crusher**, the **Incinerator**, the **Airlock**, and the **Self Destruct** respectively.

- * In order to activate a function, you must be in the  space (you cannot be passing through) that corresponds to the function that you want to activate (for example, to activate the **Incinerator** you would need to be at the **Furnace**). Place enough  tokens on it to activate it (each function requires a different number of **Keycards**) and then follow the instructions for that function.
- * Both the **Airlock** and the **Self Destruct** may allow you to kill yourself along with the **Killer**. If that happens, you lose the game, even if the **Killer** dies along with you (no victory for self-inflicted destruction).
- * If any game effects instruct you to remove  tokens from the **Maintenance** cards AFTER you've already activated a function, those functions are immediately canceled. Remove any additional tokens associated with them.



Ellen had four Keycards and was at the Bridge, so she placed the  tokens on the Maintenance card, activating the Self Destruct! Following the instructions, she then placed the  token on the card. She now has this turn and the next to get to an Escape Pod before the ship explodes!

SUPER LOADER

Even though the **Super Loader** starts on the board in the **Hangar**, you can only use it if you find the **Super Loader Key Item** card. If you ever unequip the **Super Loader** or lose the **Key**, leave the token in your current space and return the **Super Loader Item** card to its starting place beside the board (in other words, you can't put the **Super Loader** in your **Backpack**).



ACHIEVEMENTS

- Win a game on the U.S.S. Konrad.
- Win a game using the Self Destruct.
- Activate the Airlock with the Killer in the Hangar.
- Have the Crusher deal the final damage to the Killer.
- Have the Incinerator deal the final damage to the Killer.
- Save the Orphan Girl and Jonas the Cat.
- Win a game with no Victim killed by the Crusher, Incinerator, or Airlock.
- Defeat the Killer with the Super Loader equipped.
- Use the Flamethrower to deliver the killing blow to the Killer, while also dealing damage to yourself at the same time.
- Win a game where at least half the Victims were saved.



EVOMORPH



Director (design): Evan Derrick **Director of Photography (art):** Tyler Johnson

"The cargo retrieval from Titan-6 was routine. Ore, mining equipment, medical resupply for the outer rim, your basic boring-as-shit manifest. But something was hiding in the cargo, and we brought it on board. A thing, an animal, a creature... no, it was a goddamn monster, and I let it loose on my ship!"

— Captain Arthur Houston of the U.S.S. Konrad

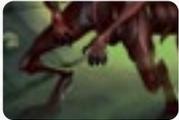
COMPONENTS



3 Finale cards



16 Terror cards



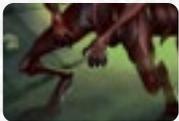
3 Dark Power cards



1 Evolution card



1 Killer board



1 Epic Dark Power card



10 Ambush cards



3 Action cards



2 Final Girl cards



6 Tokens



1 Evolution Marker

SPECIAL SETUP

- * Place the **Evolution** card next to the **Killer** board. Place the **Evolution** marker next to the **Hatchling** stage on the card. This is the form that the **Evomorph** begins as.
- * Shuffle the **Evomorph's** and the chosen **Location's Terror** cards together as normal, but only include **8** cards in the **Terror** deck (rather than 10).
- * Shuffle the **Ambush** cards and place them facedown next to the **Terror** deck with the **Youngling** side (light green) readable (the **Adult** side will be upside down).
- * The **Evomorph** starts with only **4** health, but this may increase to **10** later.

SPECIAL RULES

EVOLUTION

The **Evomorph** has three stages. It starts out as a **Hatchling** but may evolve into a **Youngling** and then finally into an **Adult**. The keyword **EVOLVE** is located in the special effects column of the **Evomorph's Bloodlust** track. When  increases and you reach an **EVOLVE**, move the **Evolution** marker to the next stage on the **Evolution** card and follow any setup or special rules that you find there.

- * **Hatchling:** As a **Hatchling**, the **Evomorph** is very slow but incredibly deadly - attack it at your own peril!  will ONLY increase if the **Hatchling** kills a **Victim** itself. Any other  increases, either from **Terror** cards, **Event** cards, or **Victims** dying in other ways, are ignored. Instead,  for each  that occurs.
- * **Youngling:** When the **Hatchling** evolves into a **Youngling**, it immediately **Vanishes**  (this is discussed in the next section). Additionally,  may now increase as normal.
- * **Adult:** When the **Youngling** evolves into an **Adult**, the **Evomorph's** maximum health goes from **4** to **10** and it immediately recovers all . Then, reveal the **Evomorph's Dark Power** card and rotate the **Ambush** deck so that the **Adult** side (dark green) is readable (the **Youngling** side will now be upside down).

VANISHING & AMBUSH CARDS

Whenever you see this icon , the **Evomorph** immediately disappears into the shadows and vanishes, ending the **Killer** phase. Remove the **Killer** meeple from the board and place it on top of the **Terror** deck.



While the **Evomorph** has vanished you will ignore all steps of the **Killer** phase (both the **Killer Action** on the **Finale** card and drawing a **Terror** card). Instead, you will draw an **Ambush** card and follow the side of the card that corresponds to the **Evomorph's** current stage (either light green for **Youngling** or dark green for **Adult**). Each **Ambush** card has a red **Danger** number found in the upper right corner (from **1 - 10**). There is a number for the **Youngling** side of the card and a different number for the **Adult** side. The higher the number, the more dangerous the effect is.

If the **Ambush** deck ever runs out, shuffle the discard pile and build a new deck.

SCANNING

When playing against the **Evomorph** you will have access to the new **Scan Action** cards.

- * These cards may **ONLY** be played while the **Evomorph** has vanished.
- * When resolving **Scan**, you may be instructed to place a  token in your space. This indicates that you have scanned the area and you know that the **Evomorph** isn't hiding in your space. Certain **Ambush** cards will have the **Evomorph** appearing out of nowhere, often in your space, and immediately attacking. **Scanning** is a way to protect yourself from being ambushed.
- * A space can only have one  token in it, but multiple spaces can have  tokens at the same time. If instructed to place a  token in a space where one is already present, ignore it.
- * **Scan** cards have an additional success line for when you get **3** or more successes on a **Horror** roll. This will allow you to ambush the **Evomorph** (instead of the other way around).

ACHIEVEMENTS

- Defeat the Evomorph on the U.S.S. Konrad.
- Defeat the Evomorph at five different Locations.
 - _____
 - _____
 - _____
 - _____
 - _____
- Defeat the Evomorph in Extreme Horror Mode.
- Defeat the Evomorph immediately after forcing it to appear due to a successful Scan action.
- Defeat the Evomorph before it becomes an Adult.
- Prevent the Evomorph from being placed on your space due to there being a Scan token there.
- Witness the Evomorph Vanish at least 5 times.
- Defeat the Evomorph without losing any health.
- Deal damage to the Evomorph before it becomes an Adult, and again after it becomes an Adult.
- Remove 2 Scan Action cards from the game.



STATION 2891



Director (design): A.J. Porfirio **Director of Photography (art):** Roland MacDonald **Item Art:** Tyler Johnson

"Cold doesn't begin to describe it. There ain't really no word for it to put it plainly, ma'am. You bundle up and if you go outside at night you never, ever let go of the guide line. Other than that we'll mostly be working all the time."

— Stu Carpenter, Station 2891 Facilities Manager

COMPONENTS



1 Location board



1 Helicopter Card



10 Event cards



5 Setup cards



15 Various Tokens



18 Item cards



8 Terror cards



1 Action card



SPECIAL SETUP

Setup the game as normal with the following differences:

- * Place the **Helicopter Card** near the board.
- * Place the **Helicopter** token on the  space on the board.
- * Place the **Skidozer** token in any outdoor space that is adjacent to a  space.
- * Before setting up the Item decks, find a **Two-Way Radio** and place it in your inventory.

SPECIAL RULES

DEFINITIONS

- * **MAIN BUILDING:** All indoor spaces (not including the **Commander's Hut** or **Tool Shed**).
- * **OUTDOOR SPACES:** All spaces not in the Main Building, including the **Commander's Hut** and **Tool Shed**.
- * **HALLWAY SPACES:** The long spaces in the Main Building. Use the associated Victim Holding boards from the Core Box for these spaces.

HOW TO SAVE VICTIMS

The **Helicopter** will have to travel to the **Arctic Airport** in order to save Victims.

- * When the **Helicopter** token is on the  space, you may freely move it and up to 3 Victims that are with it onto the **Arctic Station 2891** space of the **Helicopter** card. Once the **Helicopter** has Victims on board, it cannot return to the **Station 2891** until it has first dropped off the Victims at the **Arctic Airport**.
- * Victims on the **Helicopter** card cannot be targeted or killed.
- * The  icon means the **Helicopter** may move 1 space on the **Helicopter** card. The new '**Fly Faster**' **Action** card is the main way to move the **Helicopter**, but some Terror cards will allow you to move it as well.
- * To save Victims, the **Helicopter** must reach the **Arctic Airport**. If the **Helicopter** reaches the airport outside of the Action phase, apply the effects from saving the Victims at the beginning of your next Action phase. After the Victims have been saved you may begin moving the **Helicopter** back to **Arctic Station 2891** (landing freely).

FROSTBITE



The **Frostbite** icon means you, each Victim, and each Enemy in an outdoor space gain a **Frostbite** token or lose one health if they already have **Frostbite**. During each Upkeep phase, discard all **Frostbite** tokens for anyone indoors.

ACHIEVEMENTS

- Win a game at Station 2891.
- Save at least 6 Victims.
- Win a game with no Victims dying from Frostbite.
- Win a game without using the Fly Faster! Action card.
- Win a game using only weapons from the Armory.
- Save two or more Special Victims.
- Use the Flamethrower to deal at least 5 damage to an Enemy.
- Use an Alaskan Malamute to deliver the killing blow to the Killer.
- Obtain an Item from the Supply Closet, the Tool Shed, the Commander's Hut, and the Armory.
- Witness you, an Enemy, and a Victim all take damage from Frostbite on the same turn.



THE ORGANISM



Director (design): A.J. Porfirio **Director of Photography (art):** Roland MacDonald

"No one knows where... those things... came from. but it started, right after our research team arrived. I think one of the dogs was infected, but John, rest his soul, told me he thought the chemist was performing strange experiments back home."

— Arctic Station 2891 radio room communication

COMPONENTS



3 Finale cards



2 Final Girl cards



1 Killer board



2 Killer Meeples



3 Exposed Victim cards

16 Terror cards



5 Various Tokens



4 Test Kit
Item cards



3 Test Results
cards



3 Mutated
Organism cards

SPECIAL SETUP

Setup the game as normal, with the following changes when playing with **The Organism**:

- * When placing Victims, randomly place the **Red** (from the Final Girl Core box), **Black**, and **Grey** Killer meeple one at a time in place of three of the yellow Victim meeples. These are considered **Exposed Victims**.
- * Nothing is placed on the  space during setup as the Killer(s) is/are hidden amongst the Victims.

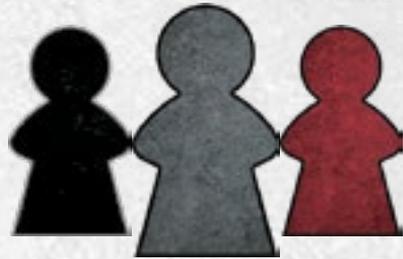
Exception! If playing at a location other than the **Arctic Station**, put the **Lab** token where the  space is on the Setup card. This is the location of the **Lab**.

- * Place a **Test Kit Item** card face-up above each of the Item Decks (most location boards only need 3).
- * Shuffle the 3 **Test Results** cards and form a facedown **Test Results** deck.
- * Shuffle and place the **Exposed Victim** cards facedown in the 3 spaces on the Killer board.

SPECIAL RULES

To win, you must test the **Exposed Victims** to find out which ones have been **ASSIMILATED** and destroy all **Mutated Organisms**.

There will always be at least 1, but there could be as many as 3 **Mutated Organisms**.



EXPOSED VICTIMS

Exposed Victims are considered Victims with the following exceptions:

- * They may **NEVER** be targeted or killed by a **Mutated Organism**.
- * They may **NOT** be saved.
- * They may **NOT** be replaced with Special Victim meeples (like from an Event).
- * They **ALWAYS** Panic during the Panic phase (even if no Victims were killed).
- * If "killed" by a game effect (like a location Terror card, Event, or other effect), immediately draw a **Test Results** card and apply the effects (see below).

SPECIAL RULES

AQUIRING TEST KITS

When taking an Item as the result of a Search Action card, you may also take a **Test Kit Item** if one is available at that location.

PERFORMING A TEST ON AN EXPOSED VICTIM

You can use a **Test Kit** OR the **Lab** location to test an **Exposed Victim** when you are in their space. This is a free action and does not cost time. Either discard the **Test Kit**, or simply bring them to the **Lab**, and then draw a **Test Results** card. The card will tell you if the **Exposed Victim** is **SAFE** or **ASSIMILATED**.

- * If the **Exposed Victim** is **SAFE**, remove the **Test Results** card from the game. Then, replace the meeple with a normal yellow Victim meeple. If this test was initiated due to an **Exposed Victim** being killed, remove it from the board and increase **Bloodlust** since it was a normal Victim and they are truly dead.
- * If the Victim is **ASSIMILATED**, reveal the rightmost card on the Killer board and replace it with the matching **Mutated Organism** card. This is now a **Mutated Organism!** Place the token matching the meeple above the card. Setup the health and Final Health token as you normally would. Then, immediately apply **ALL** of the **Bloodlust** effects on the card from the lowest level of **Bloodlust** through the current level of **Bloodlust**. **IMPORTANT!** Shuffle the **ASSIMILATED Test Results** card back into the **Test Results** deck. It is possible the remaining **Exposed Victim(s)** have also been **ASSIMILATED!**

MUTATED ORGANISMS

Mutated Organisms are considered Killers (not minions). They take their Killer Action and any Terror Card Killer actions as normal. If multiple **Mutated Organisms** are in play, resolve their actions one at a time, starting with the left most **Mutated Organism** as they appear on the Killer board. If the Finale has been triggered, the **Mutated Organisms** will have additional Killer Action effects as denoted by the  and will perform them directly after the  actions. Before the Finale is triggered they only perform the  action followed by resolving a Terror card as usual.

MUTATED ORGANISM DEATH AND FINAL HEALTH TOKENS

When one of the **Mutated Organisms** loses its Final Health and there is still at least one other **Mutated Organism** on the board, lay it on its side and finish the current phase before checking the **Mutated Organisms'** Final Health token. If the token is blank or it was a White Final Health token, the **Mutated Organism** is dead and should be removed from the board. If it has health, replenish its health per the normal rules and that **Mutated Organism** is still alive.

SPECIAL RULES

Although each **Mutated Organism** has its own Final Health token, you only get the +1  bonus once regardless of how many of the **Mutated Organisms** are down to their Final Health.

EXAMPLE TEST - SAFE

Uki acquired a **Test Kit** earlier in the game, but since she's only one space away from the **Lab**, she decides to play Walk and move to the lab having the **Red Exposed Victim** she is with follow her there.

Once in the **Lab**, she decides to test the **Exposed Victim**. No Action card is required and no time is spent. You flip over a **Test Results** card and the result is **SAFE!** You replace the **Red Exposed Victim** with a normal yellow Victim meeple. It can now be saved, targeted, etc. as normal.



EXAMPLE TEST - ASSIMILATED

Kate goes into the **Commander's Hut** where the **Grey Exposed Victim** is hanging out. She performs a Search action finding a Flare Gun which also allows her to take the **Test Kit** at that location as well.

Since she has a **Test Kit** and feels somewhat prepared, she decides to go ahead and test the **Grey Exposed Victim**. No Action card is required and no time is spent. She flips over a **Test Result** card and the result is **ASSIMILATED!** *Oh no!* This is the first **Mutated Organism** so she reveals the rightmost **Exposed Victim** card on the Killer Board. It is the **Tough** organism with 7 health. She replaces the card with the revealed **Mutated Organism** card and places the **Grey Meeple** token above it.



The Bloodlust token is 3 above the starting space, so Kate resolves the revealed effects starting from the bottom. The **Mutated Organism** targets the closest normal Victim and moves 2 spaces. The second Bloodlust effect is also to move to the closest Victim, but since it's in the same space as one already, it does not move. Lastly, Kate draws an Event card for the current Bloodlust level.

Finally, she shuffles the **ASSIMILATED Test Result** card back into the deck with the remaining cards (in this case both **SAFE** cards are still in the deck).



ACHIEVEMENTS

- Defeat the Organism at Station 2891.
- Defeat the Organism at five different locations.
 - _____
 - _____
 - _____
 - _____
 - _____
- Defeat the Organism in Extreme Horror Mode.
- Defeat the Organism before the Finale is revealed.
- Defeat the Organism using only the Lab to test Exposed Victims.
- Defeat the Organism when all 3 Minor Dark Powers are given to the same Mutated Organism.
- Defeat the Organism with all 3 Exposed Victims assimilated when the Finale is revealed.
- Defeat the Organism without any Victims being killed by a Mutated Organism.
- Survive attacks from 2 or more Mutated Organisms on the same turn.
- Kill 2 or more Mutated Organisms on the same turn.



WINGARD COTTAGE



Director (design): Mike Martins **Director of Photography (art):** Heather Vaughan
Board & Item Art: Roland MacDonald, Tyler Johnson

Wingard Cottage is a perfect getaway, nestled in the woods on the edge of a pristine lake. The cottage has been in the family for generations, and although it has changed over the years, it still has the same charming quality as when it was first built. Many special events and relaxing getaways have been hosted here. Unfortunately, it has also seen its share of tragedies—horrible events that have plagued the family throughout the home’s history. Best not to dwell on the past though, for surely your stay will be peaceful and carefree...

COMPONENTS



1 Location board



5 Setup cards



10 Event cards



11 Various Tokens



8 Terror cards



10 Crafted Item cards

16 Item cards



4 Supply Item cards



SPECIAL SETUP

Setup the game as normal, with the following changes when playing with **Wingard Cottage**:

- * Place the four **Supply Item** cards faceup in the play area.
- * Shuffle the **Crafted Item** cards together and deal out four faceup cards in the play area.

SPECIAL RULES

DEFINITIONS

- * **HOUSE:** Refers to all of the following spaces: **Kitchen, Bedroom x2, Bathroom, Family Room, Foyer, Laundry Room, and Garage.**
- * **INDOORS:** Refers to all spaces inside the house as well as the **Shed** and the **Boathouse.**
- * **OUTDOOR SPACE:** Refers to all spaces that are not considered **Indoors.**

SUPPLY ITEMS

Some spaces on the board have **Supply Item** symbols corresponding to a specific type of **Supply Item** (**Discarded Tools, Nails, Rope, Wood**). While on one of these spaces, you may gain the corresponding **Supply Item** card at the cost of . Place it into a Backpack slot. When discarding a **Supply Item** card, it goes back in the play area faceup, available to be gained again.



CRAFTED ITEMS

Crafting allows you to gain an available **Crafted Item** card by discarding the **Item** cards and/or **Supply Item** cards listed on the **Crafted Item** card, as well as losing the required amount of **Time**. When you gain a **Crafted Item** card, either place it into a Hand or Backpack slot. When discarding a **Crafted Item** card, it goes back in the play area faceup, available to be **Crafted** again.

When **Items** with limited uses are discarded to gain a **Crafted Item** card, those uses carry over to the **Crafted Item**. For example, if the **Shotgun** has one use left when it is discarded to craft the **Sawed-off Shotgun**, then the **Sawed-off Shotgun** will also have one use left. The same would apply if the **Trashcan Lid** is discarded to craft the **Porcupine**.



*Ava has a **Wooden Bat** and **Nails**. She spends **2 Time** to craft the **Nail Bat**, taking it into her hand. Finally, she discards the **Wooden Bat** and returns the **Nails** faceup next to the other **Supply Item** cards.*

ACHIEVEMENTS

- Win a game at Wingard Cottage.
- Win a game using only Crafted Items (regular Items can still be used for crafting).
- Craft 4 Crafted Items.
- Use the Sawed-off Shotgun to deal damage to at least 3 Enemies at the same time.
- Witness an Enemy trigger the Nail Trap and the Snare on the same turn.
- Use the Blender to deal 6 damage to an Enemy.
- Witness a Victim move at least 2 spaces and be saved, while resolving the Escape Attempt event.
- Save 4 Victims with the Boat.
- Win a game without you entering the house.
- Save a Victim on each of the 3 Exits on the same turn.



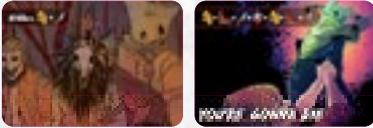
the intruders



Director (design): Mike Martins **Director of Photography (art):** Heather Vaughan
Board & Item Art: Roland MacDonald, Tyler Johnson

The Intruders believe they are doing holy work... freeing souls from a pitiful existence in our world, one consumed by greed, ambition, lust, and jealousy. In their eyes, the rich, successful, and well-to-do's are the ones most suffering from this sinful way of living. They feel it is up to them to relieve these people of their worldly burdens.

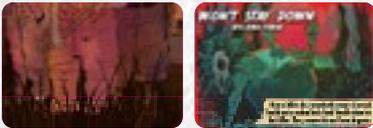
COMPONENTS



3 Finale cards



3 Dark Power cards



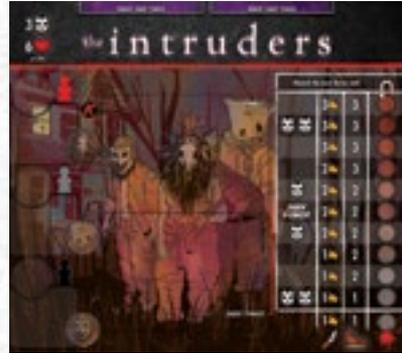
1 Epic Dark Power card



2 Final Girl cards



16 Terror cards



1 Killer board



2 Killer Meeples



2 Various Tokens



SPECIAL SETUP

Setup the game as normal, with the following changes when playing with **The Intruders**:

- * Place all three Killer meeple (red - from the Core Box, black, and grey) on the Killer start location indicated on the Setup card.
- * Give each Killer their starting health including a Final Health token.
- * Place the **Active Killer** token on **Trish's** (the **Red Killer**) circle space on the Killer board.

SPECIAL RULES

The Intruders are a group of 3 Killers, but at any given moment only ONE is active when resolving , , or placing the Killer. The **Active Killer** is identified by the **Active Killer** token.

CHANGING THE ACTIVE KILLER

The **Active Killer** will change throughout the game, sometimes even more than once in the same round. There are 3 ways the **Active Killer** can change:

1. When you attack one of the Killers (whether you damage it or not) or use an Item card to damage it, that Killer immediately becomes the **Active Killer**. Place the **Active Killer** token on the circle for that Killer.
2. When resolving the following symbols, the **Active Killer** token will move accordingly. The Killer it ends up on is now the **Active Killer**.



Move the **Active Killer** token **UP** to the next Killer.



Move the **Active Killer** token **DOWN** to the next Killer.

If a Killer is dead, it is skipped when determining the **Active Killer**.

NOTE! When moving the **Active Killer** token, the token will wrap around from top to bottom or bottom to top. For example, if the **Active Killer** token is on the top-most Killer and you need to move it **UP**, it moves to the Killer on the bottom.

3. When the **Active Killer** is killed, move the **Active Killer** token to the top-most Killer that is still alive.

ADDITIONAL RULES AND CLARIFICATIONS

RESOLVING "ALL KILLERS" EFFECTS

Some cards will have an effect that "**All Killers**" will resolve. When this occurs, ignore the **Active Killer** token and start by resolving the effect for the top-most Killer on the Killer board followed in order by each one below it. The **Active Killer** token does not change.

PANIC

For the purposes of resolving panic, Victims in spaces with any Killer (not just the **Active Killer**) will panic during the Panic phase if a Victim was killed that turn.

MINOR DARK POWERS

Effects from these apply to ALL Killers, not just the **Active Killer**. When damage is applied to any Killer and a Minor Dark Power card is in play, the damage is first applied to the Minor Dark Power card.

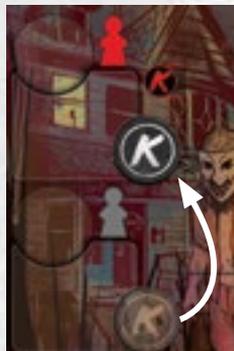
INTRUDER DEATH AND FINAL HEALTH TOKENS

When one of the Killers still has its black Final Health token and loses its final health, and there is still at least one other Killer on the board, the phase doesn't immediately end as it normally would. First, lay the "dead" Killer on its side. Then, change the **Active Killer** and finish the current phase. After the phase is done, check the "dead" Killer's black Final Health token. If the token is blank, the Killer is truly dead and should be removed from the board. If the token has health, however, replenish the Killer's health per the normal rules, replacing the black Final Health token with a white one, and stand the meeple back up. That Killer is still alive, ready to continue to terrorize you.

Although each Killer has its own Final Health token, you only get the +1  bonus once regardless of how many of the Killers are down to their final health.

ACTIVE KILLER EXAMPLE

1. During the Action phase, Ginny attacks **Trish** (red meeple) with the Sawed-off Shotgun doing 3 damage. Place the **Active Killer** token on **Trish's** circular space. **Trish** now has 1 health left.
2. At the start of the subsequent Killer phase, the Killer Action is resolved and **Trish** attacks Ginny. Ginny uses the Retaliate Reaction card, and with 1 success inflicts 1 damage on **Trish**. Since this was **Trish's** final health, lay **Trish's** red meeple on its side without revealing the black Final Health token, move the **Active Killer** token to the top-most Killer that's still alive, which is **Baghead** (gray meeple), and continue the Killer phase.
3. The Terror card revealed is "**They're Everywhere!**".
 - The top Killer Action is resolved by **Baghead**, the **Active Killer**.
 - The 2nd Killer Action starts by moving the **Active Killer** token UP to the next Killer. Since **Trish** is possibly killed, the marker wraps around and ends up on **Zeke** (black meeple), who resolves the rest of the 2nd Killer Action.
 - The 3rd Killer Action again starts by moving the **Active Killer** token UP to the next Killer, and is moved to **Baghead**, who resolves the rest of the 3rd Killer Action on the Terror card.
4. Once the Terror card has been resolved, the Killer phase is over and **Trish's** black Final Health token is revealed to be blank. **Trish** is dead and the red meeple is removed from the board. Had **Trish's** black Final Health token instead had health, then **Trish's** red meeple would have been stood up and that amount of health would have been replenished as per normal rules.



ACHIEVEMENTS

- Defeat the Intruders at Wingard Cottage.
- Defeat the Intruders at five different locations.
 - _____
 - _____
 - _____
 - _____
 - _____
- Defeat the Intruders in Extreme Horror Mode.
- Defeat the Intruders by killing the 3 Killers after the Finale is revealed.
- Defeat the Intruders before the Finale is revealed.
- Witness the Intruders kill 5 or more Victims in a single turn.
- Witness all three Killers recovering health from their black Final Health token.
- Survive an attack from each Killer on the same turn.
- Survive 3 attacks from the same Killer on the same turn.
- Kill all 3 Killers on the same turn.



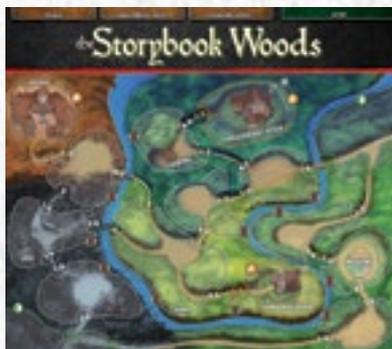
Storybook Woods



Director (design): Julie Ahern **Director of Photography (art):** Tyler Johnson

It is a wondrous place filled with beauty and magic. Animals and fairies share the land with humans and a winding river twists and turns through the forest. But don't let the chirping birds and colorful flowers fool you, for blood flows in the woods all the same.

COMPONENTS



1 Location board



12 Various Tokens



10 Event cards



5 Setup cards



18 Item cards



8 Terror cards



SPECIAL SETUP

Setup the game as normal there are no special setup rules for this Location.

SPECIAL RULES

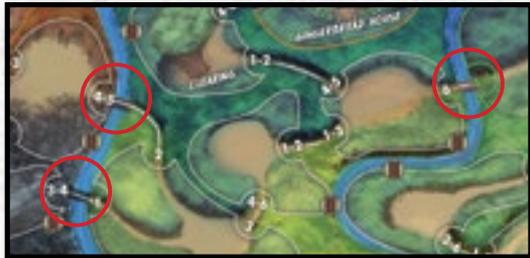
FEWER SPACES

Storybook Woods has fewer spaces than most locations! Be careful, as this can make it seem easy, but the woods can become very dangerous, very quickly.

BRIDGES

There are three bridges on the board that cross the **River** (circled in red to the right). They are built very poorly and could collapse with too much weight! Therefore, only **1 Victim** will follow you when crossing a bridge.

Additionally, the **Troll Bridge Event** card may have you placing a **Troll Bridge** token on the board. Just like the other three bridges, only **1 Victim** will follow you across the **Troll Bridge**.



THE RAFT



One of the items you may find is a **Raft**. When you find the **Raft**, you will need to choose **4** spaces where the **Raft** can go ashore (these spaces are clearly marked on the board). You must place the **Raft** tokens such that they are touching both the river and one non-exit space. With the **Raft** you will be able to move to and from these spaces along the river as indicated on the **Raft Item** card.



ACHIEVEMENTS

- Win a game at Storybook Woods.
- Win a game where at least half of the victims were saved.
- Defeat the Killer at Grandmother's House.
- Move Victims across each of the 3 Bridges.
- Attack the Killer with 6 dice.
- Have the Killer target you instead of a Victim, due to wearing the Red Cape.
- Witness a Killer trigger Chicken Bones and Thorny Vines on the same turn.
- Replenish the Slingshot Item's uses twice.
- Use the Raft move to a space that is at least 4 spaces away.
- Use the Songbirds to deliver the killing blow to the Killer.



SPECIAL RULES

HUNT & SLAY MODES

Most of the Terror cards for the **Big Bad Wolf** have different effects based on what MODE the killer is in. There are two modes, **TRACK** and **SLAY**, each denoted by a different icon.

The **Wolf** begins the game in **TRACK** mode. If the **Wolf** is in this mode at the beginning of the Killer phase, you will apply these effects (and *NOT* the effects for **SLAY** mode).



When the Dark Power is revealed, the **Wolf** goes into **SLAY** mode. If the **Wolf** is in this mode at the beginning of the **Killer** phase, you will apply these effects (and *NOT* the effects for **TRACK** mode).

If the **Wolf** goes into **SLAY** mode during the Killer phase but started out in **TRACK** mode, you will not start applying the **SLAY** effects until next Killer phase.



The **Wolf** will always be in one mode or the other. The only exception is the **Killing Machine Epic Dark Power** card which has you apply both the **TRACK** and **SLAY** effects.

Many Terror card effects are not subject to the **Wolf's** mode and should be applied regardless of which mode the **Wolf** is in.



The **Big Bad Wolf** is in  mode. When resolving the Terror card to the left, the **Wolf** will first target the closest Victim (or you, if closer) and move toward it. Then, resolve the  effect which is to increase Bloodlust for you and every Victim in its space. Because the **Wolf** is not in  mode, those effects are ignored.

Note, if the **Wolf** was in  mode, it would still go after the closest Target, but then it would attack, dealing its damage one at a time to as many Victims as it can. If you were in the space you'd take any leftover damage.

ACHIEVEMENTS

- Defeat the Big Bad Wolf at Storybook Woods.
- Defeat the Big Bad Wolf at five different Locations.
 - _____
 - _____
 - _____
 - _____
 - _____
- Defeat the Big Bad Wolf in Extreme Horror Mode.
- Defeat the Big Bad Wolf while it's in Track Mode.
- Defeat the Big Bad Wolf where all 3 Minor Dark Powers came into play.
- Defeat the Big Bad Wolf after revealing its Epic Dark Power.
- Defeat the Big Bad Wolf with your bare hands (you cannot attack with any weapons).
- Defeat the Big Bad Wolf with Bloodlust at maximum.
- Witness the Big Bad Wolf kill a victim when moving 4 or more spaces.
- Use an Axe to deliver the killing blow to the Big Bad Wolf.



WOLFE ASYLUM

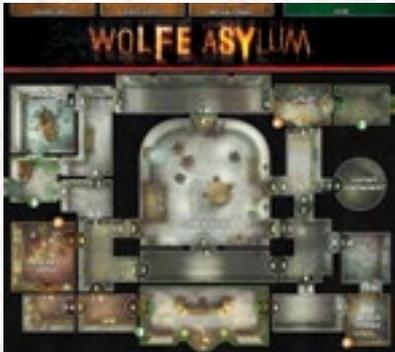


Directors (design): A.J. Porfirio & Evan Derrick **Director of Photography (art):** Vladyslava Ladkova
Additional Item & Board Art: Tyler Johnson, Roland MacDonald

"Constructed in 1899 by the eccentric oil baron and philanthropist Jebediah Wolfe, Wolfe Asylum was built to hold 300 patients, but by the 1950's was home to over 2,500 souls. Overcrowding was the least of its problems, however, as 'difficult' patients were routinely locked in cages, while others went unattended for weeks or were left to wander the dank halls completely naked. Before the reforms of the late '70s, Wolfe orderlies frequently performed lobotomies with ice picks, and electroshock treatment often resulted in death. Today, Wolfe Asylum claims to be a haven for the mentally ill, but some say it will never truly be free of its dark past."

— From the Wikipedia entry for "Wolfe Asylum"

COMPONENTS



1 Location board



10 Event cards



5 Setup cards



18 Various tokens



8 Terror cards



1 Pill Effects card



18 Item cards



10 Side Effects cards



5 Amped cards



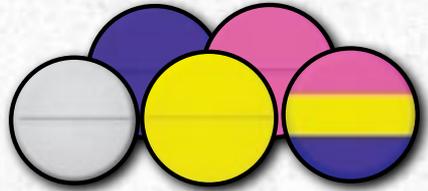
SPECIAL SETUP

- * Place the **Stun**  tokens in a pile next to your play area.
- * Shuffle the  tokens facedown and place them in a pool next to your play area.
- * You will start with four  tokens on the board; each **Setup** card will tell you where to place them. Draw them from the pool and place them on the board facedown. Place the **Pill Effects** card next to your **Player** board. Draw 1  token and place it faceup beneath the card. There should now be 5  tokens left in the pool.
- * Shuffle and place the **Amped** and **Side Effects** cards next to your play area.

SPECIAL RULES

PILLS, SIDE EFFECT CARDS, & AMPED CARDS

There are various **Pills** spread around **Wolfe Asylum** that you can collect and consume.



- * There are four types of **Pills**: 3 yellow, 3 blue, 3 pink, and 1 wild (which can be any color).
- * When you end your movement in a space with a  token (not while passing through), you may spend  to pick it up. Place it faceup beneath your **Pill Effects** card.
- * At any point during the **Action** phase you may consume any number of **Pills** that you have collected, discarding their  tokens. If the pile of  tokens ever runs out, shuffle any discarded  tokens and form a new facedown pile.
- * Refer to the **Pill Effects** card for what occurs, based on which **Pills** you take. If you take two or three **Pills** at once, after applying the benefit, you must draw a number of **Side Effects** cards. Draw the cards one at a time and apply any effects on them.
- * You may take **Pills** in any order and as many as you want. For example, you may take a single **Pill** and apply its benefits, and then take a combination of two **Pills** and apply their benefits (as well as be forced to draw **Side Effects** cards).
- * If you take one of each **Pill**, you will get to randomly draw an **Amped** card. **Amped** cards provide powerful abilities that may mean the difference between victory and defeat.

STUNNED

Some Item cards have the keyword **Stunned** on them.

- * Only Enemies can become **Stunned**. When that occurs, place a  token underneath the Enemy. During the next Killer phase, it will ignore all  (although it will still apply any ).
- * During the **Upkeep** phase, discard all  tokens still underneath Enemies.

ACHIEVEMENTS

- Win a game at Wolfe Asylum.
- Obtain at least 8 Pill tokens.
- Consume Pills for a 1 Pill effect, a 2 Pill effect, and a 3 Pill effect.
- Save more than half the Victims in a game where the Scratching and Biting event was revealed.
- Win a game where Dr. Sunshine is killed on your space.
- Witness Dr. Death and Hannibal the Cannibal kill a victim in your space.
- Deal 3 damage with the Hospital Gurney.
- Win a game where you received at least 2 negative Side Effects.
- Obtain 2 Amped cards.
- Stun Enemies 5 times.



RATCHET LADY +

Directors (design): A.J. Porfirio & Evan Derrick **Director of Photography (art):** Vladyslava Ladkova

"There once was a woman who loved helping people. Her greatest joy was to bandage a wound, offer a kind word, or hold a sickly hand. Then, one day, she witnessed something so horrible, so soul-shattering, that it changed her completely. Utterly. Irrevocably. And now, kindness and joy have been replaced with cruelty and despair. There is still a smile, but it is a hateful smile, and may the God of Abraham have mercy on you if you see it."

— From "A History of New England Asylums" by Dr. M. Forman

COMPONENTS



3 Finale cards



3 Dark Power cards



1 Epic Dark Power card



2 Final Girl cards



16 Terror cards



1 Killer board



6 Maniac meeples



2 Action cards

SPECIAL SETUP

- * Place the **Maniac** meeple in a pile next to the **Victim** meeple.
- * Place two **Maniac** meeple in the **Ratchet Lady's** starting space.

SPECIAL RULES

HEALTH

The **Ratchet Lady** only starts with **6** health but has no upper health value. There are multiple ways she can recover health.

MANIACS

The **Ratchet Lady** is accompanied by Minions called **Maniacs**, former **Victims** who have become crazed lunatics willing to do whatever the **Ratchet Lady** tells them to. In addition to the special rules listed below, refer to the general rules on **Minions** on pg. 32 of the *Core Rulebook*.

- * **Maniacs** have **1** health.
- * **Maniacs** have an **Attack** and **Movement** value of **1**.
- * **Maniacs** will not follow you and cannot be saved.
- * If there are **Maniacs** in your space and you want to leave the space, you receive  for each **Maniac** more than one. For example, if there is a single **Maniac** in your space there is no penalty for leaving, but if there are three **Maniacs** you would receive **2**  when leaving the space.
- * There is a hard limit of **6 Maniacs** on the board at one time. If you are instructed to spawn a **Maniac** and there are no more **Maniac** meeple left, ignore it.
- * When a **Victim** becomes a **Maniac**, replace its meeple with a red **Maniac** meeple. Do not increase  since no one died.
- * If you kill a **Maniac**, even if it was formerly a **Victim**, do not increase .

CALM

When playing against the **Ratchet Lady** you will have access to the new **Calm Action** cards.

- * **Calm** allows you to turn **Maniacs** back into peaceful **Victims**.
- * When successfully resolving a **Calm Action** card, replace the indicated number of **Maniac** meeple with **Victim** meeple. They will now follow you, can be saved as normal, and can be killed by **Enemies**.
- * **Calm Action** cards have an additional success line for when you get **3** or more successes on a **Horror** roll.

ACHIEVEMENTS

- Defeat Ratchet Lady at Wolfe Asylum.
- Defeat Ratchet Lady at five different Locations.
 - _____
 - _____
 - _____
 - _____
 - _____
- Defeat Ratchet Lady in Extreme Horror Mode.
- Defeat Ratchet Lady after she reaches at least 15 Health.
- Defeat Ratchet Lady without her ever exceeding her starting Health.
- Defeat Ratchet Lady without killing any Maniacs.
- Defeat Ratchet Lady without Calming any Maniacs.
- Defeat Ratchet Lady in a game where you could not place a Maniac due to running out of meeples.
- Convert 4 Maniacs to Victims and save them on the same turn.
- Calm 2 Maniacs and kill 2 Maniacs on the same turn.



TERROR FROM THE GRAVE

Director (design): A.J. Porfirio **Director of Photography (art):** Tyler Johnson

"I watched in horror as they surrounded my brother. His screams will be forever etched in my memory."

— Sister to a Zombie

COMPONENTS



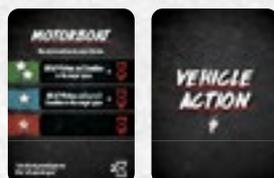
3 Finale cards



2 Bloodlust cards



3 Dark Power cards



13 Vehicle Action cards



1 Final Girl card



27 Various tokens



16 Terror cards



3 Horde tokens/rings*

*The Horde Rings are for use with the optional miniatures, which are sold separately!

Terror from the Grave requires the *Final Girl Core Box* and any Location from a Feature Film box (each sold separately).

SPECIAL SETUP

Follow the normal setup rules unless otherwise indicated below.

- * There is no Killer Board. Instead, align and place the two Bloodlust Cards next to the Location board. Place the Bloodlust marker on the start space of the Bloodlust card.
- * The Horror level starts at 4.
- * There is no Killer placed during setup, instead place **1 Zombie** on each **1** space and on the Killer's starting space. If there is only one **1**, place **1 Zombie** there, **2** on the starting Killer space, and **1** on a **2** space of your choice.
- * Place one of the **Horde** tokens on the facedown Dark Power card. Then, place the other **Zombies** and **Horde** tokens in the space below the Bloodlust track.
- * Take the **4 Vehicle** tokens and shuffle them face down. Then, evenly distribute them facedown to the **1** spaces.
 - Odd amount of **1** spaces? Distribute the extra(s) on the farthest **1** space from your starting space.
 - Only one **1** space? Distribute the other **3** tokens to spaces a vehicle might thematically occupy.

HOW YOU WIN

The win conditions are different for this expansion. You must Kill **ALL Zombies** and **Hordes**. When there are no **Zombies** or **Hordes** on the board, the game immediately ends in victory.

HOW YOU LOSE

You lose immediately if: There are **3 Hordes** in play and a **4th** one would be created **OR** You die.

THE ZOMBIES

Zombies are represented by tokens and are considered Minions (see pg. 32 of the **Core Rulebook** for specific rules regarding Minions).



SPAWNING ZOMBIES

When you see this symbol , spawn a number of **Zombies** as indicated by the current bloodlust level. Place one **Zombie** at a time in each **1** space starting with the one with the least number of **Zombies** in it, then the one with the next least, and so on until the number of spawned **Zombies** indicated has been placed. If multiple **1** spaces are tied for the least, start with the farthest one from you.

ZOMBIE MOVEMENT

Zombies use normal targeting rules for movement, with one exception: if a **Zombie** does not have enough movement to get to its target, it will instead panic. This means that if there is no valid target within range of the **Zombie's** movement it will shamble *ONE* space in a random direction.

IMPORTANT! **Zombies** are SLOW!

They will only move *ONCE* during the Killer phase (during the Minion Action) and as such, **Zombies** ignore ALL  icons on Terror cards.

ZOMBIE ATTACKS

Zombies attack as a group, attacking *ONE* target in their space and dealing damage equal to the number of **Zombies** in the space. **Zombies** always prioritize Victims over the Final Girl if both are in the same space.

IMPORTANT! Anytime a Victim is killed by a **Zombie** attack, replace that Victim with a **Zombie** token (increase Bloodlust as usual).

HORDES

There are **3 Horde** tokens, each with a symbol that matches one of the Victim Holding boards.

HORDE CREATION

- * If there are **3** or more **Zombies** in a space at the *END* of the Killer phase, they become a **Horde**.
- * Replace all the **Zombies** in the space with a **Horde** token. If it is the first time a **Horde** is created, use the **Horde** token on the Dark Power card and reveal the Dark Power.
- * Give the **Horde** health equal to the number of **Zombies** that formed the **Horde** (always at least **3**). Use health markers (and the included multiplier tokens if needed) and put them on the Holding board to keep track of how much health the **Horde** has. **Hordes** do *NOT* use Final Health tokens.

HORDE RULES

- * A **Horde** is considered a Killer for all purposes (i.e. targeting and movement rules, Victims will not follow you into the space, etc) and the **Zombie** rules do not apply to it. The term **Killer** refers to all **Hordes** except for when a special effect makes you place or move the Killer somewhere. In these cases, choose only the closest **Horde** to the destination space and apply the effect.
- * **Hordes** Movement and Attack values are on the Bloodlust track.
- * When a Victim is killed by a **Horde**, the **Horde's** health is increased by **1**.
- * **Hordes** have no upper health limit and will always gain a health for  effects.
- * A **Horde** always remains a **Horde**. It does *NOT* ever 'disband' back into single zombies when its health drops below **3**.
- * A **Horde** moves as a single unit and if it ever shares a space with a **Zombie**, the **Zombie** is removed from the board and the health of the **Horde** is increased by **1**. Multiple **Hordes** may share a space, but they do *NOT* combine.
- * Any game effect that let's you "*Kill X Zombies*" can instead be read as "*Deal X damage to a Horde*" when using such an effect against a **Horde**.

SPECIAL RULES—VEHICLES

Each Location has one vehicle that has a special Action card that comes with this Vignette expansion. **Ignore the normal rules and cards for such vehicles. If the vehicle item card appears, replace it with a random item card from out of play.**

The vehicle may be found at one of the  spaces. When you enter an  space for the first time, reveal the **Vehicle** token(s) there. If the  is revealed, remove ALL **Vehicle** tokens from the board and place that specific vehicle's token in your space. Exception! If the vehicle is a water-bound vehicle, place it in the closest eligible space instead! Then, take the **Vehicle Action card(s)** associated with that vehicle into your hand. For the rest of the game, this Action card will function as normal (going back into the tableau, needing to be repurchased, etc).

If a **Vehicle Action card** title has a  icon, it means that you do not need to be in the same space with the vehicle to resolve the card because it has its own pilot/driver. If it does NOT have that icon, the vehicle and the **Vehicle Action card** can only be used if you are in the same space as the vehicle.

When moving with a normal Action card (like *Walk* or *Sprint*) and you are with a vehicle, you may move the vehicle with you (subject to its rules).

VEHICLE ACTION CARD RULES



Vehicle: Motorboat

When you are with the **Motorboat** and move 1 space, you may travel to any other space bordering the water OR to the center of the lake (this is the literal center of the lake, and while it is treated as a space, it is different from the space labeled "Lake" on the board). Victims may follow you as normal. Unless you are in the center of the lake, you are considered in the space the **Motorboat** is touching even if on the boat. All spaces bordering the water of the entire lake may be targeted using the **Motorboat's Vehicle Action card**.



Vehicle: Helicopter

The **Helicopter** has a pilot and you do not need to be with it to use its **Vehicle Action card**. It may only move in outdoor spaces.



Vehicle: Cable Cars

When the vehicle is found, this represents the park's new cable car system connecting the  spaces. Victims may follow you as normal.



Vehicle: Golf Cart

Victims may not drive the **Golf Cart** but may follow you as normal. It is not subject to the normal restrictions and you may drive it to all of the spaces on the board.



Vehicle: Police Car

The **Police Car** may only move in street spaces. It has a driver and you do not need to be with it to use its **Vehicle Action card**.



Vehicle: Super Loader

The **Super Loader** may not move through **Maintenance Shafts**.

STATION 2891



Vehicle: Skidozer

The **Skidozer** may only move in outdoor spaces. If adjacent to the **Lab** and there are no **Zombies** in your space, you may place the 'Hole' token for **2**.

WINGARD COTTAGE



Vehicle: Scooter

The **Scooter** may only move in outdoor spaces. Victims may follow you as normal.



Vehicle: Raft

When found, place each of the **4 Raft** tokens so that each is touching both the river and a non-exit space. One token must be placed in the rafts starting space closest to the **1** space you are in when it is found. The **Raft** may only move along the river from one token to the next. You are considered in the space the token is touching even if on the **Raft**. Victims will not follow you on the **Raft**.

WOLFE ASYLUM



Vehicle: Gurney

May move with you anywhere on the board.

ACHIEVEMENTS

Win a game at five different Locations.

- _____
- _____
- _____
- _____
- _____

Win a game with one or fewer Hordes being formed.

Kill a Horde that had at least 8 health.

Kill 5 Zombies on the same turn.

Witness 3 Hordes being formed on the same turn.



