

CAMP GRIZZLY



**COUNSELOR
SURVIVAL
HANDBOOK**

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Counselor Survival Handbook, Version 1.0 (FAQ, BGG Rulings & Alternative Game Setups)

COUNSELOR MOVEMENT

Q: Can a Counselor's movement be reduced to "0" or below?

A: No. A Counselor's minimum movement should always be 1.

Q: Can I move through Otis' space?

A: No. You must stop moving and fight Otis.

Q: How many movement actions does it take to pick up an objective?

A: It is 1 Movement to Reveal AND Pick Up as one action, but you may choose to just reveal and not pick up if you wish (still 1 Movement regardless). If you end your move on an Objective you may choose to reveal it instead of drawing a cabin card for free. It will cost 1 Movement on your next turn to pick up though.

OBJECTIVES

Q: How does the First Aid station work?

A: Place the First Aid station face up on the space where it is drawn. Any time a Counselor regroups (ends their turn) in that space, they may heal up to 2 injuries.

Q: What happens if all the '?' cards on the board have been revealed and there is still no way to start a finale?

A: When the last '?' is revealed and there is now possible combination, deal new '?' cards on all the starting '?' spaces.

NATURE TRAILS

Q: Can a panicked Counselor use a Nature Trail when fleeing Otis?

A: Unless the Nature Trail is free for movement (due to a Full Moon or if the Counselor is an Orienteer) panicking Counselors cannot attempt to traverse them.

Q: Can Cameos use Nature Trails?

A: Otis and "select" Cameos can use the camp trails. There are a few expansion cameos that are able to use the trails (Otis' family for example). The Cameos in the base game cannot.

CAMPFIRE

Q: Is the Campfire considered a space, a cabin, or both?

A: The campfire is considered a cabin and a space. Draw cabin cards as normal.

BACKPACK

Q: What cards are considered to be in your backpack?

A: Cabin and survival cards on the table are not in your backpack. Your backpack is your current hand of cards, whatever type that may be.

KEYS & LOCKS

Q: Does a lock affect the whole cabin or does it only apply to the entry to the space it is on? If the latter and it is the middle space of the game room, can you pass through the cabin or do you still need keys?

A: The lock just effects the door it is on. The lock in the middle of the Game Room prevents you from moving through the Game Room.

Q: Can Cameos move through locks like Otis does?

A: Cameos may NOT move through locks.

Q: Are all the sets of keys the same? Can they be used for anything that requires keys?

A: By the rules there is no distinction made between all the sets of Keys, but a nice variant is that Morris' Keys only unlock doors, and that you need the Keys Objective Token (or the cabin card) in order to start a Finale that requires keys.

Q: How does a Counselor return from the Woods to a locked space if they can't open it?

A: Move to the opposite end of the trail you rolled. If playing an easy or demo game, the Counselor would arrive to find the door curiously unlocked (remove the lock).

PANIC

Q: Does "Athletic" or the "Running Shoes" allow a Counselor to move one more space when PANICKING?

A: No. Only "Jumpy" gives a Counselor +1 to their PANIC.

Q: Can I pick up items, weapons, or objectives and open locks when PANICKING?

A: No. A Counselor who PANICS may only move away from a fight they lost.

Q: Do wounds affect PANIC?

A: No.

HORRIFIED

Q: What exactly happens when a Counselor is HORRIFIED?

A: If you become HORRIFIED during your turn, your turn immediately ends. Take a HORRIFIED token. You are now -1 to all your die rolls. Remove HORRIFIED at the end of your next turn. If you become HORRIFIED during another player's turn, take a HORRIFIED token. You are -1 until the end of your next turn.

If you were already HORRIFIED at the start of your turn, you still take your turn as normal (while -1 to all your rolls). Then you remove the HORRIFIED token at the end of your turn.

EXCEPTION: If **Blackout** is in play, you may not remove HORRIFIED until the generator is turned back on (or you find a light source).

GETTING LOST

Q: Can a Counselor that is Lost in the Woods be brought back into play by a survival card?

A: If a Counsellor gets lost, they can be brought back into play before their next turn through a card effect (such as the Fooling Around cards).

STALKING

Q: When it is Otis' turn, if every surviving Counselor is in The Woods, how does Otis stalk?

A: He silently waits. Cameos with no available target will do the same, they are just less creepy about it (except for Morris).

TIES

Q: What takes precedence; 8 Track Player, Killer's Obsession or Acoustic Guitar?

A: When there's a tie, pick randomly by rolling a die.

FINALES

Q: Can survival cards be used in a Finale?

A: When you start a Finale the Counselors are moved from the start space (red arrow), to the Finale itself. They are no longer "in a cabin". If a card or special ability says "cabin" then no, it can't be used in a finale.

OFFICER DOWN can be one of the easier endings for the Counselors if they are equipped well for a standard fight.

Here's a breakdown of the two branches:

1) You convinced Jenkins to help -> CONVINCED -> Otis Strikes! (Counselors receive +2 to their rolls)

2) You failed to convince Jenkins (He kills himself) -> EASY WAY OUT -> Otis Strikes! (Counselors are HORRIFIED)

In either case, it's a standard "Otis Strikes!" fight (Page 7).

In both Ranger Tower Finales, any Counselors that Panic return to Camp. Both tower Finales also allow players to fail out with the possibility of surviving.

ROAD RAGE:

Q: What happens if there is only one Counselor starting the Finale?

A: With no passengers, the driver would go directly on to the driver dice roll. Just remember, if you let another player get the easier solo win, "all Counselors left in the camp are never heard from again..."

Here are a few tips for the **ROAD RAGE** Finale:

Pick the **Virgin** for your driver (if there is one). +1 to Finale rolls. Your "Hit the Breaks" odds will go from a 2:1 chance of survival to 5:1.

The **Desperation** (survival card) can force a re-roll and save you from driving off that cliff!

The **Get a Grip** (survival card) can remove **HORRIFIED** from all the Counselors if you fail the engine roll.

If you are having problems keeping the driver alive, your best bet is to ditch the other players before starting the Finale. Fewer passengers means less chances of damaging the driver.

BEAR: During the Bear finale, Otis starts at his current attack. If you get to the Finale early, you have better chances of beating him. If you take too long, he will only get harder to beat.

GAME DIFFICULTY VARIANTS

HARDER GAME:

- Start the game with 1 or 0 survival cards.
- Otis begins with +1 stalk.
- Otis begins with +1 attack.
- Otis begins the game with the keys and drops them the first time he is defeated in a fight.
- Randomly remove two of the finale decks from the game (or three!). Add one back in if Eddie discards the last pile.

EASIER GAME:

- Start with an additional survival card.
- Start another Counselor when you die.
- Start with a random weapon.
- Remove the Otis strikes and +1 body count tokens from the objectives during setup.
- Draw a survival card when you beat Otis in a fight.

ALTERNATIVE GAME SETUP #1

"CLOSED CAMPUS"

GAME SETUP: HARD

Play Time: 1hr - 1.5 hrs



ALTERNATIVE GAME SETUP #2

"MEAT LOCKERS"

GAME SETUP: SINGLE PLAYER

Play Time: 1 hr - 1.5 hrs



SPECIAL SETUP:

- 1) Choose one Counselor to start at the Van.
 - 2) Three Counselors are trapped at the start of the game. They become playable when they are released from their locked spaces.
 - 3) Otis will not stalk trapped Counselors until they are released.

ALTERNATIVE GAME SETUP #3

"SAFE AND SANE"

GAME SETUP: HARD ++

Play Time: 30 min - 1.5 hrs



SPECIAL SETUP:

- 1) Otis is LURKING at the beginning of the game. BODY COUNT starts at '0'.
- 2) Whenever KEYS are used to remove a lock, those keys are placed at the end of a random camp trail. (SPARE KEYS and CROWBAR are discarded if used on a lock.)
- 3) When a counselor reveals an OBJECTIVE token, that player must choose one Otis stat to raise by 1.