

FINAL GIRL

FEATURE FILM RULES

CAMP HAPPY TRAILS

Director (design): Evan Derrick

Director of Photography (art): Tyler Johnson

Additional Item Art: Tumo Mere

Welcome to Camp Happy Trails, home to teenage love, unforgettable friendships and idyllic summer memories!

Go fishing on the lake, get in some archery practice at the range, listen to ghost stories around the firepit, or sneak off to makeout point! Life is always an adventure at Camp Happy Trails! Wait a second, is that screaming I hear in the distance? Oh fiddlesticks, those spooky stories must be getting to me, I'm sure it's just screams of joy from the other campers. Hot dawg, summers at Camp Happy Trails really are to die for!

COMPONENTS



1 Location board



10 Event cards



5 Setup cards



8 Terror cards



18 Item cards



6 Various Tokens



SPECIAL RULES

There are no special rules for Camp Happy Trails.



HANS

THE BUTCHER



Director (design): Evan Derrick

Director of Photography (art): Tyler Johnson

"They say he wears a worn butcher's smock, stained dark with blood. His sledgehammer, which he drags behind him, supposedly weighs over 50 pounds and could crush an elephant's skull. He's over 7 feet tall and his eyes glow a bright scarlet. But the worst part is the iron mask he wears, fashioned to look like a pig, and the wet crunching sounds that can be heard beneath it."

- Excerpt from "A History of Happy Trails"

COMPONENTS



3 Finale cards



3 Dark Power cards



1 Epic Dark Power card



2 Final Girl cards



16 Terror cards

SPECIAL RULES

There are no special rules for Hans.



CREECH MANOR

Director (design): A.J. Porfirio Director of Photography (art): Tyler Johnson Additional Item Art: Tumo Mere

Creech Manor is over 100 years old with the kind of character and historic charm that people love. It is the kind of home where every step, every new room, can call to one's imagination a story from the past. But the stories of Creech Manor are filled with horrifying events, macabre happenings, and supernatural powers beyond human understanding. Go away, for evil reigns within...



COMPONENTS



1 Location board



10 Event cards



5 Setup cards



18 Item cards



5 Various Tokens



8 Terror cards



SPECIAL RULES

ONE-WAY MOVEMENT SPACES

- * A few of the spaces have exits in one direction (there are three of them). These spaces have white arrows and lines indicating which direction you can move. The spaces are still considered to be adjacent in both directions.
- * You're not allowed to move against an arrow. You can't climb up the tire swing and go back in a window, nor can you go up through the hole in the ceiling in the washroom on the left side of the board.
- * Enemies and Victims are also subject to these rules.
- * The **Rope Ladder** item, if used, is the only exception and turns a one-way space into a normal space.



Example of one-way space

WINDOW SPACES

Window spaces are a new type of space on the **Creech Manor** Location board. There are two **Window** spaces on the right side of the house and one on the left side. **Window** spaces do not have any special rules, but many Terror and Event cards will specifically reference them.

THE LADDER

Cards that refer to **'The Ladder'** are specifically referring to the ladder on the outside of the building that connects the left exit space and the washroom on the 3rd floor. The "ladder" leading to the attic is artistic in nature only and is never impacted by any game effects.

INSIDE/OUTSIDE

All spaces are considered to be **Inside** except for the **3** spaces, which are **Outside**.

THE POLTERGEIST OF CREECH MANOR



Director (design): A.J. Porfirio

Director of Photography (art): Tyler Johnson

"How do you fight a poltergeist? Let me ask you something... how does one fight something one cannot see? It's simple: you don't. You get the hell out of there and you don't look back, you don't turn back, you don't do anything but run. If you do, it will ruin you. Mentally. Physically. And Emotionally. Then, it will kill you."

- Testimony of a former Creech Manor groundskeeper

COMPONENTS



3 Finale cards



3 Dark Power cards



1 Epic Dark Power card



2 Final Girl cards



1 Killer board



2 Item cards



16 Terror cards

SPECIAL SETUP

Setup the game as normal, with the following changes to the Item decks when playing with the **Poltergeist**.

The **Carolyn** and **Mr. Floppy** Item cards will always be included in the game, but neither will ever start the game faceup on an Item deck. Create the Item decks as follows (or using your own method, as long as you ensure the previous statement is true):

1. Take 10 of the chosen Location's Item cards (instead of the normal 12) and shuffle them. Then, return the unused item cards to the Location box.
2. Set aside an Item card for each Item deck that will be needed.
3. Take the remaining Item cards and shuffle them together with the **Carolyn** and **Mr. Floppy** Item cards.
4. Deal the cards facedown into equal piles and place them in their slots above the board.
5. Take the item cards you set aside and place one faceup on the top of each Item deck.

When finished, **Carolyn** and **Mr. Floppy** should be hidden within the Location's Item decks.

SPECIAL RULES

- * The **Poltergeist** has no health and cannot be attacked, damaged, or killed. Ignore any effects that would damage the **Poltergeist**.

NOTE! Action cards that inflict damage may still be useful against some of the Poltergeist's Terror cards.

- * Since the **Poltergeist** cannot be attacked, you do not win against her in the normal way. Instead, the only way to win against the **Poltergeist** is to find **Carolyn** and save her by reaching a while she is with you.

- * If the "**Forgetting Something?**" Epic Dark Power card is revealed, in addition to finding and saving **Carolyn**, you will also have to find her stuffed friend, **Mr. Floppy**.

- * **Carolyn** may never be discarded or removed from the game and any game effect doing so should be ignored. However, **Carolyn** may get shuffled back into an Item deck which is perfectly normal.

- * **Mr. Floppy** has an effect that can be used if it is discarded, but cannot be used until the Dark Power is revealed. **Mr. Floppy** can NEVER be discarded due to a game effect before the Dark Power is revealed OR if the "**Forgetting Something?**" Epic Dark Power is in play.

SACRED GROVES

Director (design): Evan Derrick

Director of Photography (art): Tumo Mere

The gods are furious over the desecration of their sacred places by idiotic, obnoxious tourists! They've forged an unholy pact with the Killer, unleashing their wrath upon you and the oblivious victims in an attempt to cleanse the Groves with blood and fire. As you fight to survive against the Killer's onslaught, you'll need to simultaneously contend with the fury of the gods, represented by Divine Wrath.

COMPONENTS



1 Location board



8 Terror cards



10 Event cards



5 Setup cards



17 Item cards



5 Various tokens



1 Divine Wrath card



1 Sacred Groves Finale token



1 Sacred Groves Bloodlust track

SPECIAL RULES

DIVINE WRATH

- * Whenever you are instructed to **Increase** or **Decrease** , move the Tracking marker on the **Divine Wrath** card up or down the appropriate number of levels. The marker can never be below 1 or above 10, so ignore any additional increases or decreases that would move the marker beyond those levels.
- * Whenever you are instructed to **Unleash** , check the current level on the **Divine Wrath** card and apply any effects listed there.
- * Whenever increases, in addition to applying any effects on the Killer board (such as increasing Horror or revealing the Killer's Dark Power), you must also apply the effect (if any) listed on the matching line of the **Sacred Groves Bloodlust** track.
- * Some Items or card effects will allow you reduce , but the primary way is to purchase and play **Atonement** Action cards.
- * If the Finale is triggered, take the **Sacred Groves Finale** token and place it on top of the Finale card. During the Killer phase, after the Killer Action is completed, you must **Unleash** and then **Increase** by 1, as indicated on the token.



Divine
Wrath



VIOLENT TANTRUM

SPECIAL SETUP

Setup the game as normal, with the following changes when playing with the **Sacred Groves**:

1. Place the **Divine Wrath** card in the play area and place a tracking marker on level 2.
2. Place the **Sacred Groves Bloodlust Track** directly to the right of the chosen Killer's board, lining it up with the bottom on the **Killer's Bloodlust** track.
3. Set the **Sacred Groves Finale** token to the side. It is only needed if the **Finale** is revealed.
4. Include both **Atonement** Action cards in the **Action Tableau** (these are included with Inkanyamba).

SACRED SPACES

Sacred spaces are a new type of space on the **Sacred Groves** Location board. The **Burial Ground**, **Sacred Shrine**, and **Holy Groves** are all considered **Sacred** spaces. The more Victims that are located at **Sacred** spaces, the angrier the gods may become, and the higher the chance that will increase.



INKANYAMBA

THE AVENGER



Director (design): Evan Derrick

Director of Photography (art): Tumo Mere

Epic Dark Power Art: Tyler Johnson

Whoever Inkanyamba used to be (or where he came from) no longer matters. He has taken for himself the name of the legendary monster and has become a creature of pure wrath. His sole purpose is to exact vengeance on those around him, even if he long ago forgot the reasons for that vengeance. In order to overcome him, you will need to manage his ever rising anger, represented by Killer Wrath. If it boils over, you will never survive the ensuing onslaught!

COMPONENTS



3 Finale cards



3 Dark Power cards



1 Epic Dark Power card



2 Final Girl cards



2 Atonement Action cards



1 Killer board



1 Killer Wrath card



16 Terror cards

SPECIAL SETUP

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

1. Place the **Killer Wrath** card in the play area and place a Tracking marker on level **2**.
2. Include both **Atonement** Action cards in the Action Tableau.

SPECIAL RULES

KILLER WRATH

- * Whenever you are instructed to **Increase** or **Decrease** , move the Tracking marker on the **Killer Wrath** card up or down the appropriate number of levels. The marker can never be below **1** or above **10**, so ignore any additional increases or decreases that would move the marker beyond those levels.
- * Whenever you are instructed to **Unleash** , check the current level on the **Killer Wrath** card and apply any effects listed there. This may include increasing Horror, **Inkanyamba** recovering health, **Inkanyamba** performing a Killer Action, or a combination of things.
- * Some card effects will allow you to reduce , but the primary way is to purchase and play **Atonement** Action cards.



Killer Wrath

ATONEMENT ACTION CARDS

Atonement cards may be played to try and **Decrease** Killer Wrath or Divine Wrath . They are unique in that there is an additional success line for if you get 3 or more successes on a Horror Roll.



CARNIVAL OF BLOOD

Directors (design): A.J. Porfirio and Evan Derrick Director of Photography (art): Vladislava Ladkova
Additional Item & Token Art: Tumo Mere, Tyler Johnson, Roland McDonald

"Of course the public doesn't know we call it the Carnival of Blood. We ARE still trying to sell tickets you know! There is a reason we roam the country finding new towns to set up in, and it ain't because we like to travel. The 'management' pays good and they leave the help like me alone, so that's good enough for me. Someone comes in and never makes it home? That's not my problem."

- Name withheld by request, Manager of the House of Mirrors

COMPONENTS



1 Location board



5 Various Tokens



10 Event cards



5 Setup cards



18 Item cards



3 Item Trap cards



8 Terror cards

1 Terror Trap Reference card

SPECIAL SETUP

Setup the game as normal with the following changes to the Item decks when playing with **Carnival of Blood**.

1. Set the three **Item Trap** cards aside and shuffle the remaining Item cards.
2. Deal out three (3) decks of two (2) Item cards facedown and randomly add one (1) **Item Trap** card facedown to each deck. Then, shuffle the three Item decks separately.
3. Deal out one (1) Item card faceup on top of each Item deck. Return the unused Item cards to the Location box.

When finished, you will have three Item decks of four cards, each with an **Item Trap** hidden

SPECIAL RULES

Carnival of Blood comes with two kinds of traps: **Item Traps** and **Terror Traps**.

ITEM TRAPS

There are three **Item Traps** randomly hidden within the Item decks during setup. They will only be discovered by searching at a . Each Item deck will have a single **Item Trap**, but you won't know where in the deck they are located.

- * After successfully searching, if you draw an **Item Trap** you *MUST* resolve it unless otherwise noted (i.e. you have **Zappo** with you).
- * If your search revealed an item in addition to the **Item Trap**, you may still take the item, but must resolve the trap first.
- * **Item Trap** cards are discarded after they are resolved unless otherwise noted.

TERROR TRAPS

There are three **Terror Trap** cards in the **Carnival of Blood** Terror deck. They may be revealed during the Killer phase when a Terror card is drawn.

- * When a **Terror Trap** card is drawn, resolve it like you would any other Terror card.
- * When the **Terror Trap** card instructs you to place the accompanying **Trap** token, place it in your current space. The effects of the trap occur IMMEDIATELY and apply to you and any Victims in your space.
- * Victims are always killed, but each trap affects you differently. Refer to the **Terror Trap Reference** card for each trap's specific effects.
- * After resolving the trap's effects, finish resolving the **Terror Trap** card (if there are any other effects to resolve) and discard it as normal.
- * **Trap** tokens are NOT discarded and remain on the board for the rest of the game. Each time you or a Victim enters a space with a **Trap** token, apply the trap's effects accordingly.
- * Enemies are not affected by **Trap** tokens for any reason and completely ignore them.



GEPPETTO

THE PUPPET MASTER



Directors (design): A.J. Porfirio and Evan Derrick Director of Photography (art): Vladyslava Ladvakova

"He travels from state to state and runs his operation for a few days just like any other freakshow would. When it grows in popularity... that's when he makes his move adding as many of them to his family as he can. He keeps us around to keep up appearances, but I fear one day soon he will welcome me into the family too."

- Excerpt from the journal of Harris Campbell, theme park ride operator

COMPONENTS



3 Finale cards



16 Terror cards



3 Dark Power cards



1 Puppets card



1 Epic Dark Power card



3 Puppet tokens



1 Killer board



2 Final Girl cards

SPECIAL SETUP

Setup the game as normal, with the following additions when playing with **Geppetto**:

1. Place the **Puppets** card next to the Killer board.
2. Place all 3 **Puppet** tokens on the "ready" space of the card.

SPECIAL RULES

PUPPETS

The **Puppets** are considered **Minions**. Refer to pg. 32 of the Core Rulebook for the general rules regarding Minions. The following are rules specific to the **Puppets**.

- * There are 3 total **Puppets**, which is the maximum number that can be on the board and/or the **Puppets** card at any time.
- * Each Killer phase up until the Finale is revealed, the first step in the Minion Action line is to spawn a **Puppet**. When spawning a **Puppet**, take a token from the "Ready" space of the **Puppets** card and place it in **Geppetto**'s space. If there are no tokens in the "Ready" space, no **Puppet** is spawned. Whether one was spawned or not, move all the **Puppet** tokens in the "Exhausted" space to the "Ready" space.
- * When resolving a Killer Action on a Terror card, each **Puppet** on the board will resolve the full action, one at a time. If there are multiple **Puppets**, you may choose which order they resolve the action in. After each **Puppet** has gone, resolve the same action for **Geppetto**.
- * **Puppets** have 1 and their Attack Value is 1 . Their Movement Value is the same as **Geppetto**'s and will change accordingly when his Bloodlust increases. These stats are located on the **Puppets** card as a reminder.
- * **Puppets** have strings and are attached to their master, so they must end their movement within 2 spaces of **Geppetto**. They may move farther than 2 spaces from **Geppetto** AS LONG AS they end their movement within 2 spaces of him. This can sometimes happen when a **Puppet**'s target is within 2 spaces of **Geppetto**, but taking the most direct route to reach that target will momentarily place them 3 or more spaces away from him.
- * If a special effect from a Terror card or other game effect results in a **Puppet** being more than 2 spaces away from **Geppetto**, the next time that Puppet must choose a target it will instead target **Geppetto**, attempting to end its movement as soon as it is exactly within 2 spaces of him. If it runs out of movement it may be forced to stop farther than 2 spaces from **Geppetto**, in which case it will repeat this process the next time it must choose a target.
- * When a **Puppet** must stop moving, either because further movement would cause it to end more than 2 spaces from **Geppetto** OR it was returning to **Geppetto** and made it exactly 2 spaces from him, any additional movement it may have had is lost.

Maple Lane



Director (design): A.J. Porfirio Director of Photography (art): Roland McDonald Additional Item Art: Tumo Mere

Maple Lane runs through a typical American suburban neighborhood in the quaint town of Spring Hill. Maple Lane was a street like any other... at least until someone got murdered. Now the residents are fearful of outsiders and weary of each other, but that doesn't stop them from gathering for holidays and letting their children play in the streets. They may soon regret having such a false sense of security.

COMPONENTS



1 Location board



10 Event cards



2 Action cards



5 Setup cards



8 Terror cards



21 Various Tokens



16 Item cards

SPECIAL SETUP

Setup the game as normal with the following changes when playing with **Maple Lane**.

1. There are 4 Item decks for **Maple Lane**. Form the Item decks following the normal rules, but make four (4) decks of three (3) Item cards instead. The top Item card of each deck is revealed as normal. There is one deck for each quadrant of houses (Northwest, Southwest, Northeast, and Southeast).
2. Include both **Convince** Action cards in the Action Tableau.

SPECIAL RULES

STREET SPACES

The normal and spaces are all considered **Street** spaces, as well as the **Intersection** space. There are no special rules for these spaces, but some cards will refer to them.

HOUSE SPACES AND QUADRANTS

House spaces are a new type of space on the **Maple Lane** Location board. They are located in one of four **Quadrants** (NW, SW, NE, and SE), and each **Quadrant** has 3 **Houses**, for a total of 12 **Houses**.

- * Each **House** may be searched and counts as a space. They are both colored orange to remind you of this.
- * When a **House** is successfully searched, draw the Item card(s) from the Item deck for the **House's Quadrant**. Then, place an "X" token on the **House** that you searched. It may no longer be searched.
- * When a search yields multiple items, choose which you want and place the other on top of the **Quadrant's** Item deck faceup, or on the bottom facedown as normal.
- * In the rare event that an **Item** needs to be added to an **Item** deck but all the **Houses** in that **Quadrant** have been searched (i.e., every **House** has an "X" token), add it to the deck for the closest **Quadrant** that hasn't been fully searched.
- * Since the residents of **Maple Lane** are so suspicious, you cannot enter an occupied **House** (one or more **Victims** in the **House**) using Walk, Sprint, or any other cards that allow movement. They will have to be 'convinced' to let you into their house (see below). Panicking **Victims** and **Enemies** are not restricted, so they may move into an occupied **House** freely.
- * If a **House** is unoccupied, normal movement rules apply and you can enter and exit the space as normal.

CONVINCE ACTION CARDS AND ENTERING OCCUPIED HOUSES

There is a new Action card called **Convince** used only when playing on **Maple Lane**.

- * To enter an occupied **House** from the adjacent **Street** space, you must successfully convince your neighbor to let you in using a **Convince** Action card.
- * **Convince** cards can only be used to enter an occupied **House**. To exit a **House**, whether it is occupied or not, simply use the normal movement rules.
- * **Convince** cards have an additional success line for when you get 3 or more successes on a Horror Roll.

DR. FRIGHT

THE DREAM
DOCTOR



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

"I was in some sort of boiler room and a grotesque man with a pitchfork was chasing me! I was sure he was going to kill me... it felt so real! He had pock mark scars all over his skin and his eyes were milky white. A strange black... something, maybe a cloud but with eyes, swirled behind him. I was terrified, so I turned and ran. I rounded a corner and lost my footing. I staggered into some pipes and they burnt my skin so badly. That's when I woke up. I thought it was all a dream, but I had a severe burn on my arm from the pipes!"

- Spring Hill Police Report, Case ID 26006135

COMPONENTS



3 Finale cards



4 Boiler Room cards



3 Dark Power cards



16 Terror cards



1 Killer board



1 Epic Dark Power card



2 Final Girl cards



1 Awake/Asleep card

SPECIAL SETUP

Setup the game as normal, with the following changes when playing with **Dr. Fright**:

- Shuffle the **Boiler Room** cards and place them facedown. Then place the **Awake/Asleep** card on top of the deck with the **Awake** side faceup. This is the **Boiler Room** deck.

SPECIAL RULES

AWAKE AND ASLEEP

When playing against **Dr. Fright** there are two important game states to understand: being **Awake** and being **Asleep**. When you are **Awake**, the game mostly proceeds as normal, but when you are **Asleep** you enter the **Boiler Room**, a terrifying dream world where nothing is as it seems.

- Your current state is determined by which side of the **Awake/Asleep** card is showing. You will start the game **Awake**.
- Whenever a game effect says you go to or fall **Asleep**, take the **Awake/Asleep** card and without flipping it, put it on the bottom of the **Boiler Room** deck. Then, flip the deck over. If you have done this correctly, the **Asleep** side of the card should be faceup on top of the deck. You are now **Asleep** and inside the **Boiler Room**.
- Some Terror cards will cause you to fall **Asleep**, but if you want to go to sleep and enter the **Boiler Room** by choice, you can do so by resolving a **Short Rest** or **Long Rest** Action card. Regardless of the result, apply the normal effects and you fall **Asleep**.

WHEN YOU ARE AWAKE (NOT IN THE BOILER ROOM)

- You can move, search, save Victims and do everything else as normal.
- Dr. Fright** is *NOT* able to attack you and you are *NOT* able to attack him.
- When **Dr. Fright** resolves a Killer Action that begins with , treat it as a unless an effect (such as the Dark Power card '*The Frightmare is Inevitable*') allows **Dr. Fright** to attack you while you are **Awake**.
- When **Dr. Fright** resolves a Killer Action that begins with , he will still move toward you but cannot attack you (if a **Victim** is in the space he ends his movement in he *WILL* attack the **Victim**).

WHEN YOU ARE ASLEEP (IN THE BOILER ROOM)

- You may move around the board, attack **Dr. Fright**, and even search for items! This represents you moving around in the dream and perhaps finding (manifesting?) an item or weapon.
- Dr. Fright** can now attack you! He will resolve all Killer Actions as normal.
- Victims will *NOT* follow you, nor are you able to save them.
- You *MUST* resolve one **Boiler Room** card at the end of the **Killer Phase**.

THE BOILER ROOM

In order to kill **Dr. Fright**, you will have to confront him in the dream world on his turf... in his **Boiler Room**! No one has ever fought back before, but, if you play your cards right, he will soon find out that he can be hurt or even killed.

- * To exit the **Boiler Room (BR)** and wake up, you must resolve all of the cards in the **BR** deck. You can choose to resolve as many as you wish during the Action phase (including none), but you must *ALWAYS* resolve one, and exactly one **BR** card (unless a game effect changes this) during the Terror phase. As such, you will have some control over how long you stay asleep depending on your plans.
- * Resolving a **BR** card is simple. You will slide the deck of card(s) Up, Down, Left, or Right such that half (or sometimes a quarter) of the next unresolved card is showing. You cannot slide it in a direction that would not reveal any of the card and it must always be in a direction such that it extends the previous revealed card (see the detailed example on the next page). If there is an illustration of **Dr. Fright** visible on the newly revealed card, he attacks you! It does not matter if he is currently in your space or not, as he is able to reach you within the **Boiler Room** from anywhere on the board. Resolve the following Killer Action: . You may defend as normal.
- * As you resolve the **BR** cards you will be able to use your knowledge to possibly avoid future attacks because **Dr. Fright** will appear in each of the four quadrants only once.
- * You will be able to intelligently reduce the chance of attacks based on your knowledge of the **BR** cards such that sometimes you may not get attacked at all, but most times you will get attacked once or twice.
- * When you successfully exit the **Boiler Room** by revealing all four **BR** cards, immediately shuffle them facedown and place the **Asleep/Awake** card on top with the **Awake** side showing.



1. Nancy starts with the four **Boiler Room** cards neatly tucked underneath the **Awake/Asleep** card with the **Asleep** side showing. The **Awake/Asleep** card should COMPLETELY cover the **BR** cards, with no edges showing!

2. Nancy first slides the **Awake/Asleep** card UP, revealing the lower half of the **BR** card below (highlighted in red in the example). There is no **Dr. Fright**, so she is not attacked! The remaining three **BR** cards are still hidden underneath where she cannot see them.

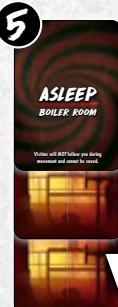
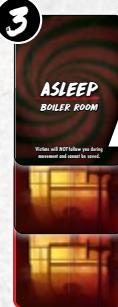
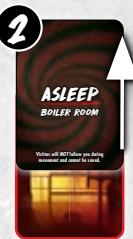
3. Despite odds being 66% that sliding the top cards up again will cause an attack, Nancy has a gut feeling. She carefully slides the cards UP a second time (making sure that only the next **BR** card is visible) and discovers that she was right! **Dr. Fright** is not visible and she's avoided being attacked twice now! The final two **BR** cards are still hidden, tucked underneath the card that was just revealed.

4. Nancy now knows by process of elimination that the last two **BR** cards have **Dr. Fright** on the bottom half. She knows that sliding up AGAIN would cause an attack. If she slides left or right, she has a 50% chance of avoiding an attack. She decides to slide LEFT, revealing the right half of the next card. **Dr. Fright** attacks!

5. Knowing that the fourth and final **BR** card, which is still hidden, has **Dr. Fright** in the lower left corner, Nancy simply slides the cards DOWN. This reveals only the top right quadrant of the last card, which is empty. Nancy wakes up and immediately exits the **Boiler Room**.

6. Nancy shuffles the **BR** cards facedown and places the **Awake/Asleep** card on top with the **Awake** side showing. She's ready to reenter the **Boiler Room** the next time she falls asleep!

BOILER ROOM EXAMPLE



TERROR FROM ABOVE



Director (design): A.J. Porfirio Director of Photography (art): Vladyslava Ladkova

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

COMPONENTS

This expansion includes: **5** Rules Cards (not pictured)



3 Finale cards



1 Bird Spawn Card



1 Bloodlust Card



3 Dark Power cards



17 Terror cards



1 Final Girl card



36 Bird Tokens

NOTE! Bird tokens have a 1 Bird side and a 3 Birds side for easy game management

SPECIAL SETUP

Follow the normal setup rules but with the exceptions outlined in these rules.

SPECIAL RULES

- * There is no Killer board. Instead, place the **Bloodlust** card and the **Bird Spawn** card next to the Location board.
- * Place the Bloodlust marker on the start space of the **Bloodlust** card.
- * The Horror Level starts at **4**.
- * Place a **Bird** token with the **3 birds** side up on the space indicated on the Location's Setup card. Place the Final Girl and Victims as normal.
- * Place **1 Bird** token on each empty space that has no Victims or the Final Girl.

HOW TO WIN

The win conditions are different for this expansion since there is no "Killer". To win, you must save **ALL** of the **Special Victims** (using normal Victim save rules).

Decide before you begin if you want to play **Easy** (1 Special Victim), **Normal** (2 Special Victims), or **Hard** (3 Special Victims) difficulty.

NOTE! The level of difficulty will also be affected by the Final Girl you choose based on how difficult their Ultimate Ability is to unlock.

SPECIAL VICTIMS

Special Victims will only come out of hiding if and when one of the following conditions occurs:

You unlock your Ultimate Ability **OR** There are no more normal Victims on the board.

When one of the conditions has been met, place the Special Victim meeples in the farthest Search space(s) from you with no more than one in a single space.

The **Special Victims** can **NEVER** be attacked or killed, but for all other purposes are treated like normal Victims.

HOW TO LOSE

YOU LOSE IMMEDIATELY IF:

There are **3 Birds** on every space of the board **OR** The Final Girl dies

THE BIRDS

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

Birds will **NEVER** move on their own and can only be moved by a special game effect such as an effect from an item.



SPawning BIRDS

When resolving either of these icons  , roll 2 dice and follow the instructions on the **Bird Spawn** card. You may choose which result to use for the number of **Birds** spawned and which result to use for where they will spawn.

Birds will **ALWAYS** spawn at least once per round during the Minion Action, which is the first step of the Killer phase. But often times they will spawn more based on the Terror card effects.

If **Birds** need to be placed in a space that already has **3 Birds**, place them in an adjacent space of your choice instead. Continue finding spaces (expanding farther away if necessary) until all of the spawned **Birds** are placed.

BIRD ATTACKS

When resolving this icon , an attack will take place in the space with the Final Girl, as long as there is at least one **Bird**, and in every space with **3 Birds** (unless otherwise noted).

Birds attack **ONE** target in their space, dealing damage equal to the number of **Birds** in the space.

Birds always prioritize normal Victims over the Final Girl if both are in the same space.

DESTROYING BIRDS

Birds in a space can be attacked and you can remove 1 **Bird** per damage dealt (excess damage is lost).

OTHER RULES

- * When the **Birds** attack, the Final Girl can use Reaction cards to prevent damage to anyone in her space (normally, Reaction cards cannot be used to defend Victims). However to protect a Victim, all of the damage must be prevented as it only takes one damage to kill a Victim.
- * Event cards that require one or more **Special Victim** meeples to be used should be ignored. When this occurs, discard it and redraw a new Event.
- * It may happen that an Event card doesn't make sense or work with **Terror From Above**. If this occurs, you can ignore it or draw another one.
- * Some Items might be useless against the **Birds**, for example the Bear Trap at **Camp Happy Trails**. If you don't like that, you can remove those items and replace them if they come up. However, sometimes you just find useless things and our preference is that you just have to deal with that adversity.
- * Some Terror and Event cards refer to the Killer. There is no Killer as the **Birds** are Minions. In these instances, do the following:
 - * If a card specifies for the Killer to move, spawn **Birds** instead.
 - * If a card specifies for the Killer to be placed somewhere, place **3 Birds** there.

