

CAMP GRIZZLY

Expansion Rules v.6
(last updated 12-31-2019)

This is a Unofficial Edited version.

IMPORTANT NOTES:

Killers - a new tag, **killer** is used in the text of the new expansions Otis is a killer. Any card that says it would affect Otis can be used against Killers and vice versa. It is explained in greater detail under the "STRETCHED GOALS" section.

EXPANSION #1



New cards

Spin the Bottle adds more steamy 'Fooling Around' cards and a new bottle themed spinner mat (so you don't spray beer all over your game and friends). Before playing, shuffle the new survival and cabin cards into their respective decks. Assemble and place the spinner near the board.

Components

Bottle Spinner x1, Becky Pawn w/Base and Jumbo Card x1, Sister Harper Pawn w/Base, Survival Cards x4, Cabin Cards x14, Jumbo Finale Cards x4, Health Counter x1.

New Rules

The Spinner: When selecting a "random" counselor spin the bottle. The resulting player is selected.

Optional House Rule: Make out.

Drinking Game Rules: Take a drink when body

count goes up. (non-optional)

New Counselor: Becky - the "Queen Bee"

EXPANSION #2



New cards

Keep Your Distance adds new rules for ranged weapons and a new type of Survival Card: *Self Preservation*. Before playing, shuffle the new survival and cabin cards into their respective decks.

Components

Ammo Tokens x12, Jackson Pawn w/Base and Jumbo Card x1, John the Carpenter Pawn and Base x1, Survival Cards x8, Cabin Cards x10 Health Counter x1.

New Rules

Ranged Weapons: *Ranged weapons* consume ammo. When a ranged weapon is drawn for the first time place a number of ammo tokens on the weapon card as indicated by the card's text.

Ranged Combat: At the cost of one ammo token, a ranged weapon can be used to attack a killer that is "in range". A killer that is in your Cabin or an adjacent Cabin is considered to be "in range". (Cabins connected by *Nature Trails* are not considered adjacent for the purposes of ranged combat)

To take a shot, spend one ammo token then roll the die on the **ranged** section of the weapon card. Roll the killer's attack die. If the ranged attack wins, the killer is defeated as normal. If the killer wins, however the counselor using the ranged weapon does not panic.

and may choose to fire again.

When Otis Strikes' a counselor with a ranged weapon, that counselor may choose to use it as a melee weapon OR spend an ammo token to use it as a ranged weapon.

Out of ammo: When a weapon is out of ammo it can no longer be used for ranged combat but may still be used as a melee weapon.

Self Preservation: *Self Preservation* cards are single use Survival cards. They are all used at the expense of the other counselors so keep karma in mind!

New Counselor: Jackson – the ‘Detached Guy’.

EXPANSION #3



New cards

Behind the Bear adds a new hidden traitor mechanic and a new Maniac Deck to the game. Before playing shuffle the two new survival cards into the Survival Deck. Shuffle the Maniac deck and place it near the board.

Components

Saffron Pawn and Base x1, Saffron Jumbo Card x1, Maniac Cards x16, Survival Cards x2. Health Counter x1

New Rules

Manic: Two *psycho killer* cards were added to the Survival Deck. When the requirement on a *psycho killer* card are met, the player holding the card may

reveal to the group that they have been the killer the whole time. That counselor then places their Counselor Pawn with the Otis pawn. Any objectives they are carrying are dropped on separate random nature trails.

An Otis player no longer draws cabin cards, and uses the Otis Card stats for movement, attack and damage.

That counselor may exchange all their equipped cards or cards in their backpack for *maniac* cards (1 for 1 exchange). Any campers in their care are automatically killed (+1 maniac card for each camper killed in this way). The killer counselor may choose to keep their weapons and items equipped to use against the surviving counselors (instead of rolling the Otis Attack die). **The Otis player wins if all the counselors have been killed.**

Be warned! If the other *psycho killer* card is played and a different counselor becomes Otis, that player takes the Otis pawn from the previous traitor. The first psycho killer resumes play using their counselor pawn and appears on a random nature trail (without the benefit of any cards they lost!). What a twist!

New Counselor: Saffron – the ‘Flower Child’.

EXPANSION #4



New cards

Jump the Bear is a collection of schlock. The new cards represent the transition from gritty 70s horror to the over the top goofiness of the 80s. Before playing shuffle the new survival and cabin cards into their respective decks.

Components

Chet Pawn w/Base and Jumbo Card x1,
Doppelgänger Pawn and Base x1, Finale Jumbo
Cards x4, Survival Cards x4, Cabin Cards x14

New Rules

Doppelgänger (Cameo - Killer): The Doppelgänger cameo is a **killer**. Cards that affect Otis can also be used against killers. The Doppelgänger copies all the stats of the player that drew the card. When the counselor's movement or equipment changes, so does the Doppelgänger's. Permanent survival cards or states change like *Athletic*, *Jumpy*, *Scrappy*, *Evil Jason* or the *Whorewolf* also effect the Doppelgänger.

New Counselor: Chet – The ‘Douchebag’.

EXPANSION #5



New cards

Rated R adds more disturbing cards to the game including the new Snuffed Deck which can increase the game's difficulty considerably. Before playing, shuffle the new survival and cabin cards into their respective decks. Then shuffle the Snuffed Deck and place it near the board.

Components

Jason Pawn w/Base and Jumbo Card x1, Big Wayne Pawn w/Base. Finale Jumbo Cards x4, Survival Cards x1, Snuffed Cards x12, Cabin Cards x5.

New Rules

Snuffed Deck: When a Counselor dies, draw a card from the Snuff Deck. Snuff cards depict the results of

Otis' handiwork. They also have adverse effects on the game and the remaining counselors.

New Counselor: Jason - the horror fanatic. Whenever Jason would be horrified, draw a Survival Card instead. If Jason ever becomes Desensitized, his ability is useless.

Evil Jason - If Jason becomes a killer, the player remains in control but must attack any counselor, cameo or rival killer they cross paths with. Evil Jason no longer draws cabin cards and uses the stalk, attack and damage stats on the Evil Jason side of the card.

You campers are immediately killed, discard your survival cards. You may keep and equip your weapons and items to use against the remaining counselors (as opposed to Jason's default attack).

Evil Jason wins if all the counselors have been killed.

OTHER EXPANSION CARDS

New cards

BIMBOS - Cabin Cards x7, Bimbo pawns w/stands x6

FAMILY MATTERS - Cabin Cards x7, Family pawns w/stands x6

KICKSCLUSIVE - Purple d20, Cabin Cards x4
Survival Cards x1

Bimbos - Unlike other Cameos, Bimbos are controlled by the player who draws them. Each Bimbo is activated at the end of the controlling player's turn. Bimbos are all marked with the **Bimbo** tag.

When a Bimbo crosses paths with a Counselor, the Bimbo ends their movement and starts *fooling 'around'*.

All counselors in that space are considered to be part of the foolin around activity.

If multiple bimbos are present, add their tempt fate value together.

If Otis strikes a location with a Bimbo, the bimbo is immediately killed before the fights are resolved.

Family Matters - Unlike other Cameos, Otis' Family are all killers with their own special rules. They are all marked with the *killer* and *family* tags.

- Otis will not attack *Family* and *Family* will not attack Otis or other *Family*.
- Similar to cameos, Otis' family moves and takes their actions after the counselors that drew them finishes their turn.
- Killers will fight other non-family killers.
- Killers that are defeated are discarded but do not count towards the body count.
- Cards that can be played against Otis can be played against *killers*.
- If multiple killers are in the same cabin when Otis (or a killer) Strikes, they all join the fight. The Counselors choose which killer to fight first. If that killer is defeated, they must choose another killer to fight until all killers have been defeated or all the counselors have panicked. A counselor who 3 panics **ONLY** takes damage from the killer who defeated them.

The Whorewolf - If Patrick becomes a Whorewolf, he becomes a *killer*. In this case, the player loses control of Patrick until the Whorewolf is defeated in a fight. That player uses the stalk, attack and damage stats of the Whorewolf side of the card and does not draw cabin cards when moving.

If all other counselors are dead, Otis and the Whorewolf have an immediate showdown. If the Whorewolf defeats Otis, the Whorewolf wins the game.

GAME VARIANTS

LATECOMERS - Now that you have a surplus of extra counselors, whenever a counselor is killed, that player may choose a new counselor and continue the game Draw 2 new survival cards. The new counselor starts on a random nature trail.

TO MAKE THE GAME EASIER:

- Choose a counselor to start the game with the keys.
- Remove the +1 body count and Otis Strikes! objective tokens from the game.
- Begin with additional survival cards.
- Start the game with Otis lurking off the board.

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