

# CAMP GRIZZLY

Expansion Rules v.2 (SIN GRIZZLY BETA)  
(Last updated 12/27/15)

**SIN GRIZZLY BETA NOTES:** This beta set does not reflect all the final artwork that will be used. It is considered to be a work in progress.

The cards in this beta set do not match the exact color, weight and size of the cards from the base game. We recommend sleeving them.

All missing components will be marked in **RED**. Gary's purple d20 and all tokens are absent from this print run. We recommend using a d20 from another game and anything that will work as a counter for the ammo tokens. (coins, bits from other games, etc.)

## 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.

### New Rules

**The Spinner:** When a fooling around card is drawn,

instead of choosing which counselor will be involved, place the spinner in the middle of the table and spin the bottle. You must 'fool around' with that counselor.

**Optional House Rule:** Make out.

**Drinking Game Rules:** Take a drink when the 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 x10**, Jackson Pawn w/Base and Jumbo Card x1, Big Wayne Pawn w/Base, Survival Cards x8, Cabin Cards x10

### 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 (ie: Ammo x3).

**Ranged Combat:** At the cost of one ammo token, a ranged weapon can be used to attack Otis if he's in your Cabin or an adjacent Cabin. This can be done any time Otis is in range. Cabins connected by *Nature Trails* are not considered adjacent for the purposes of ranged combat - You can't get a clear shot.

To take a shot, roll the weapon's RANGED attack die. If it is higher than Otis' current stalk, he is defeated. If it is equal to or lower than Otis' stalk, the shot misses.

When *Otis Strikes!*, ranged combat takes place before the standard fight begins. That means you do not panic if you miss and may still fight if you have ammo left.

**Out of ammo:** When a weapon is out of ammo it can still be used to fight but is reduced to a d4 and can no longer be used for ranged combat.

**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 Maniac deck and place it near the board.

### Components

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

### New Rules

**Psycho Killer:** Shuffle the two *Psycho Killer* Survival Cards into the Survival Deck. When the requirements 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! When a killer becomes Otis they must:

- Replace their Counselor Pawn with the Otis pawn.
- Replace their Jumbo card with the Otis Jumbo card.
- Discard their Campers. (+ Body Count)
- Discard their backpack and all equipped cards, and permanents. For each card discarded, the Otis player draws one MANIAC card.

**MANIAC CARDS** - May be played by the Otis player as stated in the card's text. Discard after use unless otherwise stated.

**YOU ARE OTIS** - An Otis player now uses the stats on the Otis card for stalk, attack, and damage. When defeated, take your pawn off the board. The Otis player doesn't have to follow the standard Otis targeting rules and may move freely unless an ability or card says otherwise (Tracy's Scream Queen ability, 8-Track player, Acoustic Guitar for example). The Otis player may choose NOT to attack when an Otis Strikes! card is drawn.

**DOUBLE TWIST** - It is possible for another counselor to play the second *Psycho Killer* card and replace the first Otis player! The previous Otis retrieves their counselor pawn and jumbo card before appearing at a random nature trail with full health (and another starting hand of Survival Cards). What a convoluted script!

**New Counselor:** Saffron – the 'Flower Child'.

## EXPANSION #4



## New cards

*Jump the Bear* is a collection of the genre's most theme bending ideas. 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 x5, Cabin Cards x13

**New Counselor:** Chet – The ‘Douchebag’.

## EXPANSION #5



## New cards

**Rated R** adds the goriest cards to the game including a new *Snuff 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 snuff deck and place it near the board.

## Components

Jason Pawn w/Base and Jumbo Card x1, John the  
Carpenter Pawn and Base x1, Finale Jumbo Cards x4,  
Survival Cards x1, Cabin Cards x5, Snuff Cards x12,  
**Chipper Shredder token x1, Red Room token x1,  
Buried token x1.**

## New Rules

**Snuff Deck:** When a Counselor dies, draw a card from the Snuff Deck and place it next to the board. Snuff cards depict the result of Otis' handiwork. They also have adverse effects on the game and the remaining counselors. Most Snuff cards last until the

end of the game.

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

## KS STRETCH GOALS

### New cards

**Bimbos** - Cabin Cards x7, Bimbo pawns w/stands x6.

**Family Matters** - Cabin Cards x7, Family pawns w/stands x7.

**Stretch Goals** - Cabin Cards x13, Survival Cards x6, Counselor Jumbo cards w/pawns and stands x13.

**Kicksclusive** - **Purple d20**, Cabin Cards x4, Survival Cards x1.

**Binbos** - Unlike other Cameos, Bimbos are moved by the player that draws them.

**Family Matters** - Unlike other Cameos, Otis' Family are all killers with their own special rules. Otis will not attack the Family cameos.

## FAQ/CORRECTIONS

The following issues have already been addressed since the Sin Grizzly Beta printing was ordered.

### **Rated R:**

**Bear Skinned Rug** - Discard after resolving card effect.

**Buried** - “You” refers to the player that was ‘Killed’. If the buried counselor is not returned to the game within 3 rounds, that counselor is DEAD.

**Chipper Shredder, Pizza Party, Not the Bees, The Red Room** - Card effect lasts for the remainder of the game.

## Expansion Credits

**Design:** Jason Peter Topolski  
**Artwork:** Austin Madison

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