

COUNSELOR TURN

1 MOVE PHASE

You may move up to as many spaces as your current health allows, or none at all. Locks prevent movement. Keys remove Locks. You may move diagonally in the Commons.

FOR THE COST OF 1 MOVEMENT EACH:

- Move 1 space
- Reveal **OBJECTIVES** in the same space as you.
- Pick up any **ITEMS, WEAPONS, KEYS, CAMPERS**, or **REVEALED OBJECTIVES** in your space.
- Attempt to use an adjacent **NATURE TRAIL**:

Roll **6**
5 or 6 = Success
2 - 4 = Failure
1 = **LOST IN WOODS**

2 CABIN DRAW PHASE

- Reveal an **OBJECTIVE** in your space.
OR
- Draw a **CABIN CARD** and resolve it.

3 END TURN

- Equip or un-equip **ITEMS & WEAPONS** from your **BACKPACK**.
- Pick up any **ITEMS, WEAPONS, KEYS, CAMPERS**, or **REVEALED OBJECTIVES** in your space.
- Trade any **ITEMS, WEAPONS, KEYS, CAMPERS**, or **REVEALED OBJECTIVES** with counselors in your space.

OTIS TURN

1 STALK PHASE

Otis destroys locks and uses **NATURE TRAILS** freely.
If Otis is LURKING, Roll **10** and place him on a random **NATURE TRAIL**.

- Move Otis, per his current **STALK**, towards the closest Counselor or **CAMEO**. If he crosses paths with them, he stops moving and Otis Strikes!

2 END TURN

OTIS STRIKES!

ALL Counselors in the **CABIN** must choose to

FIGHT **OR** **PANIC**

- Roll available defense dice plus modifiers.
 - Recieve injuries per Otis' current damage.
 - Move **PANIC** spaces.
- LOSING COUNSELORS**
PANIC. Otis wins ties.

OTHER RULES

HORRIFIED

- Your turn immediately ends.
- **-1 to Die rolls till the end of next turn**

INJURED

Injuries do not affect your **PANIC**.

- When injured, move your health/movement marker down towards the skull.

DEATH

- If your health reaches the **SKULL**, you are dead.
(+1 Body Count)
- Any campers in your care are killed and discarded.
(+1 Body Count for each)
- Discard your survival cards and turn your counselor card over. Place your **ITEMS, WEAPONS,** and **OBJECTIVES** on your Counselor card for other counselors to retrieve.

CAMEO

- Place **CAMEO** in your space.
- Resolve the **CAMEO** special text.
- **CAMEOS** stalk the nearest counselor after your Counselor's turn every round until they are killed.

LOST IN THE WOODS

- Immediately move to the woods.
- Roll **6**
1 or 2 = Otis Strikes!
3 or 4 = 1 injury
5 or 6 = Nothing happens
- Roll **10** and move to a random **NATURE TRAIL**.

THE FINALE

All three objectives must be taken to the correct **RED ARROW** space.

- The players holding the objectives must agree to start the finale during one of their move phases (or wait for stragglers).
- **Whoever holds the majority of required objectives may start the finale without consent from the other players.**
- All counselors in the **CABIN** connected to the **RED ARROW** then move to the matching finale card.

THE BODY COUNT

- When a Counselor, camper or **CAMEO** dies, raise **THE BODY COUNT** by 1.
- Adjust Otis' stats accordingly.
- **HOPELESS** - If **THE BODY COUNT** reaches "13", all counselors discard their survival cards and move to the campfire for one last fight. **Any counselor that PANICS is killed.**

TEMPT FATE

When a card states "Tempt Fate (X)", draw (X) number of Cabin Cards.

- Discard all cards except for **RED** Otis cards. Ignore the card's text.
- **If a RED card is drawn, Otis Strikes!**
- **+1 to Otis' attack roll for each additional RED card drawn (this fight only).**