

Slasher Rule Book

Story Introduction

It's a Friday and the Corcoran's have left their two kids with the babysitter for the night. The babysitter isn't totally sure what the Corcorans do for work, but they've got this crazy huge house. Once the kids are tucked away in bed, the babysitter sends out a few texts inviting some friends over. The Goth, Jock, Nerd and the Sweethearts who are basically joined at the hip show up ready to get the party started. The Goth checks the kitchen for drinks then sneaks downstairs to the basement to see if there's anything good hidden away down there. Instead of refreshments, what the Goth finds is a rune that summons a Supernatural Slasher! Running back upstairs and alerting the others, they try the doors, but they're all locked!

Work together by moving from room to room and pooling resources to stop the Slasher. The Slasher is unpredictable and on a destructive rampage, so be careful! There are clues hidden about the house directing you to artifacts that connect the Slasher to the material world. Pick them up and bring them together to perform an exorcism. Beware! The connection the artifacts bare to the Slasher is strong, and once you are in possession of them, the Slasher will have no mercy! If you lose all your health points while holding an artifact it's game over. You have been warned...

Each Game Contains

- Four player pieces
- One Slasher piece
- Disaster Tokens
- 3 artifact squares for each player
- Action Card Deck
- Clue Cards
- Player Cards
- Game Board
- 1 Green all purpose 8 sided die



- 1 Black disaster event 8 sided die

Quick Start Guide

- Each player takes a random character, random clue, a set of pieces, and an action card.
- Whoever watched a horror movie the latest to start then goes clockwise.
- Before taking a turn, roll the all-purpose die to determine which room the slasher goes.
- If the slasher goes to your room, or you are going through a room with the slasher, -1 HP
- If there's more than 1 person in the room with the slasher, players decide who takes the hit.
- At the end of each round, the first player rolls the black disaster die to trigger a disaster based on the roll.
- Go to your clue card rooms and investigate all of them to acquire all clues to locate the artifact by rolling the all purpose die and going to the room rolled to acquire it.
- After all players have collected their artifacts, regroup at any room to win the game.

Winning Objectives

The players' objectives are to collect four artifacts by going to the rooms numbered on their clue cards and investigate those rooms on their own. After each investigation, put a square on the clue card on the respective room number. After all three rooms on a clue card have been investigated, immediately roll the die to determine which room to go to acquire the artifact for that player. After all four players have acquired their artifacts, they will have to regroup in any room (decided by the players) to win the game.

Setting up the game

- All four players randomly pick a character card and reveal it to each other.
- All players randomly pick a clue card and reveal it to each other.
- All players pick a colored player piece and their respective colored squares.
- All players draw an action card to keep and reveal it to each other.

Starting the game:

The players start the game by determining which player gets to play their turn first - this is determined by whoever has most recently watched a horror film. Then, go clockwise to the next player. All players then roll the dice which determines their starting rooms and place their player piece in those rooms.

Player turn

When it is a player's turn, first roll the slasher die to determine which room the slasher is headed to, then move the slasher piece to the room that is rolled. The player is then given 2 action points each turn which they can use however they desire in accordance with the **Action List**. The player can end their turn whenever they like to let the next player begin their turn.

Player Movement

The player is able to move between adjacent rooms but have to take the stairs from specific rooms when going to different floors unless otherwise stated.

Slasher Encounter

Any time the player is in the same room with the slasher (slasher dice rolled a room with player in it, or player going to or through a room with slasher in it), the player will take 1 point of damage, if the player does not have or chooses to not use a damage mitigating action card. If there are multiple players in a room at the time of encounter, the players can decide which one will take the damage.

End of a Round

After the last player has taken their turn, it is the end of a round. At the end of each round, the next player (the first player) must roll a disaster dice which initiates a disaster event in the room that is rolled. Each room has different disaster events, see the **Disaster List** for details.

Disaster Events

A new Disaster Event is triggered at the end of every round, they stack up, hinder the players, and do not resolve on their own. Players need to go to the room where the disaster happened and use an action to resolve these events unless otherwise stated, see the **Disaster List** for details.

Player States

Normal State:

This is the state where a player has at least 1 HP. In this state, a player can perform their actions normally, and when their HP reaches 0, they enter the **Incapacitated State**.

Incapacitated State:

A player in the incapacitated state cannot perform any actions or use cards on their turn after rolling the die. An incapacitated player can be revived by another player who is in the same room to perform a CPR action on them and bring them back to their **Normal State** with 1 HP remaining. If all players enter the incapacitated state, **the game is lost**.

Vulnerable State:

A player enters the vulnerable state when they have collected their artifact. Upon collecting an artifact, the player flips their clue card over to signify their vulnerable state. If any player's HP reaches 0 while they are in the vulnerable state, **the game is lost**.

Slasher States

Normal State:

The slasher die is rolled at the start of every player's turn, and the slasher will induce damage normally in accordance with the **Slasher Encounter** section of the rules.

Downed State:

The slasher can enter the downed state from either player action cards or specific disaster events. In the downed state, the slasher piece is laid down and the slasher skips the dice roll (doesn't move) and will not induce damage to players. The slasher recovers from the downed state automatically after the specified downed state duration has passed on the card used or for the event. If a round ends while the slasher is in the downed state, no disaster event will occur for the next round.

Disaster List

- 1 Basement: BLACKOUT → Movement costs 2 Actions until resolved.
- 2 Kitchen: GAS LEAK → All players take 1 damage at the end of each round until resolved.
- 3 Living Room: STAIR BLOCK → Access between levels blocked. Two players to be at either side of the stairs to fix.
- 4 Study Room: ALARM → As a group, immediately discard 4 Action Cards to disarm the alarm or all players take 1 damage.
- 5 Bathroom: FLOOD → Cannot enter or exit bathroom.
- 6 Hallway: OOPS → Slasher trips and enters the **Downed State** until the next round.
- 7 Bedroom: DOOR JAM → Room is locked, cannot enter or exit. Two players on either side to unlock.
- 8 Attic: BAT ATTACK →. Any player who enters the attic takes 1 damage, can only be resolved automatically by holding the flimsy net action card while entering the attic.

Action List

- Using Player Ability – Does not cost action
- Using Action Cards – Does not cost action
- Movement – 1 action per room

- Drawing an Action Card – 1 action
- Investigate a Clue – 1 action
- Resolve a Disaster – 1 action unless otherwise stated
- Pick up an artifact – 1 action
- Giving Action Cards to players in the same room – 1 action
- CPR – 2 actions

Action Cards

- Makeshift Armor: Total of 6 in deck.
- First Aid Kit: Total of 6 in deck.
- Adrenaline: 1 in the entire deck
- Flashlight: Total of 3 in deck.
- Flimsy Net: Total of 2 in deck.
- Hide: Total of 6 in deck.
- Taser Device: Total of 2 in deck.

Player Character Abilities

The Jock: Able to carry 1 additional player while moving.

The Kids: Able to ignore stair limitations when moving vertically.

The Babysitter: Able to transfer action cards to other players anywhere, without costing actions.

The Goth: Able to look at the top 3 action cards when drawing, pick one, and put the other two cards back to the deck where desired.

The Nerd: Able to revolve disaster events without costing actions.

The Sweethearts: Passive ability, Bonus maximum health