



RULEBOOK ERRATA

The back of the rulebook lists 4 of the 5 ways a CLUE token can be used. It left out using a CLUE token to automatically escape combat (including the first round of combat)

Q: Under final combat, it says one option is to heal 1d3, the back of the rulebook says use a CLUE token to heal 1d3. Which is correct?

A: The back of the rulebook. You need a CLUE token to heal 1d3 during FINAL COMBAT,

FINAL COMBAT ERRATA

FINAL COMBAT TURN ORDER:

Move all PLAYERS and the VILLAIN to the VILLAIN STARTING AREA.

At the beginning of each PLAYER'S turn, they must engage in a SINGLE COMBAT ROUND against the VILLAIN. After the SINGLE COMBAT ROUND, the PLAYERS may ADJUST their INVENTORY and then take 1 ACTION:

- Use equipped ITEMS or ITEMS in the inventory
- Trade ITEMS

- Detach a clue to heal 1d3 DAMAGE

Play passes to the next PLAYER

Once all of the PLAYERS have taken their turn, the VILLAIN acts

- Use VILLAIN FINAL COMBAT ability (if applicable)
- ENCOUNTER a VILLAIN CARD

GENERAL RULES

Character Death:

Q: When the player is eliminated, the character is removed from the game. What about attached allies and items? Are they removed from the game or do they go back to their respective discard piles?

A: Those items/allies are discarded.

Turn Order:

Q: When a Villain card states First Player during gameplay but the initial first player (the one who is playing the villain) dies, does the First Player role move to the next player in line?

A: First Player status does not transfer until after the end of the Villain turn.

Clue Tokens:

Q: Are clue tokens limited?

A: Clue tokens are not limited. You can have as many as you can collect. As for using them for other things, yes we did do that but if you would rather use pennies, glass pieces, spare diamonds, or whatever you have around you can go for it.

Starting Player Area:

Q: Just to confirm, healing at the starting player area is 1 action and not a free action?

A: Cost 1 action to heal 1d3

Items

Q: Event/Items cards which we succeed in gaining...Can they be immediately equipped if we already have two equipped items or must we wait to the beginning of our next turn?

A: When you gain an Item and it allows you to Attach it, then you may remove an item that you have attached and attach the new one.

Combat:

Single Combat Round - Happens immediately any time the villain and a player occupy the same location

Q: Does the villain go home if it wins the single combat round?

A: If the Villain and Player tie, they both return to their starting area. Otherwise (unless the ability says otherwise) the loser heads home and the winner stays. So if you are fighting the Villain at the Cabins for instance, and you lose the Single Combat Round, you go to the Player Starting Area and the Villain remains at the Cabins.

Villain generally stays put unless there is a loss in a Single Combat Round or a card effect.

If there is more one player at that location, then a SCR would occur for each player until the villain loses and heads home

Q: If there is more than one player at a location where a single combat round and one player loses (and goes to the player starting around), does the remaining player also have to engage in a single combat round? I assume yes based on one of your previous answers: Happens any time the turn ends and there is a Player and the Villain at the same Location there is a Single Combat Round

Example: Jock is at the forest. The Goth draws a card that forces her to go to the forest and engage in a single combat round. Goth loses and goes to the player start area so now the villain and Jock are at the forest together. Do those two now engage in a single combat round?

A: Yes. If the Villain manages to send one Player to the Player Starting Area, if there are other Players, they must fight the Villain. If there is more than one Player, decide among yourselves who will fight it.

Q: Can I attempt to roll for an escape initially or must I go through one round of combat

first?

A: You must have a First Round of Combat (unless you can spend a Clue to instantly Escape). If you failed the Escape Attempt (after the first Combat), then you must Combat again. Always have at least one Combat Round (single or otherwise) UNLESS you spend a Clue to run away.

Q: When I can I use a "Safe for Now" card?

A: The card "Safe For Now" is a special card that represents your uncanny ability to slip away unnoticed. You can use it during ANY combat including Single Combat Round to Escape. The Villain, if that is the one that caused the Combat, stays at the Location essentially wondering what that strange noise was as you make a hasty retreat.

Final Combat - Villain movement from its cards is ignored. The rest is still enacted.

Q: When you flip a card during final combat and it says villain engage against 1st player in SCR. If the 1st player loses, does the villain goes against player 2 and then stops? (applying the SCR rule that would apply when several players are in the same location as the villain) Or does the villain only engage on SRC against the 1st player?

A: In this instance, treat the card as a SCR but neither Player nor the Villain leave the area. The SCR is only against the Player listed on the card/Villain Mat.

Movement:

Q: If the villain or a player is required to move to a random location, and the same location is rolled that either is presently on, do they stay at the present location, or do you roll again?

A: If you roll a random location and roll the one you are at, you stay there.

Allies:

Q: Can I refuse to attach an ally?

A: No. The cards say to Attach and do not give the “may” option. They must be attached.

Panic:

Q: If you panic, does that end your turn or you can still carry out an action if you have one left?

A: If you have an action after Panic, you may take it.

VILLAINS

Q: Are event/ally cards considered allies for purposes of Villain goals?

A: Yes

THE BEAST WITHIN

Q: Villain board says a player may spend an action, go to the forest, and engage in a single combat round against the Beast.

Can you do that if the Beast isn't at the forest and just move him there? Or must the Beast be there to begin with?

A: Yes. You go to the Forest and then move the Villain to you after spending. Even if it is at the villain starting area.

Q: The rules state when the villain deck is empty, it is considered to be killed. Does that include the cards that are flipped over and discarded?

For example with the Beast Within, a card that sends out a wolf to a random location and then later killed goes to the Beasts discard pile. If the Beast runs out of cards but has cards in his discard pile, do you shuffle them and start a new draw deck or is the villain defeated once you have flipped over all of the villains cards regardless of where the cards end up?

A: Once that last card is flipped, no matter when, the Villain is defeated. Even if the card

has text on it that says, “When placed into the discard pile, shuffle back into the Villain deck”. The instant the last card is overturned, it is a defeated Villain.

Q: When at the forest, can you spend 1 action to detach any number of clues?

A: Yes

Q: If there are no more allies at a location (including the discard pile), does the beast just go back to this starting area like it says on the villain card (I know it does when he kills an ally, I assume the same would apply if there were no more allies left as well)

A: Exactly. If the Villain goes there, and there are no Allies anywhere in the deck/discard pile, the Villain just goes home.

Q: If the Beast heals, do the cards go to the top or bottom of the deck? Or does it matter?

Also, where do those cards come from?

A: Any time the Villain heals, the cards are taken randomly from the discard pile. When the Villain takes damage, these cards are placed into the discard pile and when the Villain heals, the cards come from there. Those cards are shuffled into the deck and not placed on the top/bottom.

Also, IF and this is a big IF but it happens. Let us say that the final card in the Villain deck is drawn and it is a healing card. You must encounter the card before it goes into the discard pile. As such, the effect (through timing) can give the Villain more health.

Q: If you roll and he kills an ally and there happens to be a player at that location what happens? I assume the beast kills the ally and then a Single Combat Round occurs (and then the rules of SCR are followed)

A: Yes. That is what happens. The Beast Within searches and Removes an Ally from the game.

Then, if a player is present, a SCR occurs

Q: If the Goth/Spiritualist is the beast, do they gain any benefit from being at the Cemetery/Church?

A: No. The Character card is only used for the Combat value. All other attributes and abilities on the character card are ignored.

Back to the Lair

Q: Says 1st player makes an agility check to try and run away. Is that mandatory? Can the player opt not to run away and fight the beast?

A: It is a MUST. As written, you must make the check.

Call of the Wild

Q: If I'm at the location when this card is revealed and placed on top of the deck, do I have to encounter the wolf or only if I'm still at that location at the beginning of my next turn?

A: Call of the Pack is placed on ANY of the Location decks. You only have to encounter these cards when you want to encounter the deck.

Fast Reflexes

Q: How does this card work exactly?

A: You attach this card to the Villain. If the Villain would enter Combat for ANY REASON, move the Villain to the starting area, heal 1D6, and then detach the card. It is the Villain version of Safe for Now. There is never any Combat.

Chase is on

Q: If both players are at the player start location, then nothing happens and the card is just discarded, correct?

A: You are safe. It is discarded.

HEADLESS HORSEMAN

Q: His special ability lets him ride through each location and have a Single Combat Round with any character located in that location and so on.

Does this use standard single fight round rules? meaning will character and/or villains move back to their starting area in case of a loss or tie? If yes, does that stop the ability of the horsemen as he has been returned to his start location?

A: Yes, if you manage to defeat the Horseman in a Single Combat Round, you end the ride for the evening. He returns home and waits for the next night.

Q: What 'type' is the Headless Horseman?

A: None. Except in cases where it is specified, the Villain ignores the type and is a “Villain” compared to being a “Ghost” or other type.

DREAM DEMON

Q: If you are going into the dreamscape, you take a card from the discard pile instead of drawing one from the deck.

What do you do if there are no cards in the discard pile, and do you then encounter that card before entering the dreamscape?

A: if there are no cards in the discard pile, then there is no interaction. Otherwise, when you encounter a card from the discard pile while in the Dream Scape, it is treated as if you overturned it from the deck. Items, Encounters, and so on are triggered just as if you got it from the top of the deck.

CANNIBAL REDNECKS

Q: Can only rescued allies be saved at the player starting area by using an action? Could any ally attached to the player be “saved” to prevent the rednecks from ever capturing the ally?

Is the maximum combat for the rednecks 9 (base of 3 and 1 per location)?

A: They do have a max of 9 Combat, but it is

usually enough. Any attached ally can be saved

Q: If a player spends a clue, then we move the Villain pawn to the Farm?

A: Yes

Q: if the player is successful in the SCR and opts to deal damage, they stay at the farm while the cannibal rednecks get sent to the Villain Start Area, correct?

A: Yes

Q: If they go to a random location and have to flip over an ally, they stay at the location and capture it on their next turn.

Does that happen immediately or at the end of their turn. So if a player goes to that location, engages in a SCR and wins, the villain would head home. Would they capture that ally first or does the loss in the SCR prevent them from capturing that ally?

A: The CR would capture that Ally at the beginning of the Villain Turn unless some brave soul can save it!

Yes, if the Player engages in and wins an SCR, the Villain would head home as always. The Villain may return and capture the Ally as part of their Villain Turn Ability if they roll that Location.

Q: If the villains do capture an ally on their next turn, do they then return to their villain area? or stay at that location and flip their next villain card and see what that says?

A: They would remain at the Location.

Q: If a player is present at a location and the CR rolled that location, does it work where the CR capture an ally/flip one over from the discard pile and then engage in SCR with that player (similar to the Beast Within?) or does the player have a chance to do the SCR hoping to win and chase the CR back home? Just

wondering the timing of SCR vs villain's ability

A: Always complete the Villain Turn/Ability and then check for the SCR (unless the card states otherwise). And don't forget, whenever you win an SCR against the CR, you may either deal damage or rescue an Ally.

Q: Cannibal Redneck's Final Combat - Does it happen immediately upon capturing their 6th ally? or would you still flip over a card for them and then begin final combat?

A: The instant the trigger happens, no matter when it happens, the Final Combat occurs. So if the CR beat a Player in a SCR and manage to get their last Ally, then instantly enact the SCR.

Sic Em Boy

Q: Card is placed face up on top of the first player's current location deck. If all players are at the starting area, is the card discarded without effect?

A: Yes, if all of the Players are at the starting area and a card tells you to place it on their deck, it is discarded. There is no deck for the card to go to.

We Have a Guest

Q: If you fail to defeat Cousin Kirk does he just go face up on the farm's draw pile until defeated? or to the CR's discard pile?

A: On top of the Farm Deck just like a regular enemy.

Picnic

Q: How does this work during final combat?

A: Simply discarded

Q: What happens if the ally wins? Does it deal damage and send the CR back to their villain start area just like if a player won?

A: Yes. The ally fought them off

Set the Table

Q: Do you move the redneck to that location to take the ally and if so, do they stay there or do they go back to the Villain Start Area?

A: They do not move. They just grab an Ally.

Q: If there are multiple discard piles with available allies, how do you decide which one the Cannibal Rednecks take the ally from?

A: Randomly

Roasting Pit

Q: Moves to a random location but if there are no allies is no affect or do you keep rolling until you get a location with an ally in the discard pile?

A: Keep rolling until one is found. As always, if there are no allies in any discard pile, then nothing happens.

Truck Chase

Q: Does it affect the 1st player if they are in the player start area?

A: Yes

Hooked

Q: Do you move the villain to that location? What if there are multiple players with allies? Is it 1st player or closest to the 1st player? or random? or just decided as a group?

A: The Villain moves to the Location and if there are more than one, it is Randomly chosen.

ZOMBIE HORDE

Power in Number

Q: How does this card work exactly?

A: Should have read Single Combat Round. Was meant to be a bit of Combat against each Player. So in this instance, the Zombies would fight one Player, then move to the next, and then the next, etc. Even if they lose a SCR against one player, they would continue engaging in a SCR with all players (except for

those in the player start area). They would then return home afterwards.

CHARACTERS

Q: When a player's skill lets you double an equipment's value; does that double the effect of additional rules such as rerolls i.e shotgun?

A: No. Just the stat boost. If a card gives a boost to one or more stats, those are what are doubled. Not the rerolling.

Nice Guy

Q: Does he have to be at the same location as the player he is helping or can he help a player at any location?

A: No, any location

Jock

Q: Do you have to declare before you roll?

A: You must declare before the roll.

Snoop

Q: It says all characters can move to another location. Is that all other characters or all characters including the Snoop?

A: It means any and all Players.

Dylan

Q: How does their special ability work?

A: You are taking Damage to use the dice. Example: You take 3 Damage, then you roll 3 extra dice.

LOCATION DECKS

CEMETERY

Ghoul -

Q: If you fail the agility test you must remove an Ally from the game or take 1d3 damage. Where do you remove the ally from?

A: It would be an ally that you have attached. If you don't have any allies attached, you take the 1d3 damage.

FOREST

Axe -

Q: The Axe - says if you succeed, you take the axe card. If you fail, does it go to the discard pile

A: Yes, if you fail the check, it is discarded.

Herbs -

Q: I assume these can be used from inventory and don't have to be equipped to use?

A: Correct

Q: Can you use before taking damage (ie: to prevent from dying) or do you first take the damage and then you can use them?

A: You must use it before rolling the dice. You cannot use an ITEM during the roll for Combat or for a card. You can do it with a CLUE because they are special things.

GENERAL STORE

Flashlight -

Q: How does this card work exactly?

A: There are several direct damage cards (Holy Water and Lawn Darts to name some others).

Direct damage cards can be used against the villain and no they do not gain clue tokens. It is an instant kill to a standard enemy that only

needs one hit but the villain loses cards from the deck as if they took damage from Combat.

What's Up There -

Q: It says you can pick an item from any discard pile. Does that include an item that typically requires you to meet an attribute check (like the axe from the swamp) or by detaching other items (like Wild Bill's Rifle from the Antique Mall)?

A: Yes. This is why there are relatively few of those cards in the game.

Lost in the Alley -

Q: If you do lose an ally, does that ally go to the general store discard pile or the discard pile from where ever the ally originally came from?

A: Discard pile where it originally came from

SWAMP

Old Hut -

Q: The numbers are messed up on the card. It has 1-2, 2-4, and 4-6 for the die result.

A: Correct. Should be 1-2, 3-4, 5-6

Airboat -

Q: Can you use the airboat to escape combat initially like a Safe for Now card?

A: No, movement only

Quicksand

Q: It says if you fail, roll again. How many times? Twice? or until you succeed?

A: If you are sinking in quicksand, you don't just magically get out. You must go until you succeed or perish.

The Hunt

Q: If you fail in the SCR against the previously

defeated enemy, does it go face up to the top of the location deck just like if you ran from it initially? or does it go back to the discard pile regardless if you defeat it?

A: It states on the card "After applying damage, return the enemies to their appropriate discard piles." (regardless of being defeated or not)

Rifle - (also found in Antique Mall Deck)

Q: It says you can attack an enemy at an adjacent location. Several questions

1. Does this include the villain start area since it's considered adjacent to all locations?

2. Is it direct damage? Ie: does the enemy roll dice? We had the rifle and just took out all adjacent enemies as long as we had at least 1 success because the enemy wasn't rolling any dice.

A: It is one of the very few cards that can do that. It can attack at an adjacent Location and, if there is a chance where you become part of the Villain team or are in a PvP (Jack the Ripper), you can attack your other Players at the Player Starting Area too.

The Rifle still takes an Action to use because it is seen as initiating an Attack Action. But to answer the question, yes it is direct damage.

Q: Can the Rifle be used to COMBAT the VILLAIN directly?

A: If we look in the Rules, the ENEMY is clearly defined as not being the Villain. "ENEMY: These are the creatures that will try and stop the PLAYER. The ENEMIES may or may not be aligned with the VILLAIN. There are different ENEMY TYPES such as the ANIMAL, GHOST, HUMAN, UNDEAD, or DEMON." They can work with the Villain (which is why the Player can become the Enemy), but they are not the Villain.

The Rifles state that "You may attack an ENEMY at any LOCATION adjacent to your current LOCATION. WILD BILL'S

RIFLE counts as two EQUIPPED ITEMS." As ENEMY is specifically stated, it must then only be used against those types. You can have an ENEMY in the VILLAIN deck but the VILLAIN is a higher class so the Rifle's ABILITY will not affect the VILLAIN. You can use the COMBAT bonus and the ABILITY to reroll dice on the VILLAIN just fine though.

RESIDENTIAL NEIGHBORHOOD

Q: The location board says if you roll a 1 detach an ally, which discard pile?

A: It would actually return to the discard pile of the deck that it came from. So if the Ally came from the Church, if you must discard/detach it, it goes back to the Church.

PROMO CARDS

Tourist Guide -

Q: I assume that you announce what attribute you want the +1 at the beginning of the game (when you get the card) and it stays that way for the rest of the game?

Also, even though it is a Unique Item, can/must it still be discarded if that player panics?

A: Yes, to both. It is chosen at the beginning and never changes.

You also must discard it if you Panic and you don't have anything else to discard.

MISCELLANEOUS

Q: What sleeves are required for the cards?

A: Standard poker size sleeves