

WELCOME TO

SLAUGHTERVILLE



EST. 1885

A GAME OF FUN & HORROR
FOR 1-6 PLAYERS

BY CHRISTOPHER BROWN



INTRODUCTION:

The town of Slaughterville has long been home to strange happenings and even stranger citizens. Slaughterville has been the premiere spot for vacationing college students and homicide for the last few decades. What continues to draw these college students and homicidal creatures? Can anything stop the reign of terror?

It's that time of year once again for college students to begin flocking to Slaughterville in droves; seeking fun at our Cabins, shopping in our General Store, or touring our abandoned Asylum. And, as if drawn by their presence, another evil has risen. Maybe you can survive where so many others have failed.

GAME OVERVIEW:

Slaughterville is a game in which 1-6 PLAYERS engage in an epic struggle to determine if they can survive the VILLAIN that has taken root in the town. PLAYERS will choose from a variety of horror movie staple CHARACTERS and journey through Slaughterville finding CLUES, fighting evil, and gaining helpful ITEMS and ALLIES along the way.

During each turn, the PLAYERS will interact with one of the many LOCATIONS in Slaughterville and hope that they avoid the notice of the VILLAIN until they are ready to take it down! PLAYERS will come face to face with horrors both natural and unnatural. Encounters at each LOCATION will either provide help or test the PLAYER'S skills. Does the PLAYER have the NERVE to stand up to their greatest fear, the PERCEPTION to find that vital CLUE, the AGILITY to run when necessary, or the COMBAT ability to take the fight to the forces of evil?

COMPONENTS:

Slaughterville comes with a variety of game pieces, cards, and mats used in the game.

PLAYER STARTING AREA:

This contains the PLAYER'S STARTING AREA as well as information on the ACTIONS that can be performed at the PLAYER STARTING AREA. See the LOCATIONS section of the rules for even more information.



VILLAIN STARTING AREA:

These mats are used for the VILLAIN STARTING AREA and will contain information on the VILLAIN and PLAYER requirements for the game. See the VILLAIN Section of the Rules for more information.



PLAYER CARDS:

These cards contain the special abilities, stats, and archetype of the PLAYER.



LOCATION CARDS:

These are used to allow the PLAYER to interact with the LOCATIONS of Slaughterville. EVENTS, ITEMS, and ALLIES await the PLAYER in these decks. Creatures both moral and damned may inhabit these decks.

VILLAIN CARDS:

These cards will be used by the VILLAIN to torment the PLAYERS and achieve the VILLAIN goal. The VILLAIN cards also double as the VILLAIN'S life points, and once these cards are depleted, the PLAYERS win. Refer to each VILLAIN STARTING AREA for more detailed information.



DICE, PAWNS and TOKENS:

Included are 6 different colored player pawns, 1 black villain pawn, 12 D6 dice, WOUND and CLUE tokens and a FIRST PLAYER token.



PLAYER CARD:

1: This is the name of the character.

2: These are the statistics of the character:

- **COMBAT**  is the ability to fight.
- **AGILITY**  is the ability to run from fights and escape.
- **NERVE**  is how well the character can withstand the horrors.
- **PERCEPTION**  is the knowledge and the character's ability to observe the surroundings and deduce information.
- **HEALTH**  determines how long the character has until they are another statistic.
- More information about the statistics will be explained on page 5.

3: This is the image of the character.

4: This is the character's special abilities. Some characters have **TALENTS**. **TALENTS** are always active and do not require a **CLUE** to activate. **TALENTS** are always listed above named special abilities.



VILLAIN CARD:

The **VILLAIN** Cards are in the **VILLAIN DECKS**.

1: This is the title of the card.

2: This is the card image.

3: Some cards may have an **ENEMY** type. In the example shown, the **ENEMY** type is an **ANIMAL**. Certain abilities and **ITEMS** may have an effect based on the **ENEMY** type.

4: This is the effect of the card.

LOCATION CARD:

Each **LOCATION** deck will have their own set of cards.

1: This is the title of the card.

2: This is the card image.

3: This is the **ENEMY** type, if applicable. The **ENEMY** types are: **ANIMAL**, **DEMON**, **UNDEAD**, **GHOST** or **HUMAN**

4: This is the type of card:

EVENTS are the most common and will provide the main method of interaction. **PLAYERS** will read the event and follow the instructions.

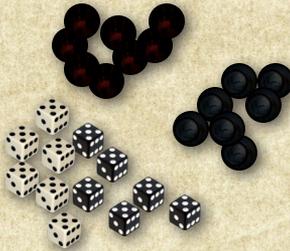
- **ALLY** cards are the citizens of Slaughterville that may help the **PLAYER**.
- **ITEMS** are the helpful objects that become attached to the **PLAYER**.

5: This is the card's effect. Some cards will tell you to detach an **ALLY**, **ITEM** or **CLUE**. To detach a card, simply remove it from the character and place it in the appropriate discard pile. Detach effects can be used from the inventory. For example, the card **NURSE'S STATION** states "Detach **NURSE'S STATION** to heal 1D6 damage." You can use this effect even when **NURSE'S STATION** isn't equipped.



SETUP:

- 1: Begin by taking the **PLAYER STARTING AREA** and placing it in the center of the table.
- 2: Next, choose the **PLAYER CHARACTERS** and a colored pawn. **PLAYERS** will keep the **CHARACTER** card in front of them and place their pawn in the **PLAYER STARTING AREA**.
- 3: The **PLAYERS** will now choose a **VILLAIN**. Place the **VILLAIN STARTING AREA** to the Left of the **PLAYER STARTING AREA**. Place the black pawn in the **VILLAIN STARTING AREA**. Then take the appropriate **VILLAIN DECK** matching the **VILLAIN STARTING AREA** from the box, shuffle it, and place it on the **VILLAIN STARTING AREA**. The back of the **VILLAIN DECK** will match the main image on the **VILLAIN STARTING AREA**.
- 4: Next **LOCATIONS** will be chosen. The **VILLAIN STARTING AREA** may list a specific location that must be used. If there is a **LOCATION** listed, place it on the table as the first **LOCATION** and choose another 5 **LOCATIONS**. If there isn't one listed, choose 6 **LOCATIONS**.
- 5: Lay the **LOCATION MATS** below the **VILLAIN STARTING AREA** and **PLAYER STARTING AREA**. If you must choose a different layout, ensure that you are able to number the **LOCATIONS** 1-6 for the purposes of choosing a **RANDOM LOCATION**.
- 6: Choose the corresponding **LOCATION DECKS** with a card back that matches a **LOCATION MAT**. Shuffle each **DECK** and place it on its **MAT**.
- 7: If you use the optional **WEATHER DECK**, place the **WEATHER DECK** next to the **VILLAIN STARTING MAT**. Overturn the top card of the **WEATHER DECK**.
- 8: Place the **DICE**, **CLUE** tokens, and **WOUND** tokens within easy reach of all **PLAYERS**.
- 9: The **PLAYER** who has most recently seen a horror movie is the **FIRST PLAYER**. Or roll a die. Or have a fight to the death. It's your game.



PLAYER TURN:

At the beginning of the turn, the **PLAYER** may **ADJUST INVENTORY** by switching **EQUIPPED ITEMS** with **ITEMS** in the **INVENTORY**.

The **PLAYER** may then take up to 2 of the following **ACTIONS** in any order.

1: **MOVE**: **PLAYER** can use an **ACTION** to move to a **LOCATION**, including the **PLAYER STARTING AREA**. If the **VILLAIN** is at the **LOCATION**, the **PLAYER** must immediately engage in a **SINGLE COMBAT ROUND** against the **VILLAIN** as a free **ACTION**. If there are any face-up **ENEMIES** on top of the **LOCATION Deck**, then the **PLAYER** may **ENCOUNTER** those **ENEMIES** as a free **ACTION**. Any face-up **ENEMY** that is on top of the **LOCATION DECK** must be defeated before the **LOCATION** can be **ENCOUNTERED**.

2: **TRADE**: **PLAYERS** can trade **ITEMS**, **CLUES**, or **ALLIES** with any **PLAYER** at their **LOCATION**.

3: **ENCOUNTER**: **PLAYER** can **ENCOUNTER** the **LOCATION** by overturning a card and following the text on the card.

After the First **PLAYER** has completed their turn, the play continues with the **PLAYER** on the left. Once all **PLAYERS** have completed their turns, it is the **VILLAIN'S** turn.

VILLAIN TURN:

The **VILLAIN'S ACTIONS** are controlled by the **FIRST PLAYER**. First look at the **VILLAIN STARTING AREA** and perform any **VILLAIN TURN** abilities. Then draw a card from the **VILLAIN DECK** and react to the card. **FINAL COMBAT** overwrites the **VILLAIN TURN** and the rules for **FINAL COMBAT** must be followed on the **VILLAIN Turn**.

Once the **VILLAIN TURN** is complete, the **FIRST PLAYER TOKEN** passes to the **PLAYER** on the left. A new **TURN** begins.

PLAYER INFORMATION:

The **PLAYERS** are those unfortunate enough to have chosen to vacation in Slaughterville.

The **CHARACTERS** come with a set of attributes that are used to complete challenges, **ESCAPE** from monsters, and survive **SLAUGHTERVILLE**. **PLAYERS** will often be asked to make checks that are tested against a **CHARACTER'S** attribute with a roll of 5 or 6 equating to 1 **SUCCESS**. See the **SKILL CHECKS** section for more information.

COMBAT ⚔️ is used for fighting.

AGILITY 🏃 is the ability to run or **ESCAPE**.

NERVE 😬 is used to determine if the **PLAYER** can handle a frightening situation or **PANIC**.

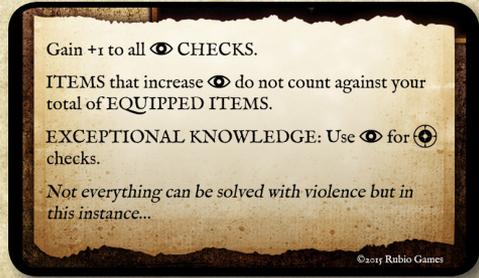


PERCEPTION 👁️ is the **PLAYER'S** ability to notice their surroundings.

HEALTH ❤️ is the **PLAYER'S** life. If a **PLAYER** ever loses all of their **HEALTH**, they are defeated and must follow the instructions in the **PLAYER DEATH** section.

CHARACTERS are also equipped with a **NAMED SPECIAL ABILITY**. In order to use this **NAMED SPECIAL ABILITY**, the **PLAYER** must spend a **CLUE** token.

CHARACTERS may also have a **TALENT** which is an ability that is not given a name and is listed above the **NAMED SPECIAL ABILITY**. The **TALENT** is always active, and it does not require a **CLUE** to use the **TALENT** unless it is specified by the **TALENT**.



ITEMS:

ITEMS are noted by the **ITEM** or **EVENT/ITEM** keyword on the card. A **PLAYER** may have any number of **ITEMS** in their inventory but only have 2 **ITEMS** equipped at a time (unless a character/ability/etc. allows for more). If you gain an **ITEM**, you may immediately **EQUIP** it. If you already

have your maximum number of **ITEMS EQUIPPED**, you may place your currently **EQUIPPED ITEM(S)** into your **INVENTORY** and **EQUIP** the gained **ITEM**.

ALLIES may also have one **ITEM EQUIPPED**.

Only those **ITEMS EQUIPPED** to the **CHARACTER** and **ALLIES** count toward increasing the attributes for a check. If an **ALLY** is **DETACHED** for any reason, **ITEMS** attached to the **ALLY** are placed into their respective discard pile.



When a card calls for a **PLAYER** to interact with an adjacent **LOCATION**, this means any **LOCATION** that is directly connected to the **LOCATION**. For these purposes, the **VILLAIN STARTING AREA** and the **PLAYER STARTING AREA** are considered adjacent to all **LOCATIONS**. In addition, **LOCATION 1** and **LOCATION 6** are considered adjacent.

When **ENCOUNTERING** a **LOCATION**, **PLAYERS** will often be called to Roll **1D6** or **1D3**. What this means is to take a six sided die and roll the die. For instance, in the **1D6**, you take the die, roll, and apply the result. However, the **1D3** requires the **PLAYER** to roll a six sided die and cut the number in half, rounding up. You can also use this chart for simple reference:

Six Sided Die Result	1D3 Result
1-2	1
3-4	2
5-6	3

PLAYERS may **ENCOUNTER** an **ENEMY** that is not the **VILLAIN** at a **LOCATION**. If the **ENEMY** is not defeated, then the **ENEMY** stays on top of the **LOCATION'S** deck for the next **PLAYER** that enters the **LOCATION**.

PLAYER STARTING AREA:

The **PLAYER STARTING AREA** is a **SAFE ZONE**. **PLAYERS** may travel to the **PLAYER STARTING AREA** to heal by spending an **ACTION** to gain **1D3 HEALTH**. The **VILLAIN** is not able to enter the **PLAYER STARTING AREA** and the **PLAYER** cannot engage in a **SINGLE COMBAT ROUND** against the **VILLAIN** while in the **PLAYER STARTING AREA**.

VILLAIN cards cannot target the **PLAYER** in the **PLAYER STARTING AREA**. Instead, **VILLAIN** card effects the **PLAYER** in the **LEFTMOST LOCATION**. If there are no **PLAYERS** that can meet this requirement, then the effect does not occur.

WEATHER DECK:

An optional deck that alters the way that **PLAYERS** interact with the **LOCATIONS**. At the beginning of the game, overturn one card from the **WEATHER DECK**. That card effect is active until a **PLAYER** detaches a **CLUE** to change the **WEATHER** by overturning a new card from the **WEATHER DECK**. If the **WEATHER** deck is ever empty, shuffle the cards in the **WEATHER** discard pile to create a new **WEATHER** deck.

SKILL CHECKS:

Skill checks will list the attribute that needs to be tested. For instance, a card may require an **AGILITY** check. The **PLAYER** will then total their **AGILITY** skill, including any modifiers from **ITEMS** and **ALLIES**. The **PLAYER** will roll that many six-sided dice counting each **5** or **6** as a **SUCCESS**. **Non-COMBAT** checks need a single **SUCCESS** to complete.

PANIC:

Sometimes as the result of a card effect or failed check, a **PLAYER** must **PANIC**. To **PANIC**, the **PLAYER** will roll a **RANDOM LOCATION** and move to that **LOCATION**. Then the **PLAYER** must roll **1D3** and discard that many **ITEMS**, **CLUES**, or **ALLIES** in any combination. If the **PLAYER** cannot meet this requirement, the remainder of the roll must be taken as **DAMAGE**. Once the **PANIC** is complete, the **PLAYER** may resolve any other **ACTIONS** or use any remaining **CLUES**.

VILLAINS:

The VILLAIN mat explains the unique rules for the VILLAIN and the WIN CONDITIONS for the PLAYER and VILLAIN. If the VILLAIN DECK is ever empty, shuffle the VILLAIN discard pile back to create a new VILLAIN DECK. VILLAIN cards that are ENCOUNTERED are placed into the VILLAIN DISCARD PILE. Any DAMAGE done to a VILLAIN will cause cards to be removed from the game. If all the VILLAIN cards have been removed from the game, the VILLAIN is defeated. When the VILLAIN uses a HEAL effect, they gain cards that were removed from the game first and from the discard pile second and those cards are shuffled into the VILLAIN DECK. The VILLAIN mat may also list FINAL COMBAT and will be explained in the FINAL COMBAT section.

COMBAT:

When PLAYERS enter COMBAT, the PLAYER and the ENEMY will each total their COMBAT including any modifiers from ITEMS and ALLIES. The PLAYER and ENEMY will roll their respective dice and count the number of dice that have rolled a 5 or 6 as a SUCCESS. The one with the most SUCCESSES wins the COMBAT. DAMAGE is the difference between the winner's and loser's number of SUCCESSES. In the case of ENEMIES in the LOCATION DECKS, they will roll the number of dice listed as their COMBAT value. Winning the COMBAT ACTION is enough to defeat the ENEMY.

For the VILLAIN, when damage is taken the cards are overturned and removed from the game. The VILLAIN is considered defeated when the VILLAIN DECK is completely removed from the game or by meeting the criteria stated on the VILLAIN STARTING AREA.

If the PLAYER loses or ties COMBAT, after taking any amount of DAMAGE, they may choose to continue the COMBAT or attempt to ESCAPE. If the PLAYER decides to continue the COMBAT ACTION, then dice are rolled, and the DAMAGE is applied as stated above. The PLAYER will then have another chance to ESCAPE or repeat the COMBAT ACTION.

ESCAPE is not the same as PANIC. PANICKING is an involuntary reaction to a card effect or failed check while ESCAPING is a voluntary action after a failed COMBAT check. To ESCAPE, once after each failed COMBAT ROUND the PLAYER rolls their AGILITY skill looking for a SUCCESS, pays a CLUE, or uses a card like SAFE FOR NOW. On a SUCCESSFUL ESCAPE, the PLAYER must move to an ADJACENT LOCATION. If the PLAYER FAILS to ESCAPE, then the COMBAT ACTION must be continued.

You must have a First Round of COMBAT (unless you can spend a CLUE or use the effect of cards like SAFE FOR NOW to instantly escape). If you failed the ESCAPE attempt (after the first COMBAT), then you must COMBAT again.

The card "SAFE FOR NOW" is a special card that represents your uncanny ability to slip away unnoticed. You can use it during COMBAT as well as SINGLE COMBAT ROUND to ESCAPE. After playing a "SAFE FOR NOW" card, place it its respective discard pile.

If the PLAYER FAILS to defeat the ENEMY, the ENEMY remains face up on top of the LOCATION'S deck. If the ENEMY came from the VILLAIN DECK, place the ENEMY on the LOCATION deck of the PLAYER who encountered the ENEMY and once defeated, return it to the VILLAIN discard pile. More than one ENEMY may be placed on each LOCATION.

PLAYER DEATH:

When a CHARACTER'S HEALTH is reduced to 0, that CHARACTER is dead. DETACH all ITEMS and ALLIES and place those cards in their respective discard piles. The PLAYER must also detach half of their CLUES rounded down. The PLAYER may draw a new CHARACTER and place their pawn in the PLAYER STARTING AREA. For VILLAINS that must defeat a number of PLAYERS, place the defeated CHARACTER card next to the VILLAIN and when there are CHARACTER cards equal to the number of PLAYERS, the VILLAIN has won. You may also use the number tracker on the PLAYER STARTING AREA to keep track of defeated CHARACTERS.

Your friend has felt strange ever since being attacked by that wild dog. They feel hungry all the time and are becoming more aggressive with each passing day.

The FOREST must be one of the LOCATIONS in play.

The PLAYERS must choose a random CHARACTER from those not in play as the CHARACTER who is trying to resist becoming the beast. The PLAYERS are trying to help reverse the process.

PLAYERS must find four CLUES for each PLAYER. Place the tracking token on the total number of CLUES needed. As an ACTION, a PLAYER may discard CLUES at the FOREST to help reverse the affliction. Reduce the token track by the number of CLUES detached. A PLAYER may also go to the FOREST and use an ACTION to engage in a SINGLE COMBAT ROUND against THE BEAST WITHIN.

VILLAIN TURN: Roll 1D6:

1: THE BEAST WITHIN resists and does not attack.

2-3: Move THE BEAST WITHIN to a random LOCATION and flip cards face up until an ALLY is revealed. Remove that ALLY from the game, then move THE BEAST WITHIN back to the VILLAIN STARTING AREA.

4-6: Move THE BEAST WITHIN to a random LOCATION and engage in a SINGLE COMBAT ROUND against a PLAYER at that LOCATION. If no PLAYER is at that LOCATION, roll again.

The PLAYERS win once they have found and detached enough CLUES to reduce the token track to zero. Alternately, the PLAYERS win when THE BEAST WITHIN is killed.

THE BEAST WITHIN wins when all PLAYERS are killed.

SINGLE COMBAT ROUND:

If the PLAYERS are ever in the same LOCATION as the VILLAIN (with the exception of the FINAL COMBAT), they must engage in a SINGLE COMBAT ROUND. If this occurs during a PLAYER'S turn, the SINGLE COMBAT ROUND happens immediately. If this occurs during the VILLAIN'S turn, first finish resolving the VILLAIN'S ability/card and then proceed with the SINGLE COMBAT ROUND.

When this happens, COMBAT dice are rolled as in normal COMBAT. The one who loses the SINGLE COMBAT ROUND, VILLAIN or PLAYER, will take DAMAGE, move their pawn to their STARTING AREA, and end their current turn while the winner remains at that location (unless otherwise noted by a VILLAIN or card effect). If there is a TIE, then both PLAYER and VILLAIN must return to their STARTING AREA. The SINGLE COMBAT ROUND may also be triggered by card effects.

If there is more than one PLAYER shares the same LOCATION as a VILLAIN, decide amongst yourselves who will engage in the SINGLE COMBAT ROUND first. A SINGLE COMBAT ROUND would occur for each PLAYER until the VILLAIN loses and is sent to the VILLAIN STARTING AREA.

FINAL COMBAT:

Some VILLAINS will require the PLAYERS and the VILLAIN to engage in FINAL COMBAT. Move all PLAYERS and the VILLAIN to the VILLAIN STARTING AREA.

At the beginning of each PLAYER'S turn, the PLAYER may ADJUST his/her INVENTORY. The PLAYER must engage in a SINGLE COMBAT ROUND against the VILLAIN. Once both are COMPLETE, the PLAYER then takes 1 ACTION:

- Use equipped ITEMS or ITEMS in the inventory
- Trade ITEMS
- Detach a clue to heal 1D3 DAMAGE

The PLAYER then must ENCOUNTER a VILLAIN CARD. Play then passes to the next PLAYER. Once all of the PLAYERS have taken their turn, the VILLAIN acts and uses VILLAIN FINAL COMBAT ability (if applicable).

During FINAL COMBAT, you still perform all checks on the VILLAIN CARD, but ignore the MOVE aspects of the cards. All other benefits/penalties still apply.

During FINAL COMBAT, If you ENCOUNTER a VILLAIN CARD that causes the VILLAIN to engage against a specific PLAYER (i.e.: the FIRST PLAYER) in a SINGLE COMBAT ROUND, then it is only against that PLAYER even if they lose. Neither the PLAYER or VILLAIN leave the VILLAIN STARTING AREA after winning/losing the SINGLE COMBAT ROUND.

GOLDEN RULE:

As always, if card text contradicts the rules in the game, the text on the card is always right.

CREDITS:

The following people help make this game possible.

Game Concept and Design: Christopher Brown

Game Artwork, Design and Production: George Rubio

Special Thanks: Dave Snyder at Javelin Dice, for your dice and Kickstarter assistance.
NVS Gameplays and Z-Cat for your reviews of Slaughterville.

Additional special thanks goes to everyone who pledged at Kickstarter to get Slaughterville out of the ground.

This game is dedicated to the memory of Brian Wolfe.

*You reading this. We're trapped! They worship and eat the
dead and we're next. Help us please!*

GLOSSARY:

ACTION: These represent the **PLAYER'S** choice in the game. The **PLAYER** gets 2 **ACTIONS** per turn to interact with Slaughterville.

AGILITY: The ability to run from fights and escape.

ALLY: This type of card represents a helpful soul in Slaughterville. There is no limit to the number of attached **ALLIES**.

CHARACTER: This is the character card that the **PLAYER** will be using during the game. It represents the archetype of the **PLAYER**.

CLUE: The **CLUE** is one of the main resources in the game for completing tasks, using abilities, and **ESCAPING** from **COMBAT**. They are gained through interaction with the town and **COMBAT**.

COMBAT: The ability to fight.

DAMAGE: These are injuries done to the **VILLAIN**, **ENEMY**, or **PLAYER**. **VILLAINS** take damage by overturning cards into the **VILLAIN** discard pile. An **ENEMY** only has 1 health and is discarded if defeated. **PLAYERS** take damage in the form of **WOUND** tokens.

ENCOUNTER: To **ENCOUNTER**, the **PLAYER** must be at a **LOCATION**. The **PLAYER** then draws a card from the top of the **LOCATION** deck and reacts. If an **ENEMY** is on top of the **LOCATION**, as a free **ACTION**, the **ENEMY** must be **ENCOUNTERED**. If the **ENEMY** is not defeated, then no **PLAYER** may **ENCOUNTER** that **LOCATION** as long as the **ENEMY** remains on top of the deck.

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**.

ESCAPE: A **PLAYER** may not always be able to defeat a creature. To **ESCAPE**, roll an **AGILITY** check. If you succeed, you must move to a **RANDOM LOCATION**. This ends the **PLAYER'S** current turn.

EVENT: These are the happenings in Slaughterville. They represent the trials and tribulations that the **PLAYER** will have to endure.

FINAL COMBAT: This special ability is on the **VILLAIN STARTING AREA** and overrides the normal **VILLAIN** and **PLAYER TURN**.

FIRST PLAYER: The **PLAYER** with the **FIRST PLAYER MARKER**.

HEAL: To **HEAL**, the **PLAYER** must remove a number of **WOUND** markers equal to the amount of damage healed. The **VILLAIN** must shuffle a number of **RANDOM** cards back into the **VILLAIN** deck.

HEALTH: This is the life of the **PLAYER**. If the number of **WOUND** tokens equals or exceeds this number, the **PLAYER** is defeated and removed from the game unless otherwise stated on the **VILLAIN STARTING AREA**

ITEM: An **ITEM** is an object in the game that can be equipped. It can be a weapon, a healing item, or even a book imparting knowledge. Only 2 items can be equipped at a time unless otherwise specified. Some items require both slots but are more powerful in return.

NERVE: The ability to withstand the horrors in Slaughterville.

PANIC: This action requires the **PLAYER** to roll a **RANDOM LOCATION** and move to that **LOCATION**. Then the **PLAYER** must Roll 1D3 and lose that many **ITEMS**, **CLUES**, and/or **ALLIES** in any combination.

PERCEPTION: The ability to ability to observe the surroundings and deduce information. It represents the knowledge of the **PLAYER**.

PLAYER STARTING AREA: This is an area of the game where **PLAYERS** can go to heal and possibly rescue allies. It also contains a set of numbers used for tracking information needed for defeating the **VILLAIN**.

PLAYER: This is the person playing the game. The **PLAYER** will be represented by their **CHARACTER** in the game.

RANDOM CHARACTER: **PLAYERS** will roll 1D6 and use the chart listed in the rules to determine the player chosen.

RANDOM LOCATION: **PLAYERS** will roll 1D6 and use the position number of the **LOCATION**.

RANDOM: This typically involves rolling a 1D6 and applying the results as required.

SINGLE COMBAT ROUND: **PLAYERS** will have one round of **COMBAT** against the **VILLAIN**. The one who loses the **COMBAT** must take damage and return to their **STARTING AREA**. If there is a tie, both **VILLAIN** and **PLAYER** must return to their **STARTING AREA**.

SPECIAL ABILITY: This named ability is listed on the **CHARACTER** card. It is activated using a **CLUE**.

TALENT: This ability is listed on the **CHARACTER** card above the **SPECIAL ABILITY**. It is always active and does not require a clue to activate.

UNIQUE: This keyword is used to describe an **ITEM** that can have only one copy in play. If another **UNIQUE ITEM** with the same name would be drawn, it is discarded.

VILLAIN DECK: This deck of 24 cards resides with the **VILLAIN STARTING AREA**. It contains the **ACTIONS**, **ITEMS**, and **EVENTS** that the **VILLAIN** will use to torment the **PLAYERS**.

VILLAIN STARTING AREA: This is the **VILLAIN'S** main identity. It shows the **VILLAIN'S** and **PLAYER'S** win conditions, a **VILLAIN TURN** ability, and a possible **FINAL COMBAT** ability.

VILLAIN: This is the main antagonist in Slaughterville. The **VILLAIN** will try and destroy the **PLAYERS** or the town. The health and actions of the **VILLAIN** are represented by the **VILLAIN DECK**.

TURN ORDER SUMMARY:

PLAYER TURN:

Beginning of the turn: **ADJUST INVENTORY**

You may do two **ACTIONS** in any order:

- **MOVE:** Go to any **LOCATION** or the **PLAYER STARTING AREA**
- **TRADE ITEMS, CLUES, or ALLIES** with someone in this **LOCATION**
- **ENCOUNTER** a **LOCATION**

CLUES may be detached at any time during the turn to perform the following:

- Use the **SPECIAL ABILITY**
- Meet **VILLAIN** requirements
- **ENCOUNTER** a **LOCATION**
- **HEAL 1D3 HEALTH**
- Instantly Escape from **COMBAT**
- Overturn a card from the **WEATHER DECK**

After all **PLAYERS** have taken a turn, the **VILLAIN** acts

VILLAIN TURN:

Perform the **VILLAIN TURN** ability

If **PLAYER(S)** are at the **VILLAIN'S** current **LOCATION**, the **VILLAIN** engages in a **SINGLE COMBAT ROUND** against the **PLAYER(S)**

ENCOUNTER a card from the **VILLAIN** deck

FINAL COMBAT TURN ORDER:

Move all **PLAYERS** and the **VILLAIN** to the **VILLAIN STARTING AREA**. The **PLAYERS** may **ADJUST** their **INVENTORY** and then take 1 **ACTION**:

- Engage in a **SINGLE COMBAT ROUND** against the **VILLAIN**. The **PLAYER** and the **VILLAIN** remain at the **VILLAIN STARTING AREA**
- 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

ENCOUNTER a **VILLAIN CARD**

