

SLAUGHTER PARTY

BY ANDY MICHAELS



To play Slaughter Party, you'll need:

- *3-6 people, including you*
- *A few pens or pencils*
- *At least 2 six-sided dice (d6s), but more is better*

You'll probably also want:

- *A 12 sided die (d12)*
 - *Some creepy music to set the mood*
-

SLAUGHTER PARTY

BY ANDY MICHAELS

Slaughter Party is a survival-horror game based on *Escape from Dino Island* by Sam Tung and Sam Roberts, which itself was based on *Apocalypse World* by D. Vincent Baker & Meguey Baker. This game stands alone, but if you know *Apocalypse World* (or a similar *Powered by the Apocalypse* game), it might help.

Slaughter Party is designed for **3–6 players** to tell a single, chilling story over the course of **1–2 sessions** lasting 3–4 hours each. Most of you will take on the role of the **Teens** (also referred to as **Player Characters** or **PCs**), the protagonists of the horror story you're going to create together. One of you will be the **Game Master (GM)**, who controls the **Slasher** threatening the **Teens**, the **Non-Player Characters** or **NPCs** that they meet, and the setting itself, in all its perilous glory.

"There are certain rules that one must abide by in order to successfully survive a horror movie. For instance, number 1: You can never have sex. Big no no! Sex equals death, ok? Number 2, you can never drink or do drugs. The sin factor. It's a sin, it's an extension of number one. And number 3, never, ever, ever, under any circumstances, say 'I'll be right back,' because you won't be back." - **Randy Meeks**, *Scream*

To start, decide who will be the GM. They should take a few moments to get familiar with the GM rules (page 19), then follow the instructions below.

- First, as a group, create a fun, scary, cool, and memorable **Slasher**.
- Next, determine the setting for the game.
- Then, pick **playbooks**. Come up with your characters as a group and discuss some fun and interesting ways they relate to one another.
- Now, jump into scene play!
- At some point, you'll discover **The Reveal!**
- And finally, push towards an exciting and (hopefully) death-defying conclusion!

THE SLASHER

The Slasher is the main antagonist of your game. They might be a crazed cannibal looking for fresh meat, a pair of disgruntled teens trying to take out their peers, or a supernatural menace causing mayhem. No matter the case, they are a nigh-unstoppable murder machine chewing through scenery and teenagers with bloody abandon.

Making the Slasher

*You want to make the **Slasher** memorable and iconic. Either the GM can design the **Slasher** alone, or you can do it as a group. Choose from the tables below, roll randomly, or of course, you can make up your own.*

The Mask

*The more memorable the mask, the more memorable the **Slasher**.*

Roll 1d12, choose one, or make something up

- I. A classic hockey goalie mask*
- 2. An antique gas mask*
- 3. The school's mascot*
- 4. A grinning jack o'lantern*
- 5. An expressionless doll face*
- 6. A grimy burlap hood*
- 7. A leather bondage mask*
- 8. Filthy medical bandages*
- 9. A cheap Halloween mask, hastily painted*
- 10. Creepy clown makeup*
- 11. A festive Mardi Gras mask*
- 12. Oh God, is that human skin?*

Clothing

*While the mask makes the **Slasher** iconic, the clothes complete the look and should never be ignored.*

Roll 1d12, choose one, or make something up

- I. Dirty coveralls
2. Loose-fitting black robes
3. A varsity letterman jacket
4. An immaculate business suit
5. Victorian-era garments
6. Leather or latex bondage gear
7. A flannel shirt and overalls
8. Bloody medical scrubs
9. Old, tattered rags
10. A leather butcher's apron
- II. Religious garb
12. A black hoodie and jeans

Signature Weapon

*The **Slasher** may dispatch their victims in a whole host of ways, but they should always have a signature weapon that makes them unique.*

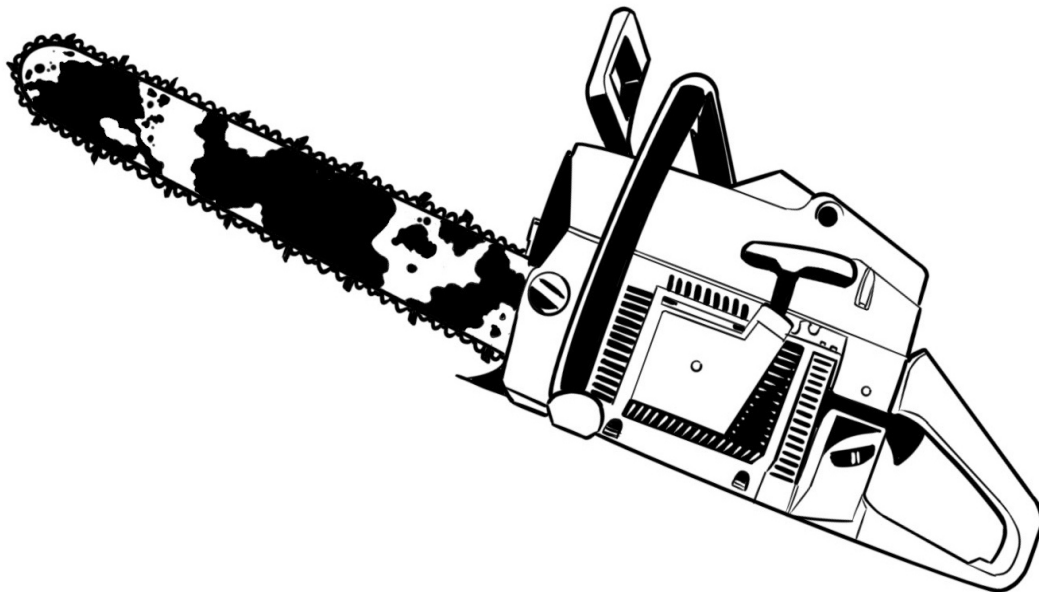
Roll 1d12, choose one, or make something up

- I. A big kitchen knife
2. A firefighter's axe
3. A massive sledgehammer
4. A rusty scythe
5. A medieval sword
6. A noisy chainsaw
7. A ceremonial dagger
8. A baseball bat wrapped in barbed wire
9. A dripping fisherman's hook
10. A blood-spattered meat cleaver
- II. A chain adorned with spikes and barbs
12. An old pitchfork

Name Your Slasher

*Finally, come up with a cool, fun, memorable name for your **Slasher**.*

*Don't worry about the **Slasher**'s origin and motivations -- the GM will come up with these and you will uncover them as your play.*





Selling the Scene

Use this questionnaire to get up to speed. Discuss the answers as you go, developing the setting, relationships, and scenario.

Where are you?

Players: Choose one together or roll.

1. A creepy, old mansion
2. A weird, deserted museum
3. A desolate, backwoods bayou
4. A remote ski cabin or lake house
5. An isolated summer camp
6. A raging house party

Why can't you just call for help?

GM: Choose one or make up your own.

1. It's before cell phones were common (when?)
 2. You are somewhere very remote
 3. Someone took your phones away (who?)
 4. There's something blocking the signal...
 5. The local authorities are in on it
 6. No one would believe you anyway
-

Who are you?

Choose a **playbook**. (No two players should pick the same playbook.) As a group, share your characters and discuss why you're all at the starting location together. You can tease out some relationships, too, but don't worry about getting into too much detail.

What's the mystery that needs solving?

Players: Choose one together.

- Why is the **Slasher** seemingly immortal?
- Why is the **Slasher** targeting us specifically?
- Who is truly hiding behind the **Slasher's** mask?

The mystery you choose will be central to the story of your game. It may not be obvious at the very start of gameplay, but figuring it out will give you information that you need to defeat the **Slasher** and survive...

The Heens

Creating a Character

Creating your PC in *Slaughter Party* is simple, so you can get right into the action.

1. Choose a **playbook** (page 8).
2. Give your character a name.
3. Assign the following to your three stats (**Fit**, **Clever**, and **Cool**) in any order you choose: +2, +1, -1.
4. Answer any additional **playbook** questions.

As you continue to define the starting situation, think about who your character might be, but don't overthink it. Just come up with enough to get you started. The details of your character's backstory, personality, and inner life will emerge during the quiet moments of your adventure.

Taking Action

When you play *Slaughter Party*, you'll spend most of the time in a conversation, describing what your character says and does or listening to the other players describe their own characters' actions, then reacting to what the GM says.

Sometimes, your character will say or do something that triggers a **move**. Your character can't do it without triggering the move, and you can't trigger the **move** without doing it.

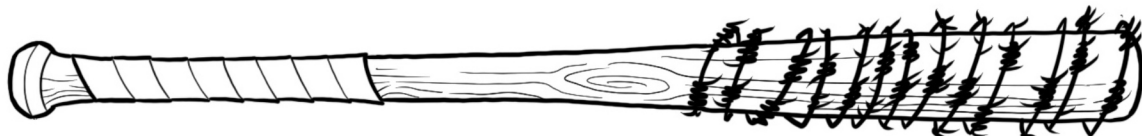
Most **moves** require a die roll—roll 2 six-sided dice (2d6) and add the appropriate stat or other modifier. Any result above a 7 is a **hit**. A 6 or lower is a **miss**. If you roll a 10+, you'll have an even better result, while a 7–9 will usually mean success with a drawback or difficult choice.

Regardless of what you roll, consult the **move** and do what it says. If the **move** doesn't tell you what to do, ask the GM to tell you what happens.

If you take an action that isn't covered by a **move**, the GM tells you what happens.

Advantage and Disadvantage

Certain moves may give you **advantage** or **disadvantage** depending on the outcome. Depending on the move or what the GM says, this effect may apply to your next roll or a roll of your choosing in the future. If you have **advantage**, you may roll 3d6 and take the two highest dice as your result. If you have **disadvantage**, roll 3d6 and take the two lowest dice as your result. If a circumstance would give you both **advantage** and **disadvantage** on a roll, simply roll 2d6 as you normally would.



Conditions

Your characters are in a terrifying situation full of dangers. A number of brutal and horrifying things can, and likely will, happen to you. Sometimes, when you miss a roll, either the rules or the GM will tell you to mark a **condition** on your **playbook**. Each **condition** has both a narrative and mechanical effect. The conditions are:

- **Bleeding**: you're losing blood fast, **disadvantage** on **Fit** rolls
 - **Terrified**: you're so scared you can't think straight, **disadvantage** on **Clever** rolls
 - **Hopeless**: that's it man, game over, **disadvantage** on **Cool** rolls
-

You can mark two **conditions** and keep going, but when you have marked all three, you've become the **Slasher's** next victim, roll your **Last Gasp**!

Combating the Slasher

It's possible to stop the **Slasher**, but doing so will be incredibly difficult and may likely get a large portion of the **Teens** killed. After all, defeating the **Slasher** and surviving is the main point of the game. Remember, the **Slasher** won't function like a normal **NPC**: they can shrug off injuries that would kill anyone else, appear when you least expect them, and disappear without a trace. Your best hope is to try and uncover the mystery that might help you defeat them.

Advancing

At some point during the game, you'll have solved the initial mystery and that will allow you to finally get the upper hand on the **Slasher**. At least, that's what you'll think. When this happens, you will have triggered **The Reveal**. All great horror movies have a reveal, a point when the heroes realize the situation is even more twisted and dire than they previously thought.

GM: See the GM Section for rules on **The Reveal**

THE BADASS

Every town has a rebel, a loner. They don't play by the rules.

Name:

Outfit - Circle one below

Vintage Clothes - Ripped Clothes - Biker Gear

Stuff - You start the game with the following:

- A switchblade
- A pack of cigarettes and a lighter
- Something you stole:

Stats - Assign +2, +1, -1 in any order you choose

FIT

☐

CLEVER

☐

COOL

☐

Conditions:

Bleeding

☐

Terrified

☐

Hopeless

☐

Split Up - When you succeed on a roll while split-off from the group, circle a skull below. Cross-out a circled skull to give yourself advantage on any roll.



Special Move: I'm Gonna Live Forever

When you do something incredibly dangerous and stupid, roll+whatever stat makes the most sense.

On a 10+, holy shit, I can't believe that worked. On a 7-9, it worked, but it was incredibly dangerous and stupid so you're also injured. Mark a condition.

When you advance, clear a Condition or take an Advanced Move:

Notes:

THE HOT ONE

You know that one beautiful person? The one who's just UNFAIRLY good-looking?

Name: _____

Outfit - Circle one below

Inappropriate Clothes - Revealing Clothes - It's Couture!

Stuff - You start the game with the following:

- A sense of entitlement
- Generational wealth
- Something fancy and limited edition:

Stats - Assign +2, +1, -1 in any order you choose

FIT

☐

CLEVER

☐

COOL

☐

Conditions:

Bleeding

☐

Terrified

☐

Hopeless

☐

Split Up - When you succeed on a roll while split-off from the group, circle a skull below. Cross-out a circled skull to give yourself advantage on any roll.



Special Move: Everybody Loves Me

When you cajole, seduce, or manipulate an NPC into helping you, roll+COOL. On a hit, you succeed and they do what you want. On a 7-9, it comes at a great cost to the NPC. Oh well, you'll miss them.

(Note, this move will not work on the *Slasher*)

When you advance, clear a Condition or take an Advanced Move:

Notes:

The Jock

Some people might call them a meathead. They're probably right.

Name:

Outfit - Circle one below

Workout Clothes - Cut-Off Clothes - Varsity Jacket

Stuff - You start the game with the following:

- Overconfidence
- A case of beer
- A piece of sports equipment:

Stats - Assign +2, +1, -1 in any order you choose

FIT

☐

CLEVER

☐

COOL

☐

Conditions:

Bleeding

☐

Terrified

☐

Hopeless

☐

Split Up - When you succeed on a roll while split-off from the group, circle a skull below. Cross-out a circled skull to give yourself advantage on any roll.



Special Move: Team Player

*You know what it's like to be a part of a team. Anytime you get a 12+ on a FIT roll, describe how you've set up another PC for success. That player gets **advantage** on their next roll.*

*When you advance, clear a **Condition** or take an **Advanced Move**:*

Notes:

THE LEADER

They might be prom royalty or class president, but they're the one kid everyone looks up to.

Name: _____

Outfit - Circle one below

Preppy Clothes - Expensive Clothes - School Uniform

Stuff - You start the game with the following:

- An acceptance letter from an Ivy League school
- A flask of good liquor
- The keys to a bitchin' set of wheels (but where's your ride?)

Stats - Assign +2, +1, -1 in any order you choose

FIT

☐

CLEVER

☐

COOL

☐

Conditions:

Bleeding

☐

Terrified

☐

Hopeless

☐

Split Up - When you succeed on a roll while split-off from the group, circle a skull below. Cross-out a circled skull to give yourself advantage on any roll.



Special Move: Inspire

You're a born leader. When you give an inspirational or motivational speech, roll+COOL. On a hit, another player takes **advantage** on their next roll. On a 10+, choose one:

- You believe your own hype, you also take **advantage** on your next roll
- It was a really good speech. All other PCs in earshot take **advantage** on their next roll

When you advance, clear a Condition or take an Advanced Move:

Notes:

THE NERD

Straight A's. All the extracurriculars. There's nothing this kid doesn't know.

Name: _____

Outfit - Circle one below

Weirdly Formal Clothes - Unflattering Clothes - Cosplay

Stuff - You start the game with the following:

- A graphing calculator
- Every color of highlighter
- A textbook of your choice:

Stats - Assign +2, +1, -1 in any order you choose

FIT

☐

CLEVER

☐

COOL

☐

Conditions:

Bleeding

☐

Terrified

☐

Hopeless

☐

Split Up - When you succeed on a roll while split-off from the group, circle a skull below. Cross-out a circled skull to give yourself advantage on any roll.



Special Move: Know-It-All

You always know how to whip up a makeshift solution to a problem. When you do, roll+CLEVER. On a 10+, it'll do the trick. On a 7-9, it'll work, but choose one:

- It won't last long.
- It'll take a while.

When you advance, clear a Condition or take an Advanced Move:

Notes:

THE WEIRDO

There's always that one kid who just kinda creeps everyone out. Who invited you, anyway?

Name: _____

Outfit - Circle one below

Mismatched Clothes - All Black Clothes - Trenchcoat

Stuff - You start the game with the following:

- Binoculars
- Something weird in a jar:
- A book about something weird:

Stats - Assign +2, +1, -1 in any order you choose

FIT

☐

CLEVER

☐

COOL

☐

Conditions:

Bleeding

☐

Terrified

☐

Hopeless

☐

Split Up - When you succeed on a roll while split-off from the group, circle a skull below. Cross-out a circled skull to give yourself advantage on any roll.



Special Move: Ew! What? Why?

When you or the others need something - information, a contact, or an item - you have a bizarre solution that makes everyone uncomfortable, describe it and roll +**CLEVER**. On a 10+, you have it on you or it's easily accessible. On a 7-9, you don't have it here, but you know where you can get it.

When you advance, clear a **Condition** or take an **Advanced Move**:

Notes:

BASIC MOVES

These are the *basic moves* that all *player characters* have access to. When you all act together (for example, everyone runs for it), the *PC* in the worst narrative position, or with the lowest relevant stat, rolls. The rest of the *Teens* are assumed to succeed (perhaps with cuts and bruises) unless they choose otherwise. Remember, you don't have to be faster than the *Slasher*, just faster than the person next to you.

What's That?

When you investigate a disturbance, search for a clue, or try to analyze someone/something, ask the *GM* a question about your immediate surroundings and roll+*CLEVER*. **On a hit**, the *GM* will answer you. **On a 7-9**, the *GM* will also point out something dangerous that you overlooked.

Run!

When you run from the *Slasher*, roll+*FIT*. **On a 10+**, you escape safely. The *GM* will describe it. **On a 7-9**, the *Slasher* is still slowly stalking you. You've created some distance, but you aren't out of the woods.

Hide!

When you hide from the *Slasher*, say where you're hiding and roll+*COOL*. **On a hit**, the *Slasher* either can't find or can't get to you. You're safe. **On a 7-9**, someone else is exposed. If you stay hidden, you'll be fine, but they won't. If you're alone, the *GM* will offer you a different hard choice.

Look Over There!

When you create a distraction to protect a friend, say what it is and roll+*CLEVER*. **On a 10+**, you draw the *Slasher's* attention where you intend. Your friend is safe. **On a 7-9**, the *Slasher* notices YOU!

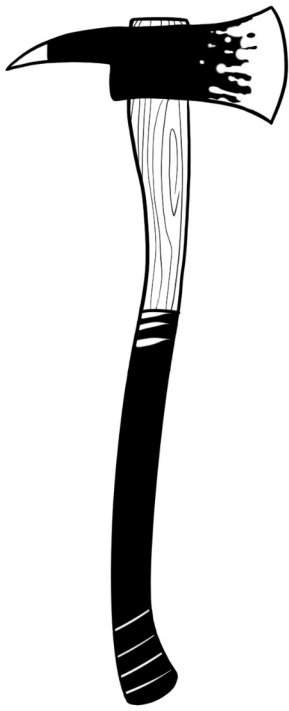
If you choose to draw the *Slasher's* attention to yourself, you always succeed.

Just Do It!

When you do something you can usually do easily (for example, unlock a door, quietly cross a room, or drive a car), but are under pressure, roll+whatever stat makes sense. **On a hit**, you pull it off. **On a 7-9**, you pull it off but you slipped, hesitated, or cut corners. The *GM* will offer you a hard choice or a worse outcome.

Here Goes Nothing!

When you rely on sheer physicality to power through an obstacle or challenge, roll+*FIT*. **On a hit**, you tough it out and make it through. **On a 7-9**, you succeed, but you're exhausted, take disadvantage to your next roll with *FIT*.



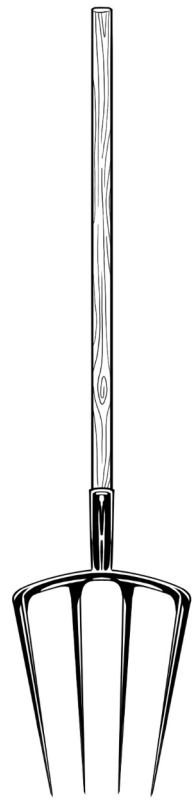
Fight!

When you fight for your life against the **Slasher**, roll without a bonus. On a **hit**, you buy a precious moment to escape or for someone to help you. On a **10+**, choose 2. On a **7-9**, choose 1.

- You aren't injured
- You don't leave anything important behind
- The **Slasher** isn't still on your trail

Oh Shit!

When you take too long to discuss your course of action, the **GM** makes a move.



Party!

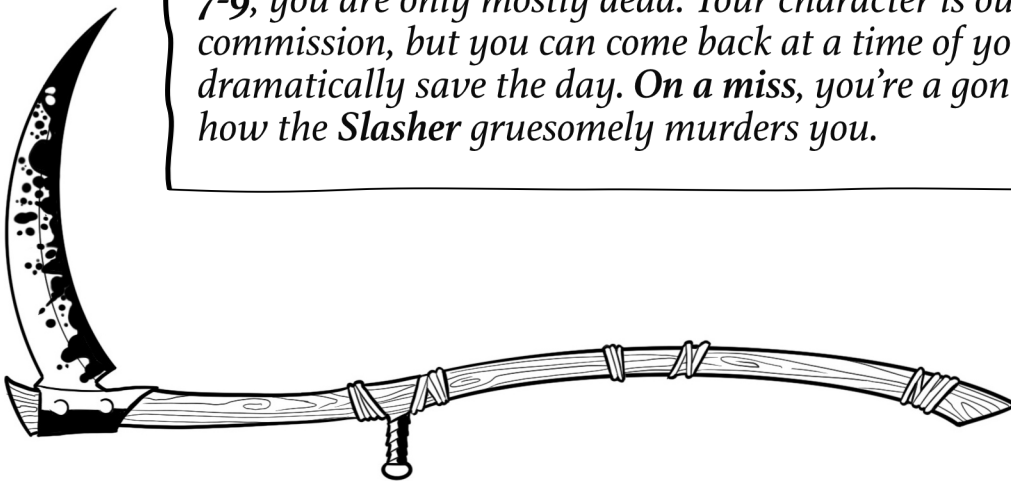
When you hook up, do drugs, or drink to excess, take **advantage** on your next roll because you feel great! Unfortunately, you also draw some unwanted attention to yourself from the **Slasher**. Those are the rules after all.

Split Up!

Going off on your own can be dangerous, but it can also be rewarding. If you get a **hit** on a roll while you are alone and split-off from the rest of the group, circle a skull icon on the **Split Up** counter in your **playbook**. Cross-out a circled skull to give yourself **advantage** on any roll.

Last Gasp!

When you mark your third condition, roll without a bonus. On a **10+**, you somehow managed to survive and can keep limping along. You might be a burden to the other **Teens** though. On a **7-9**, you are only mostly dead. Your character is out of commission, but you can come back at a time of your choosing to dramatically save the day. On a **miss**, you're a goner. Describe how the **Slasher** gruesomely murders you.



ADVANCED MOVES

Following the *Reveal*, your character advances and can either clear a **Condition** or select one **Advanced Move** to access. Choose one from the list below.

Gear Up!

You spend your downtime getting ready to confront the *Slasher*. Describe the weapon(s) you find or cobble together. When you **Fight!**, roll+FIT.

Set Up!

You spend your downtime laying out an elaborate trap for the *Slasher* that you can spring at the exact right moment. When you spring the trap, describe it and roll+COOL. **On a hit**, the *Slasher* is seriously injured or immobilized. **On a 7-9**, the trap also has an unintended consequence.

Get Down!

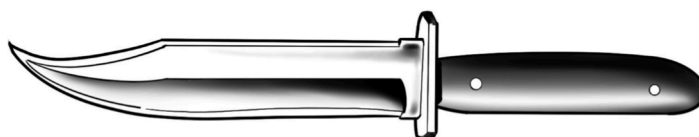
You spend your downtime getting busy with someone (a PC or NPC). Whenever you take an action meant to protect them from danger, you can upgrade the result one category (miss to 7-9, 7-9 to 10+). If you get busy with another PC, you both need to agree to take this move.

Dig In!

You spend your downtime preparing a defensible fall back position. Pick a location and describe how you are fortifying it. When you are in this location the *Slasher* cannot get to you, though of course, the *Slasher* also knows right where you are...

Read Up!

You spend your downtime researching how to finally stop the *Slasher* for real. You pour over old tomes, newspaper clippings, discarded diaries, anything you can get your hands on that might give you a clue. Ask the GM a question about the *Slasher*'s history or lore and roll+CLEVER. **On a 10+**, the GM will give you a clear and direct answer that you can act on, on a 7-9, the GM will answer you truthfully but it may be vague and cryptic.







THE GM

As the **GM**, you're in charge of the **Slasher** as well as everyone else the **Teens** will encounter.

Your Agenda

These are your goals:

1. Make **Slaughter Party** mysterious, terrifying, and fun!
2. Challenge the **Teens** to do whatever it takes to survive!
3. Play to find out if they can defeat the **Slasher** or if they'll end up just another gory mess.

Your Moves

These are the things you can do:

- Show signs that the **Slasher** is nearby: creaky footsteps, the sound of metal scraping on metal, an open window, etc.
- The **Slasher** shows up!
- Inflict a **condition**
- Introduce a useful **NPC**. Give them a goal!
- Kill a useful **NPC**
- Destroy a useful object or location
- Spring a trap
- Disorient them
- Split them up
- Offer what they need, with danger in the way. Tell them the danger.
- Tell them what it would take to succeed. If they do it, they succeed. Other solutions might work.
- Reveal something mysterious

Your Principles

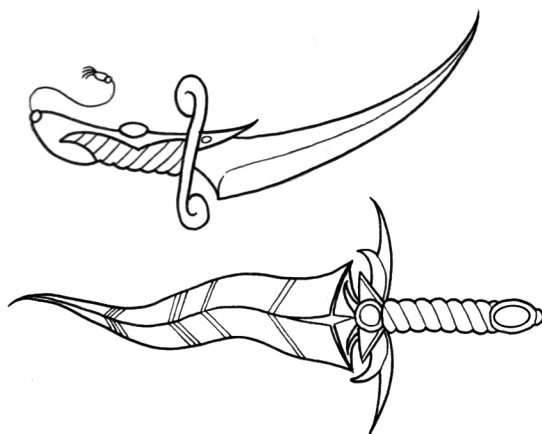
These will keep you on the right track:

- Be a fan of the characters.
- Always target a specific character.
- Ask questions and build on the answers.
- Give every location unique and memorable details.
- The environment can often be just as dangerous as the **Slasher**.
- Force the characters to choose between saving themselves and helping others.
- Make the **Slasher** cool, iconic, and terrifying.

Make a move when:

- A player rolls a **miss (6-)**
- The players take too long planning
- The players look to you to find out what happens next

When things are relatively safe, choose moves that set up dangerous or challenging situations.



Act One

*Horror movies rarely start out with murder and mayhem right off the bat. Use the **Setting the Scene** questionnaire to establish the setting and characters and then do some scene play with your players. Use this time to get a feel for the characters and their relationships. Ask them questions and allow them to interact with each other as well as NPCs (that will provide much-needed cannon fodder for the **Slasher** later). Most importantly, **DO NOT** make them roll anything. This doesn't need to take longer than a few minutes, but you should give the players time to get to know their characters.*

Cryptic Warning

In many classic slasher films the protagonists get a cryptic warning early on, something that's a portent of the danger to come. This can come in the form of a creepy, old man at the gas station, a taunting phone call, a message from a Ouija board, or even a note written in blood. The cryptic warning can be a way to provide valuable information to everyone about the situation and the mystery they'll need to solve to survive. You can play the warning out if you like, or merely mention it as something that happened to the characters on the way to their destination or in the recent past.

First Kill

*After the players have had some time to inhabit their characters and start to form bonds, then it's time to shake things up. The first kill sets the tone for the game, so you need to make it memorable. Target an NPC that one or more of the **Teens** has a relationship with, maybe a teammate, best friend, or significant other. Make the kill gruesome and surprising, and absolutely don't forget to prominently feature the **Slasher's** signature weapon.*



Getting Help

*The player's may try to get help, it's only natural in this kind of a dire situation. Help should never come easily though. Any adult or authority figure would naturally be very skeptical of teenagers making wild claims. This is doubly true for local law enforcement. Any cop the **Teens** go to should be doubtful, incompetent, openly hostile, or some combination of the three. Even if they present concrete proof of what's going on, the cops should never help them right away. In fact, it's most in keeping with the tropes of horror films that the cops should actively hinder them before getting killed themselves (or **MAYBE** helping out a little).*

Act Two

Once you've gotten past the initial phase of getting to know the characters and setting the stakes with the **First Kill**, you'll move into **Act Two**. This is where gameplay begins in earnest and it's the phase you'll spend the most time in. Make sure to use your **Agenda and Principals**. Make the **Slasher** relentless and imposing. Do your best to split the **Teens** up early on and force them to fight for their lives. Just don't kill them too quickly, where's the fun in that?

The Mystery

If the players want any shot at surviving and stopping the **Slasher** then they will need to find an answer to the mystery. The mystery prompt your group has selected will serve as your jumping off point. Below are three possible open-ended answers to each of the three mystery prompts (but feel free to make up your own). While the **Teens** are running for their lives and trying to survive the **Slasher**, you should pepper in clues and encourage the players to search for answers (but don't make it too easy for them). As they begin to unravel the mystery, you should begin to give them things they might need to defeat the **Slasher**, such as a powerful tool or ally, information about the **Slasher's** origin or a weakness that could be using against them, or clues to something that might secretly tie the **Teens** to the **Slasher**. The players should always have to work for this information and danger should be around every corner while they do.

Why is the **Slasher** seemingly immortal?

- They are kept alive by an ancient curse (or cursed object)
- The **Slasher** is actually more than one person
- They are a supernatural being that can only be defeated by specific means (what are they?)

Why is the **Slasher** targeting us specifically?

- One of the party is related to the **Slasher**
- They are part of a cult looking for a sacrifice
- They are out for revenge (but for what?)

Who is truly hiding behind the **Slasher's** mask?

- They are actually the NPC who was the victim of the **First Kill** (how is that possible?)
 - They are an NPC who's been seemingly helpful this whole time
 - They are someone who was thought long dead (how are they alive?)
-

The Reveal and Act Three

When the players have solved (or come close enough to solving) the mystery, it's time for the **Reveal**. This is where you as the GM unveil the answer to the mystery officially. This might function as a real "aha!" moment or it might be a huge twist.

After the **Reveal** has happened, the **Teens** will get a breather and a bit of downtime. They can use this opportunity to choose an **advanced move** or clear a **condition**. Their choices of how they advance will have narrative effects on how they spend this time. Ask them questions and allow them to play things out if they want to.

Then it's time to bring back the **Slasher**. The **Reveal** should inform the next part of the game. The **Slasher** should be more brutal and vicious now, so make harder moves against the players and put them in constant danger. This is **Act Three** and all the old rules are off...

Splitting Up

In horror movies, the phrase "let's split up" is always a portent of disaster for the characters. In **Slaughter Party** though, it should be encouraged! Obviously being off on your own is more dangerous, but if a player succeeds on a roll while they are alone, they can circle a skull icon on the **Split Up** counter on their playbook. They can later cross-out a circled skull to give themselves **advantage** on any roll. By splitting up and exposing themselves to danger earlier in the game, they can give themselves a leg up when things get deadlier later on.

Credits

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Special thanks to all the Kickstarter backers!



Optional Rules

Below are some options for tweaking the game to make it more to your liking. Remember, nothing in this book is written in stone, you can always make changes to better fit your and your players' gaming style and taste. Homebrew rules are encouraged!

Fewer Conditions

*If you are playing a game with more than 3 Teens, consider making the players roll **Last Gasp** upon taking their second **condition**. This will up the stakes, keep the body count higher, and balance the game out a bit more.*

Alternate Slashers

*The **Slasher** doesn't always have to be a masked, knife-wielding maniac. There are lots of horrifying entities that could terrorize the Teens. Feel free to sub in one from the list below, or create your own (especially if you've played a few times and want to mix things up).*

Roll 1d12, choose one, or make something up

- I. A creepy, possessed doll*
- 2. A classic movie monster*
- 3. An inbred, mutant cannibal*
- 4. A giant, prehistoric animal*
- 5. A legion of shambling zombies*
- 6. An evil, animatronic entertainment character*
- 7. A fearsome alien hunter*
- 8. A killer robot sent back through time*
- 9. A group of ultra-wealthy assholes*
- 10. A vengeful ghost*
- 11. An indescribable horror from beyond space*
- 12. The actual Devil*

