

PSYCHO KILLER THE CARD GAME

VS

KILLER QUEEN THE CARD GAME

ONE BOOSTER, TWO MINI EXPANSIONS, FOUR NEW KILLERS, 21 NEW WEAPONS. SPLIT THIS BOOSTER UP BY THE CARD BACK DESIGNS AND SHUFFLE THEM INTO THE GAME WITH THE MATCHING CARD BACKS.

WHEN PLAYING PSYCHO KILLER

SETTING UP: SHUFFLE ALL CARDS WITH A PSYCHO KILLER BACK (FIVE WEAPONS AND THREE KILLER QUEENS) INTO YOUR GAME OF PSYCHO KILLER, AND THEN BEGIN PLAYING AS NORMAL.

HOW TO PLAY: PLAY YOUR GAME OF PSYCHO KILLER AS YOU NORMALLY WOULD, BUT THIS TIME AROUND, YOU'LL HAVE TO WATCH OUT FOR THE KILLER QUEEN AND HER TERRIFYING WEAPONS.

WEAPONS: YOU'LL NOTICE TWO STICKERS ON THESE NEW WEAPONS CARDS, 'EJECT' AND 'DRAG DOWN' MEANING THAT AS SOON AS ONE OF THESE WEAPONS ENTERS YOUR HAND, YOU'LL HAVE TO PLAY IT IMMEDIATELY, AND IT WILL 'DRAG DOWN' ANY OTHER OF THE SAME WEAPONS IN YOUR HAND. EG. IF YOU DRAW A KQ CLEAVER YOU'LL HAVE TO PLAY ALL PK CLEAVERS IN YOUR HAND TOO.

KILLER QUEENS: YOU'RE NOT ONLY BEING STALKED BY THE PSYCHO KILLER, BUT NOW YOU'RE BEING CHASED BY THE KILLER QUEEN TOO, WHO WILL ATTACK YOU IN NEW AND TERRIFYING WAYS.

SUDDEN DEATH – YOU'RE SAFE IF YOU DRAW HER, BUT SHE ATTACKS IMMEDIATELY IF ANOTHER PLAYER HANDS HER TO YOU WITH CARDS LIKE DROP YOUR KEYS, OR STEP ON A TWIG ETC.

TERROR RISING – ATTACKS THE PLAYER HOLDING HER ONCE ONE OF THE DECKS IS DRAWN COMPLETELY. IF SHE HASN'T BEEN DRAWN WHEN THE FIRST DECK IS EMPTY, THEN SHE'LL BE PLAYED IMMEDIATELY ONCE SHE IS DRAWN.

FINAL CUT – ATTACKS WHOEVER'S HOLDING HER WHEN THE FIFTH AND FINAL PSYCHO KILLER HITS THE TABLE. IF SHE'S STILL IN THE DECK, THEN YOU CAN BREATHE A SIGH OF RELIEF... THIS TIME.

THE FINE PRINT

THE PSYCHO KILLER CAN BE MADE SAFE, WITH A CARD LIKE 'MOTHER MAY I?' IF MADE SAFE, NO-ONE HAS TO PLAY THEIR WEAPONS (YET...).

WHEN PLAYING KILLER QUEEN

YOU CAN DO ONE OF TWO THINGS WITH THE PSYCHO KILLER WEAPON CARDS.

SWAP: TAKE A TRIP DOWN MEMORY LANE SWAP THE BASE-GAME KILLER QUEEN WEAPONS FOR THESE PSYCHO KILLER ONES AND PLAY KILLER QUEEN EXACTLY AS NORMAL ONLY NOW YOU'LL PAIR PAIN WITH NOSTALGIA AS YOU GET HIT WITH EACH AXE, CLEAVER AND MACHETE!.

ADD: MINI-EXPANSION LEAVE THE KILLER QUEEN WEAPONS IN AND ADD THE PSYCHO KILLER WEAPONS AND THE PSYCHO KILLER HIMSELF. PLAY AS NORMAL – BUT THE MOMENT A PLAYER DRAWS THE PSYCHO KILLER, ANYONE HOLDING PSYCHO KILLER WEAPONS MUST SLAM THEM INTO THEIR INJURY PILES! THE UNLUCKY SOUL WHO DREW THE PSYCHO KILLER MUST ALSO PLAY HIM INTO THEIR INJURY PILE. SOUND FAMILIAR? OH, AND DON'T FORGET THE **DRAG DOWNS...**

THE FINE PRINT KILLER QUEEN WEAPONS DONT DRAG DOWN PSYCHO KILLER WEAPONS, BUT PSYCHO KILLER WEAPONS DRAG DOWN YOUR KILLER QUEEN WEAPONS! FOR EXAMPLE, IF THE PSYCHO KILLER ATTACKS AND YOU HAVE A PSYCHO KILLER AXE AND A KILLER QUEEN AXE IN YOUR HAND, THE PSYCHO KILLER AXE WILL DRAG DOWN YOUR KILLER QUEEN AXE!