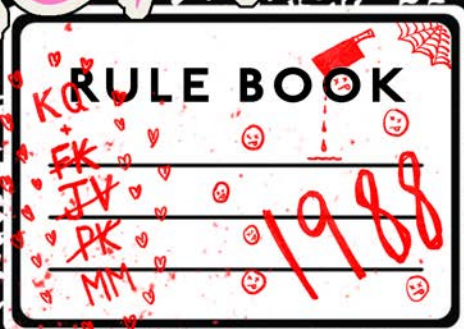


# KILLER QUEEN



# THE AIM OF THE GAME

The aim of 'Killer Queen' is to be the player with the fewest points in their Injury Pile at the end of the game. Try to escape the Killer Queen by removing all the cards from your hand, but beware, for every Power Card you play in your fight for survival, you'll have to draw a card from the deck, or from a fellow survivor's hand, in return. Cross your fingers because hidden in each could be dangerous and, deadlier still, the Killer Queen herself!

## THE SETUP

To set up 'Killer Queen', remove all Bandage Cards from the deck and set them to the side of the playing area. Next, shuffle all remaining cards thoroughly and deal each player six cards. Ensure enough room around the playing area for each player's Injury Pile and Play Lane.



DISCARD  
PILE



THE  
DECK

### BANDAGES

(This is what you'll add to your Injury Pile if you manage to escape the Killer Queen!)

### PLAY LANE

(This is where you'll play your cards each turn)

### INJURY PILE

(This is where you'll play your Weapon Cards and Killer Queens)





## YOUR TURN

Each turn consists of two parts:

**Step 1:** Play as many cards as you'd like from your hand into your **Play Lane** (not the discard pile) to use the powers on the cards. You can also choose to skip this step by simply drawing one card to end your turn.



**Step 2:** Draw a card from the deck or another player's hand for each card in your **Play Lane**. Discard each card from your **Play Lane** one by one as you draw.



Once you've completed Step 2, your turn is over and play moves clockwise to begin the next player's turn.

**Note:** If you play any cards into your **Play Lane** during Step 1, but remove them all before Step 2, you do not have to draw a card to end your turn! This might happen with cards like 'Hide and Seek' or 'Would You Rather?'.



## THE GAMEPLAY

Turns consist of playing cards and drawing from the deck - or other players' hands - until no cards remain in the deck. From this point, players are forced to draw cards from each other!

When a player has no cards in their hand OR **Play Lane** at any stage after the deck is finished, they escape the game and are safe!

The game ends when only one player remains with cards in their hand. This player will be left holding the final **Killer Queen** and must play her into their Injury Pile!

# PLAY LANE



Once you're ready to end your turn, you must draw cards from the deck or another player's hand equal to the number of cards in your **Play Lane**. Here are a few extra things to know about the **Play Lane**:



\* Play cards into your **Play Lane** one at a time and use each power as soon as the card is played.



\* Discard cards from your **Play Lane**, from left to right, drawing a card for each as you go.



\* Once you start drawing cards to end your turn, you cannot continue playing cards, unless they have a **Play Anytime** sticker on them (see 'Stickers').



\* You can **BURN** any Power Card (not **KQs**, **Weapons** or **Plot Twists**) from your hand by playing it into your **Play Lane** without using its power. As with all cards in your **Play Lane**, you must still draw for it to end your turn.



## INJURY PILES

The **Injury Pile** is where your **Weapons** and - if you're unlucky enough - your **Killer Queens** will be played. Both **Killer Queens** and **Weapons** have **Injury Points** on them. At the end of the game, these will be tallied, and the player with the fewest points in their **Injury Pile** wins!



= 7  
Injury  
Points



## WEAPONS



If you draw a **Weapon Card**, you must play it immediately into your **Injury Pile** unless it has been drawn 'safely' (see 'Safe Cards') or given away with cards like 'Ding Dong Ditch'. Weapons can only be removed from your **Injury Pile** with cards like 'Bloody Knuckles', or some **Plot Twists**.

## Drag Downs

When you play a **Weapon Card** into your **Injury Pile**, you must play any identical **Weapon Cards** from your hand into your **Injury Pile** as well!

## THE KILLER QUEEN



The **Killer Queen** appears three times throughout the game, and each time she will attack you in a different way!



The **KILLER QUEEN: ACT I** attacks as soon as you draw her, unless she has been drawn 'safely' (see 'Safe Draws')!



The **KILLER QUEEN: ACT II** has been waiting patiently until the last card in the deck is drawn. Once there are no cards in the deck (and all **Play Anytime** cards and **Plot Twists** have been resolved), the player holding the **Killer Queen: Act II** must play her into their **Injury Pile**!



The **KILLER QUEEN: ACT III** saves her most terrifying attack for the last player in the game holding any cards. They will inevitably be holding the **Killer Queen: Act III** and must play her into their **Injury Pile**. The game is now over!

**Note:** If you aren't already terrified, once a **Killer Queen** is played into your **Injury Pile**, she can never be removed.

## PLOT TWISTS



Don't get lulled into a false sense of security because, as with all good horror movies, 'Killer Queen's' blood curdling Plot Twists will send shivers up your spine!



Any time you draw or are given a Plot Twist (marked with a red sticker) you must play it immediately, unless it has been drawn or given away 'safely' (see 'Safe Cards'). You cannot play Plot Twists from your hand like you would a Power Card, instead you can only play them when they have been drawn or given to you, or the rule on another card says they must be played.



Plot Twists are not played into Play Lanes. Immediately follow the rule on the card before putting the card in the discard pile and continuing play where it left off. The one exception is 'Makeout Point', because this rule is superseded by the rule on the card.

## SAFE CARDS



Playing certain cards will make Killer Queens, Weapons and Plot Twists 'safe'. Safe cards are not played immediately, instead they remain in your hand until another player draws them, they're given to another player with a card like 'Trick or Treat', they're 'dragged down' by an identical Weapon (see 'Drag Downs') or the rule on a card says they must be played, like 'Truth or Dare', 'Poison' or 'Killer Queen' Act 2 and Act 3.

**Note:** All cards dealt at the start of the game or drawn when Resupplying (see 'Escaping the Game') are safe and do not have to be played immediately.

## STICKERS

Some cards have stickers, indicating how they can be played or interacted with.



**Play Anytime:** Cards with this sticker can be played at any time, even if it isn't your turn! These cards are put in your **Play Lane** for the **next** time you draw to end your turn.



**Do Not Tamper:** Once played, cards with this sticker cannot be removed by cards like 'Hide and Seek' or 'Would You Rather'.



## ESCAPING THE GAME & BANDAGES

The safest way to survive in 'Killer Queen' is to try and 'escape'! You escape if you have no cards in your hand and **Play Lane** at any point during the game. When a player escapes, they add a **Bandage** card to their **Injury Pile**, reducing their **Injury Point** total by the number on the **Bandage**.

If you escape after the deck runs out, you are out of the game completely! Simply take a **Bandage** and watch your friends fight for survival.

If you manage to escape before the deck runs out, take a **Bandage** and then 'resupply' by safely drawing three new cards before continuing play from where it left off.

Feeling brave? You can also choose to remain in the game if you escape after the deck has run out. Take a **Bandage**, then resupply and continue play from where it left off!

Run!

Run!

Run!

Run!



Run!



Run!



Run Away!



## WINNING THE GAME



The player with the fewest points in their **Injury Pile** at the end of 'Killer Queen' is the winner! Once the **Killer Queen: Act III** has been played and all players who escaped have collected their **Bandages**, tally up everyone's points and crown the winner!



### Tiebreakers

If players are tied, the player with the **fewest Killer Queens** in their **Injury Pile** wins. If players are still tied, the player with the **most Bandage** points is the winner!

## REQUIRED READING

### Can I 'Pick Up, Put Down'?



If you haven't played a card this turn and have no cards in your **Play Lane**, you can immediately play the card you draw to end your turn. This card will be put in your **Play Lane** and drawn for next turn.



### Can I shuffle my hand before someone draws from me?

Yes, you can give your hand one quick shuffle for each draw, although, once the player starts the action of drawing from you, you cannot pull away or shuffle again.

### I came last and there's a Bandage left, do I take it?

The player left holding the **Killer Queen: Act III** at the end of the game does not escape and, therefore, does not receive a **Bandage**. Sucked in!

Also, I still have **Weapons** in my hand, what do I do with them?

Finally some good news! You don't have to play the **Weapons** that are still in your hand at the end of the game.



# KILLER QUEEN 101 - TURN BREAKDOWN

1: Play as many **Power Cards** as you want from your hand into your **Play Lane**! You can also play none if you'd like (which is quite common at the start of the game).

2: Draw a card from the deck or another player's hand for every card in your **Play Lane**, discarding each card in your **Play Lane** as you go. If you didn't play any cards, you'll still have to draw one card to end your turn.



3: If you draw a **Weapon** or a **Plot Twist** you will have to play them immediately, unless you have one of these cards, which you can play to get out of trouble!

3a: After drawing a **Weapon**, play it into your **Injury Pile**, along with any identical **Weapon Cards** in your hand (this what we call a **Drag Down**!).



3b: After drawing a **Plot Twist**, follow the rule on the card and then discard it.

4: Now it's the next player's turn (phew!). But don't get too comfortable, because you can still play cards on other player's turns (if the cards have **Play Anytime** stickers on them), you can be given cards (that you may have to play immediately), and other players can draw from your hand!

# POWER CARDS



x3



x3



x3



x3



x2



x3



x3



x3



x1



x2



x2



x2





# WEAPONS, PLOT TWISTS & KILLER QUEENS



x2



x2



x2



x2



x1



x2



x1



x1



x1



x5



x4



x3



