

KILLER QUEEN

THE CARD GAME

RULE BOOK

Handwritten in red:

- KQ
- FK
- IV
- PK
- MM

Handwritten in red: 1989

Decorative elements: A red blood splatter with a sad face icon is at the top right. A red spiderweb is in the top right corner. Several small red hearts are scattered on the left side. Several small red sad face icons are scattered on the right side.

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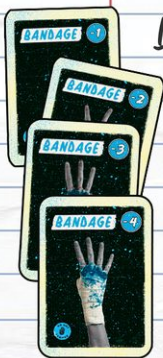


THE AIM OF THE GAME

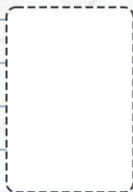
The aim of 'Killer Queen' is to finish the game with the **fewest points in your Injury Pile**, by avoiding the **Killer Queen** and the **Weapons** she uses to attack you. **Escape** danger by removing all the cards from your hand, but beware, for every **Power Card** you use in your fight for survival you'll have to draw a card from the deck - or from a fellow survivor's hand - in return. Cross your fingers because lurking in each could be dangerous **Weapon** cards, sinister **Plot Twists**, and, deadlier still, the **Killer Queen** herself!

THE SETUP

Set aside all **Bandages** in the order shown. Next, shuffle all remaining cards and deal each player six cards. Leave room for each player's **Play Lane** and **Injury Pile**.



Discard
Pile



The
Deck

Play Lane - Where you play your cards each turn.

Injury Pile - Where you play **Weapons**, **Bandages** and **Killer Queens**.

YOUR TURN



Step 1: Play any number of Power Cards from your hand into your **Play Lane** (not the Discard Pile), using the powers on the cards as you play them. 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 other player's hands for each card in your **Play Lane**. Discard each card from your **Play Lane** one by one, from left to right, as you draw. After completing Step 2, your turn is over and play moves clockwise to the next player.



Note: You will not have to draw a card to end your turn if you had any cards in your **Play Lane** during Step 1, but they are all removed before Step 2 (with cards like **Hide and Seek** or **Would You Rather?**).

THE GAMEPLAY



Turns consist of playing cards and then drawing cards from the deck - or other players' hands - until no cards remain in the deck, after which players are forced to draw 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 **Killer Queen: Final Cut** and must play it 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 things to remember 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**, drawing one card for each, until your **Play Lane** is empty.



*Once you start drawing cards to end your turn, you cannot continue playing cards, unless they have a '**Play Anytime**' sticker on them (see Page 7 - '**Stickers**').



*You can '**burn**' a maximum of one **Power Card** per turn (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

Your Injury Pile is where your **Weapons**, **Bandages** and **Killer Queens** will be played. **Weapons** and **Killer Queens** both have 'Injury Point' stickers on them. At the end of the game, the points on these cards 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 Page 6 - 'Safe Cards') or put back with a **Ding, Dong, Ditch**. Some Power Cards and **Plot Twists** allow you to remove **Weapons** from your Injury Pile, but otherwise they are there to stay!

DRAG DOWNS

You must also play all **Weapon** cards in your hand that are identical to the **Weapon** you just played into your Injury Pile (i.e. if you play an **Axe**, you must play all other **Axes**)!

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THE KILLER QUEEN

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



The **Killer Queen: Sudden Death** attacks as soon as you draw it, so unless it has been drawn safely you must play it into your Injury Pile immediately!



The **Killer Queen: Terror Rising** is biding her time until the last card in the deck has been drawn. Once there are no cards in the deck - and any 'Play Anytime' cards and **Plot Twists** have had their actions completed - the player holding the **Killer Queen: Terror Rising** must play it into their Injury Pile!



The **Killer Queen: Final Cut** waits and watches for the perfect time to strike. One by one players will get rid of all their cards to escape the game, but one unlucky player will fall behind and be left alone with the **Killer Queen: Final Cut**! As the last player still holding cards, they will inevitably be holding the **Killer Queen: Final Cut**, and must play it into their Injury Pile. The game is now over!

Note: Killer Queens are Villians, not Weapons. This means that once they are played into your Injury Pile, they can never be removed.

PLOT TWISTS

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As with all good horror movies, 'Killer Queen' has some blood-curdling **Plot Twists**! Any time you draw or receive a **Plot Twist** (marked with a **red sticker** in the top right corner) you must play it immediately, unless you drew or received it **safely**.



Makeout Point and **Poison** are the only **Plot Twists** that are played into your Play Lane. For the remaining **Plot Twists**, simply follow the rule on the card before putting the card in the Discard Pile and continuing play where it left off.



Note: You cannot play **Plot Twists** from your hand like you would a **Power Card**. You only play them when you draw them, they have been given to you, or the rule on a card says they must be played.

SAFE CARDS



Playing certain cards can make **Killer Queens**, **Weapons** and **Plot Twists** 'safe'. **Safe** cards do not need to be played immediately. Instead they remain in your hand until another player draws them or they're given to another player with a card like **Trick or Treat**. That player will then have to play them - unless they can make the card **safe** again!



Note: All cards dealt at the start of the game, or drawn when Resupplying (see Page 8), are **safe**.

STICKERS



If you draw or receive these cards you must play them immediately, unless you can make them **safe**!



When playing a **Weapon** card, play all identical **Weapons** in your hand (**Drag Downs** - Page 4).



These cards can be played even if it isn't your turn! If they are played after you begin drawing to end your turn, or on another player's turn, you'll draw for them at the end of your next turn.



These cards can never be removed from your Injury Pile, and can only be removed from your Play Lane by drawing for them. Power Cards cannot be used to remove these cards.



Cards with this sticker are the **Villains** of the game (or an expansion). Each will have creative ways of attacking, so read carefully!



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 permanently add any unclaimed **Bandage** card to their Injury Pile, reducing their Injury Point total by the number on the **Bandage**.

Run!

Run!

Run!

Run!

Run!



Run!



Run Away!

If you escape BEFORE the deck runs out, take a **Bandage** and then 'RESUPPLY' by safely drawing three new cards from the deck or other player's hands before continuing play where it left off.

If you escape AFTER the deck runs out, you are out of the game completely! Well done! Take a **Bandage** and watch your friends fight for survival. Cards cannot be given to your hand or Injury Pile, but **Weapons** can be taken from your Injury Pile by the remaining players with Power Cards, **Plot Twists** or **Overdraws** (see Page 9).

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 play on!

WINNING THE GAME

Once there is only one player left in the game, they are attacked by the **Killer Queen: Final Cut** and the game ends. Tally up everyone's Injury Points (including **Killer Queens** and **Bandages**). The player with the fewest points in their Injury Pile wins!

Note: If you are the final player left at the end of the game you do not receive a **Bandage**. On the plus side, if you are still holding any **Weapon** cards you will not have to play them. Phew!



REQUIRED READING

Pick Up, Put Down: If you haven't played a card on your turn and are drawing a single card to end your turn, you can immediately play that card if it is playable. This card will be put in your Play Lane and drawn for at the end of your next turn.



Shuffling Your Hand: You can give your hand one quick shuffle each time a player tries to draw from you, although once the player starts the action of drawing from you, you cannot pull away or shuffle again.



Tie Breakers: If players are tied at the end of the game, the player with the **fewest Killer Queens in their Injury Pile** wins. If players are still tied, the player with the **most Bandage Points** wins!



Overdraws: There will be rare occasions that you have more cards in your Play Lane than you can draw from the deck or other players' hands. Here, you must pick up the highest valued **Weapon** card possible for each extra card in your Play Lane. This includes from escaped player's Injury Piles but does not include your own.



Unless you can make these **Weapon** cards **safe**, you must play them immediately into your Injury Pile (and they will trigger **Drag Downs**).

KILLER QUEEN 101: TURN BREAKDOWN 10

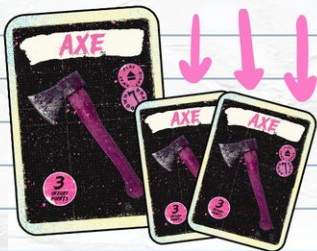
1: Play any number of Power Cards from your hand into your Play Lane! You can also choose to not play anything.

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!

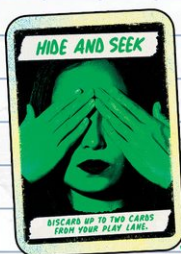
3a: Play that **Weapon** card into your Injury Pile, which **Drags Down** any identical **Weapons** in your hand.



3b: For a **Plot Twist**, complete the action on the card and then discard it.

4: Now it's the next player's turn, 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



x2



x2



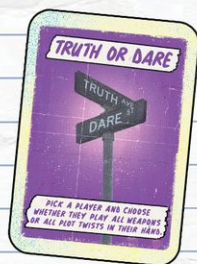
x3



x3



x3



x2



x2



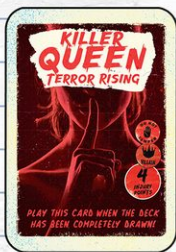
x2



x2

WEAPONS, PLOT TWISTS & KILLER QUEENS

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KILLER QUEEN 101: CARD REFERENCE GUIDE

You don't need to read this section before playing! Get started, and then simply check back here if you have any questions about the cards. If you still have questions, head to escapetabletopgames.com to get in touch with us.

SPOTLIGHT



You must view both cards from either the deck OR another player's hand and put the card back in the same place, meaning you cannot view from the deck and then give to a player, or vice versa. If you take two cards from the deck you must put the card you don't keep back on top of the deck. If you choose two cards from another player's hand, the card you give back remains safe.

TRUTH OR DARE



Yes, you can choose yourself! It seems dangerous, but on rare occasions it'll be so crazy it just might work, especially if playing a Plot Twist could benefit you.

BLOODY KNUCKLES

Nine times out of ten you'll be putting a Weapon card from your own Injury Pile into another player's hand. You can also move a card from another player's Injury Pile into another player's hand, or - if you really want to - from any Injury Pile into your own hand.



SPIN THE BOTTLE

When playing a **Spin The Bottle** in to someone's Play Lane, you decide where the player draws from when they NEXT have to draw, not right away. You only choose where they draw from (i.e. your hand, another player's hand, the deck or a combination of those), not which specific card(s).



If MULTIPLE players play a **Spin The Bottle** into your Play Lane, they choose where you draw from in the order that the cards were played (i.e. the first player chooses the first two cards etc.). The power of **Spin The Bottle** ends as soon as your turn ends. For example, if you only have to draw one card, the player(s) that played the **Spin The Bottle(s)** do not get to continue choosing where you draw from on subsequent turns.

HIDE AND SEEK

Hide and Seek can remove itself from your Play Lane, so if you play it with only one other card in your Play Lane, both will be discarded. You can also play it as the only card in your Play Lane, which would remove itself. In both cases you would not have to draw any cards (see note on Page 2).



WOULD YOU RATHER?

The player still gets to use the power on the card you're taking, but they won't have to draw for that card to end their turn (as it's no longer in their Play Lane).



TRICK OR TREAT



The card you give isn't safe, so they'll have to play it immediately if it's a Weapon, Plot Twist or *Killer Queen: Sudden Death* (unless they play a *Mother May*!). If you put a card back into the deck, you can choose to put it directly on top.

DING, DONG, DITCH



The card you put back has to go to the same place you drew it from. If you drew from the deck, it must go back to the top of the deck. If you drew from another player, the card must go back to that same player. The card remains safe when it goes back to a player's hand. You do not have to draw again to replace the card you just drew and then subsequently put back! The *Ding, Dong, Ditch* gets added to your Play Lane, but you won't have to draw for it this turn, you'll draw for it next turn (as you technically played it after your turn ended!).

Note: If the last card of the deck is drawn, and then put back with a *Ding, Dong, Ditch*, the deck has not been completely drawn, meaning the *Killer Queen: Terror Rising* does not need to be played... yet.

OUIJA BOARD



If you play *Ouija Board*, the card that gets returned to your hand remains safe.

If you choose for a player to draw again, they don't have to draw a card from your hand.

NEVER HAVE I EVER

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You can make any card you draw this turn safe, but you don't have to make them all safe, so if you draw a Plot Twist or a Weapon that might benefit you to play immediately, you can choose to do so.



It's possible that another player might steal this card with a **Would You Rather?**, however you always get to use the powers of cards that you have played on your turn, even if someone steals it from your Play Lane, or if you remove it yourself with a **Hide and Seek**.

MOTHER MAY I?

You read that correctly, it is 'drew or received' so that means if a player gives you a card using a **Trick or Treat**, or if you are given a card during a Plot Twist, you can play **Mother May I?** to make it safe. You can also play this card after drawing a Power Card even though it's already safe.



WINK MURDER

If you're putting the cards onto the deck you get to choose the order. If you're giving the cards to other player(s) you can choose to give them both to one player, or split them between two players. You **MUST** give away two cards, so if you only have one other card in your hand, you won't be able to play this card. If you want to get rid of this card in that situation, you might have to burn it (see Page 3).



17 MAKEOUT POINT



This Plot Twist isn't played directly into the Discard Pile. Instead, it counts as a card in your Play Lane, so you'll be drawing a minimum of two cards no matter what! This card has a 'Do Not Tamper' sticker, so once it lands in a Play Lane, it is there to stay until it is drawn for at the end of the turn.

MERCY

You're in luck if you draw this card and you're the player with the most Injury Points - you do get to pick up from your own Injury Pile, and you get to choose which Weapon(s) you pick up. If the player with the most Injury Points has no Weapons (i.e. they just have Killer Queens), choose the player with the most Injury Points who does have Weapons in their Injury Pile. If several players are tying, you get to choose who you draw from. If at any stage you cannot draw a Weapon (i.e. there are no Weapons down, or there was only one and you've picked it up), discard this card.



TELEPHONE

Yes, this includes your own Injury Pile, and yes, you can choose whichever Weapons you like. If someone doesn't have any Weapons in their Injury Pile, simply skip over them. You do still pick up a Weapon from any players who have escaped and are out of the game! If there have been no Weapons played at all, simply discard this card.



KISS, MARRY OR KILL

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The three cards can be drawn from the top of the deck, any other players, or a combination of both. Draw cards one at a time, dealing with Plot Twists, Weapons and Killer Queens as they come. You can use 'Play Anytime' cards in response to the cards you draw. It will still count as one of your three draws if you put a card back with a **Ding, Dong, Ditch!**



Kiss, Marry or Kill skips your Play Lane, so you won't have to draw 6 cards if you have a **Makeout Point** lurking in your Play Lane. You also won't have to draw for Overdraws if there are no cards that can be drawn when completing this Plot Twist. Phew!



COPYCAT KILLER

You can give away as many cards as there are Villain cards in your hand. You can also choose to give away the Villains themselves! They are not safe.

If the last card drawn from the deck is a **Copycat Killer**, the **Killer Queen: Terror Rising** CAN be passed to another player before it has to be played!

POISON

As with **Makeout Point**, this card counts as a card in your Play Lane, so at a minimum you will be drawing one card from another player!



If you ever damage or lose a card, you can replace it using one of these blank cards! Much more excitingly, we have added these cards in so you can get creative and *slay by your own rules!*

Scan the QR code to join the Killerverse community, where you can share your killer creations and find inspiration for even more mayhem!

