

PSYCHO KILLER  
THREE MINUTE  
QUICK START VIDEO



# CRIME TIME

YOU WILL NEED TO KNOW HOW TO  
PLAY PSYCHO KILLER TO PLAY  
CRIMETIME. ONCE YOU'RE UP TO  
SPEED, YOU CAN GET STARTED  
LEARNING THE NEW RULES!



## THE RUNDOWN

"THIS IS NOT A TEST. THIS IS YOUR EMERGENCY BROADCAST SYSTEM. ANNOUNCING THE COMMENCEMENT OF THE ANNUAL CRIMETIME, SANCTIONED BY THE PSYCHO KILLER. COMMENCING WHEN A CRIMETIME CARD IS DRAWN, PLAYING ALL WEAPONS IN YOUR HAND INTO OTHER PLAYERS INJURY PILES HAS BEEN AUTHORISED DURING AN ATTACK.

CRIMETIME CONTINUES UNTIL ANOTHER CRIMETIME CARD IS DRAWN, AT WHICH POINT A BRIEF SAFETIME COMMENCES AND WEAPONS ARE PLAYED INTO YOUR OWN INJURY PILES. SAFETIME ENDS WHEN ANOTHER CRIMETIME CARD IS DRAWN. MAY GOD BE WITH YOU ALL."



## THE SETUP

TO ADD CRIMETIME TO YOUR GAME, SHUFFLE THE EXPANSION INTO THE BASE GAME AND GET STARTED AS YOU USUALLY WOULD.

ADDING CRIMETIME ALLOWS ANOTHER PLAYER TO FIT IN COMFORTABLY, SO YOU CAN PLAY WITH **UP TO 7 PLAYERS!**



EACH CARD IN THE EXPANSION IS MARKED WITH A **SMILEY FACE**, SO YOU CAN EASILY SEPARATE THE EXPANSION FROM THE BASE GAME ONCE YOU FINISH PLAYING.

WITH CRIMETIME IN YOUR GAME, THE LEFT FOR DEAD THRESHOLD INCREASES TO **13 POINTS**.

## GAMEPLAY

THE BASIC GAMEPLAY OF CRIMETIME IS THE SAME AS PSYCHO KILLER. THE GAME ENDS WHEN THE FIFTH PSYCHO KILLER IS DRAWN, AND THE WINNER IS THE PLAYER WITH THE FEWEST POINTS IN THEIR INJURY PILE.

THE NEW **SURVIVAL**, **SELFISH**, **POWER** AND **HEALING** CARDS ARE PLAYED JUST LIKE THE ONES IN THE BASE GAME, BUT YOU'RE NOT ONLY USING THEM TO SURVIVE THE PSYCHO KILLER. NOW YOU HAVE TO SURVIVE BEING ATTACKED BY YOUR FRIENDS AS WELL.

**DURING CRIMETIME, INSTEAD OF PLAYING WEAPONS ON YOURSELF DURING AN ATTACK, THEY ARE PLAYED INTO OTHER PLAYERS INJURY PILES!**

## CRIMETIME

CRIMETIME COMMENCES WHEN THE FIRST CRIMETIME CARD IS DRAWN AND LASTS UNTIL ANOTHER CRIMETIME CARD IS DRAWN, AT WHICH POINT IT BECOMES SAFETIME AGAIN.

IF YOU ARE THE PLAYER THAT DRAWS THE CRIMETIME CARD, YOU MUST DRAW TWO EXTRA CARDS. ANY WEAPONS YOU DRAW MUST BE PLAYED IMMEDIATELY (NO REWINDS). IF IT'S NOW SAFETIME THESE WEAPONS GO STRAIGHT INTO YOUR INJURY PILE. IF IT'S CRIMETIME... WELL, YOU KNOW WHAT TO DO!

WHEN A CRIMETIME CARD IS DRAWN, FLIP THE CRIMETIME INDICATOR TO DISPLAY WHAT 'TIME' IT IS, THEN SET THE CRIMETIME CARD ASIDE TO KEEP TRACK OF HOW MANY ARE LEFT.

CRIMETIMES ARE STILL PART OF THE DISCARD PILE, DESPITE BEING SET ASIDE. YOU CAN ALWAYS BRING ONE BACK USING A **BOOK OF THE DEAD!**

## THINGS TO REMEMBER

1. DURING CRIMETIME, PLAY YOUR WEAPONS IN A CLOCKWISE DIRECTION, STARTING WITH THE PLAYER WHO PLAYED THE **PSYCHO KILLER**, **STAND-OFF** OR **BETRAYAL**.
2. IF MULTIPLE PLAY ANYTIME (▷) OR PLAY IMMEDIATELY (■ OR ▲) CARDS ARE PLAYED AT ONCE, THEY ARE RESOLVED IN THE ORDER OF WHICH CARD WAS PLAYED MOST RECENTLY.
3. IF YOU HAVE PLAYED AN **IMMUNITY**, YOU ARE COMPLETELY OUT OF THE GAME UNTIL THE START OF YOUR NEXT TURN. YOU THEREFORE CANNOT BE GIVEN ANY CARDS, BE AFFECTED BY PREDICAMENTS OR PLAY ANY OF YOUR OWN CARDS.