

KILLING TIME

THERE ARE FIVE DOORS TO CHOOSE FROM, WITH A PSYCHO KILLER WAITING BEHIND EACH ONE. ONCE A PSYCHO KILLER ATTACKS, THAT DOOR CLOSES FOR GOOD, WHITING DOWN YOUR OPTIONS AND SUPPLIES UNTIL THERE IS ONLY ONE CHOICE LEFT. THIS IS A BREAK NECK, 5-MINUTE VERSION OF PSYCHO KILLER TO PLAY WHEN YOU WANT TO KILL YOUR FRIENDS WHILE KILLING SOME TIME.

KILLING TIME IS PLAYED WITH YOUR BASE GAME OF PSYCHO KILLER AND DOESN'T REQUIRE ANY ADDITIONAL CARDS, HOWEVER IT CAN BE PLAYED WITH ALL OF OUR EXPANSIONS AND OTHER GAME MODES.

SETTING UP

STEP 1: REMOVE THE 5 PSYCHO KILLER CARDS FROM THE DECK.



STEP 2: SHUFFLE THE DECK AND SPLIT IT INTO 5 SMALLER DECKS.



STEP 3: SHUFFLE A PSYCHO KILLER CARD INTO EACH OF THE 5 SMALLER DECKS.



HOW TO PLAY

YOU START OFF WITH NO CARDS IN HAND. YOU'LL NEED TO DRAW CARDS IN ORDER TO COLLECT SUPPLIES AND AVOID THE EVER-PRESENT PSYCHO KILLERS LURKING IN EACH OF THE DECKS.

THE PLAYER WHO IS BRAVE ENOUGH TO GO FIRST DRAWS A CARD, AND THEN PLAY CONTINUES TO THE LEFT BY THE SAME RULES AS YOUR BASE GAME OF PSYCHO KILLER

IF YOU DRAW A PSYCHO KILLER AND CANNOT ESCAPE IT, THEN THE DECK FROM WHICH YOU DREW IT IS IMMEDIATELY ADDED TO THE DISCARD PILE! THE PSYCHO KILLER CARD IS PLACED INTO YOUR INJURY PILE AS PER THE BASE GAME, AND EVERYONE'S WEAPONS ARE PLACED IN THEIR OWN INJURY PILES.

YOUR GAME OF KILLING TIME ENDS WHEN THE FIFTH AND FINAL PSYCHO KILLER IS FOUND LURKING WITHIN THE FIFTH AND FINAL DECK!

THERE ARE SOME CARDS IN THE BASE GAME THAT ALLOW PLAYERS TO INTERACT WITH THE DECK. GIVEN THERE ARE NOW A GRAND TOTAL OF FIVE DECKS, YOU'LL NEED TO READ THESE CARDS A LITTLE DIFFERENTLY. AS A GENERAL RULE, WHEN A CARD REFERS TO "THE DECK" OR "EITHER DECK", JUST THINK OF THAT AS "ANY DECK".

WE HAVE ALSO LISTED A FEW OF THE TRICKIER CARDS ON THE NEXT PAGE, WITH EXPLANATIONS OF HOW THEY INTERACT WITH THE MULTIPLE DECKS.

REANIMATE

THIS IS THE TRICKIEST ONE, SO LETS GET IT OVER AND DONE WITH!

IF YOU PLAY A REANIMATE CARD, YOU DO NOT CREATE A NEW DECK, YOU SIMPLY PUT THE PSYCHO KILLER ON TOP OF ONE OF THE REMAINING DECKS. MAKE SURE YOU KEEP AN EYE ON ANY DECKS THAT HAVE MORE THAN ONE PSYCHO KILLER IN THEM.

THIS IS IMPORTANT BECAUSE YOU MAY ACCIDENTALLY DISCARD A DECK WITH A PSYCHO KILLER IN IT, WHICH MEANS YOU WON'T BE ABLE TO FINISH THE GAME. IT'S ALSO VERY IMPORTANT FOR THE SIMPLE FACT THAT YOU WANT TO KNOW WHICH DECKS HAVE MORE PSYCHO KILLERS IN THEM THAN OTHERS FOR YOUR OWN SELF PRESERVATION!

SLAM THE DOOR

IF YOU SLAM THE DOOR, YOU MUST DRAW THE NEXT CARD FROM THE SAME DECK AS YOUR INITIAL DRAW. IF THAT CARD IS THE LAST CARD IN THAT DECK, IT CAN ONLY BE A PSYCHO KILLER. IN THIS CASE YOU CAN DRAW THE TOP CARD FROM ANOTHER DECK AND REPLACE IT WITH THE PSYCHO KILLER YOU DREW. THIS WILL ALSO MEAN THERE IS MORE THAN ONE PSYCHO KILLER IN THAT DECK, SO APPLY WHAT WE SAY ABOUT REANIMATE IN THIS SITUATION TOO!

DISARM

WHEN YOU DISARM, YOU MUST CHOOSE ONE DECK TO SHUFFLE ALL CARDS INTO. THE OTHER DECKS DO NOT GET SHUFFLED.

DOUBLE TAP

WHEN PLAYING A DOUBLE TAP, YOU MUST PUT THE PSYCHO KILLER BACK INTO THE SAME DECK THAT YOU DREW IT FROM. THAT DECK REMAINS IN THE GAME... FOR NOW.

FOUND FOOTAGE

YOU CAN VIEW A TOTAL OF 3 CARDS FROM ANY DECK (EG. TWO FROM ONE SIDE AND ONE FROM THE OTHER, OR EVEN ONE FROM THREE DIFFERENT DECKS). THOSE CARDS MUST GO BACK ONTO THE SAME DECK THAT YOU DREW THEM FROM.

NOTE: APPLY THE SAME RULES FOR 'I KNOW WHAT YOU'LL DO NEXT SUMMER' FROM GRATUITOUS VIOLENCE.

A GRAVEYARD AT MIDNIGHT

YOU MUST DRAW A TOTAL OF THREE CARDS, BUT THEY CAN BE DRAWN FROM EITHER DECK (EG. TWO FROM ONE DECK, AND ONE FROM THE OTHER, OR EVEN ONE FROM THREE DIFFERENT DECKS).

CAR TROUBLES

YOU MUST SHUFFLE YOUR CARDS INTO THE DECK YOU DREW THE PREDICAMENT FROM, BUT YOU CAN CHOOSE TO DRAW THE FOUR CARDS FROM ANY DECK(S).