

# OVERKILLER

HAVE YOU EVER FINISHED PLAYING PSYCHO KILLER AND THOUGHT TO YOURSELF, "I MIGHT HAVE TAKEN THINGS A LITTLE TOO FAR BACK THERE"?

NO? WELL THEN THIS GAME IS FOR YOU!

IF YOU DRAW A PREDICAMENT CARD YOU CAN NOW HOLD IT IN YOUR HAND AS IF YOU WERE LEFT FOR DEAD! BUT IT'S BETTER THAN THAT, BECAUSE YOU CAN THEN PLAY THOSE PREDICAMENTS DURING YOUR FUTURE TURNS AND CHOOSE ANY PLAYER FOR THEM TO AFFECT (INCLUDING YOURSELF).

YOUR TURN ENDS AS SOON AS YOU PLAY THE PREDICAMENT ON YOUR UNLUCKY (OR LUCKY) VICTIM, SO TIME YOUR ATTACKS STRATEGICALLY!

THE CARDS THAT ARE AFFECTED BY THIS RULE CHANGE ARE:



BUT THAT'S NOT ALL! YOU DIDN'T EXPECT US TO CALL SOMETHING OVERKILLER AND NOT LET YOU DO SOME DAMAGE WITH THIS GUY, DID YOU?



SINCE LEFT FOR DEAD DOESN'T APPLY TO THIS GAME MODE, IF YOU DO PASS THE LEFT FOR DEAD THRESHOLD YOU CAN NOW HOLD ANY PSYCHO KILLERS THAT YOU PICK UP! YOU CAN THEN OFFLOAD THEM INTO OTHER PLAYER'S HANDS USING CARDS LIKE **DROP YOUR KEYS** AND **LET'S SPLIT UP**. AS SOON AS THE PSYCHO KILLER LEAVES YOUR HAND AND ENTERS THE HAND OF SOMEONE WHO HASN'T PASSED THE LEFT FOR DEAD THRESHOLD, THEY MUST IMMEDIATELY PLAY IT INTO THEIR INJURY PILE, AND EVERYONE IS ATTACKED!

IF YOU'RE HOLDING A PSYCHO KILLER AND THE DECK RUNS OUT, YOU HAVE TO PLAY THAT PSYCHO KILLER INTO YOUR OWN INJURY PILE..SO CHOOSE YOUR MOMENT TO STRIKE WISELY!