

TRIAL AND TERROR

PSYCHO KILLER THRILLER

PSYCHO KILLER THRILLER RULES ARE INCLUDED IN THE PRINTED RULES, WEB RULES AND RULE VIDEO FOR THE SECOND EDITION.

YOU'RE LOST IN THE WOODS WITH NO SUPPLIES. EVERY CHOICE YOU MAKE, EVEN DOWN TO TURNING LEFT OR TURNING RIGHT, COULD BE THE DIFFERENCE BETWEEN LIFE AND A GRUESOME DEATH.

WITH A LIGHTNING FAST SET UP AND EVEN MORE THRILLING GAME-PLAY, PSYCHO KILLER THRILLER BRINGS A NEW LEVEL OF TERROR TO YOUR GAME OF PSYCHO KILLER.

TO PLAY PSYCHO KILLER THRILLER, YOU ONLY NEED TO MAKE TWO CHANGES TO YOUR GAME:

STEP 1:

SPLIT THE DECK

IN PSYCHO KILLER THRILLER, THE DECK WILL BE SPLIT IN TWO, GIVING YOU MORE CHOICE OVER WHICH CARDS YOU DRAW, WHICH ONES YOU AVOID, AND HOW TO SCREW OVER THE OTHER PLAYERS.

STEP 2:

NO SUPPLIES

YOU START OFF PSYCHO KILLER THRILLER WITH NO CARDS. THIS MAKES THE START OF THE GAME ALL THE MORE TERRIFYING, BUT THE BEST PART IS IT ONLY TAKES A FEW SECONDS TO SET UP!!!

HOW TO PLAY

TO SET UP YOUR GAME OF PSYCHO KILLER THRILLER, SHUFFLE THE DECK AND SPLIT IT ROUGHLY INTO TWO DECKS, WITH THE DISCARD PILE IN THE MIDDLE.



PLAYERS BEGIN THE GAME WITH NO CARDS AND END THEIR TURNS BY DRAWING THE TOP CARD FROM EITHER DECK.

THERE ARE SOME CARDS THAT ALLOW PLAYERS TO INTERACT WITH THE DECK. AS A GENERAL RULE, WHEN A CARD REFERS TO "THE DECK" JUST THINK OF THAT AS "EITHER DECK". WE HAVE ALSO LISTED A FEW OF THE TRICKIER CARDS ON THE NEXT PAGE, WITH EXPLANATIONS OF HOW THEY INTERACT WITH THE SPLIT DECK.

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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 ON THAT SIDE OF THE DECK, YOU CAN DRAW THE TOP CARD FROM THE OTHER SIDE OF THE DECK.

DISARM

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

DOUBLE TAP

WHEN PLAYING A DOUBLE TAP, YOU CAN PUT THE PSYCHO KILLER BACK INTO EITHER SIDE OF THE DECK.

FOUND FOOTAGE

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

NOTE: APPLY THE SAME PRINCIPAL 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).

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).

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A COMEDY OF TERRORS

A COMEDY OF TERRORS RULES ARE INCLUDED IN THE WEB RULES AND RULE VIDEO FOR THE SECOND EDITION AND WILL BE INCLUDED IN THE INCLUDED RULES OF THE THIRD EDITION.

WOULD YOU GO BACK INSIDE THE HOUSE TO GET YOURSELF SOMETHING YOU CAN FIGHT BACK WITH? EVEN IF THERE COULD BE A KILLER LURKING RIGHT BEHIND THE DOOR? DO YOU CHANCE THE WILDERNESS WITH NO SUPPLIES, OR DO YOU RISK IT ALL TO WIN?

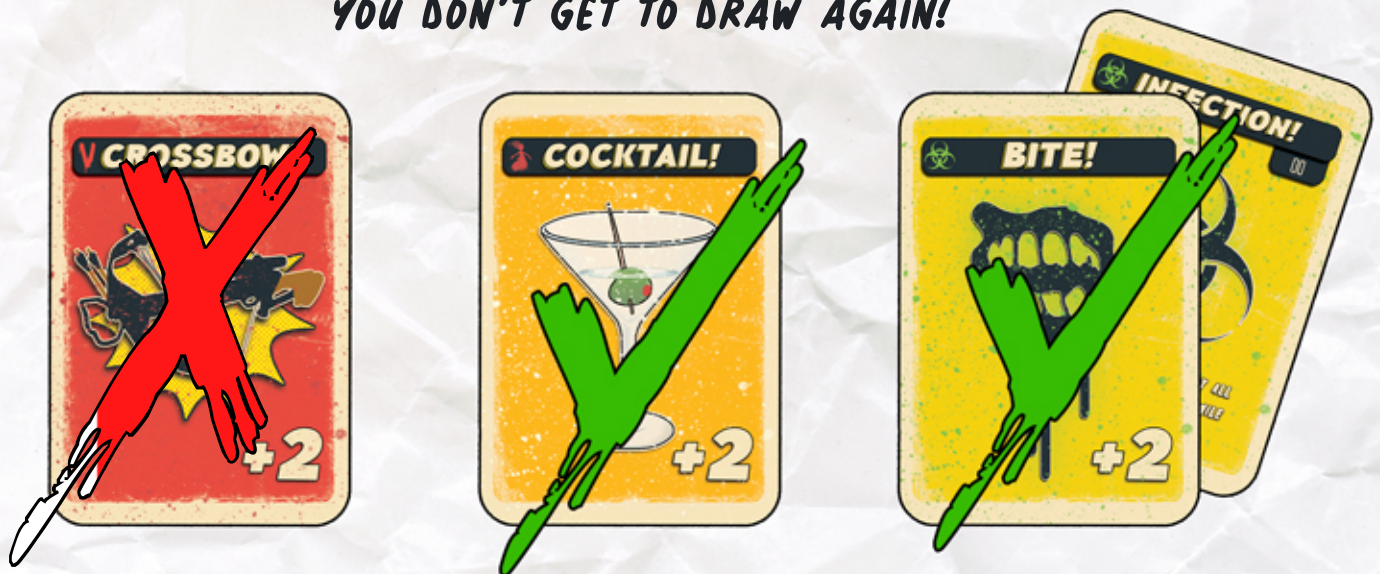
HOW TO PLAY

THE RULES OF A COMEDY OF TERRORS ARE SIMPLE.

IF YOU DRAW A WEAPON CARD TO END YOUR TURN, YOU CAN CHOOSE TO DRAW AGAIN FROM THE DECK IN THE HOPES OF GETTING A MORE USEFUL CARD.

IF YOU DRAW MULTIPLE WEAPON CARDS IN A ROW, YOU CAN KEEP DRAWING FROM THE DECK UNTIL YOU DRAW A NON-WEAPON CARD, OR YOU CAN STOP DRAWING WHENEVER YOU FEEL YOU'VE PUSHED YOUR LUCK TOO FAR.

NOTE: THIS RULE ONLY APPLIES WHEN YOU DRAW A WEAPON TO **END YOUR TURN**. THIS MEANS THAT IF YOU DRAW THE WEAPON AS PART OF A PREDICAMENT, YOU DON'T GET TO DRAW AGAIN!



A COMEDY OF TERRORS RULES **DO NOT** APPLY TO **RANGED WEAPONS** IN **GRATUITOUS VIOLENCE** BUT DO APPLY TO ALL **ZOMBIE WEAPONS** AND **INFECTIONS** IN **PSYCHO KILLER Z** AND ALL **DRINK CARDS** IN **BLOODY MARY**.