INTRODUCTION:
The town of Slaughterville has long been home to strange happenings and even stranger citizens. Slaughterville has been the premiere spot for vacationing college students and homicide for the last few decades. What continues to draw these college students and homicidal creatures? Can anything stop the reign of terror?

GAME OVERVIEW:
Slaughterville is a game in which 1-6 PLAYERS engage in an epic struggle to determine if they can survive the VILLAIN that has taken root in the town. PLAYERS will choose from a variety of horror movie staple CHARACTERS and journey through Slaughterville finding CLUES, fighting evil, and gaining helpful ITEMS and ALLIES along the way.

During each turn, the PLAYERS will interact with one of the many LOCATIONS in Slaughterville and hope that they avoid the notice of the VILLAIN until they are ready to take it down! PLAYERS will come face to face with horrors both natural and unnatural. Encounters at each LOCATION will either provide help or test the PLAYER'S abilities, stats, and archetype of the PLAYER.

COMMENTS:
Slaughterville comes with a variety of game pieces, cards, and mats used in the game.

PLAYER STARTING AREA:
This contains the PLAYER'S STARTING AREA as well as information on the ACTIONS that can be performed at the PLAYER STARTING AREA. See the LOCATIONS section of the rules for more information.

VILLAIN STARTING AREA:
These mats are used for the VILLAIN STARTING AREA and will contain information on the VILLAIN and PLAYER requirements for the game. See the VILLAIN Section of the Rules for more information.

PLAYER CARD:
1: This is the name of the character.
2: These are the statistics of the character:
   • COMBAT is the ability to fight.
   • AGILITY is the ability to run from fights and escape.
   • NERVE is how well the character can withstand the horrors.
   • PERCEPTION is the knowledge and the character's ability to observe the surroundings and deduce information.
   • HEALTH determines how long the character has until they are another statistic.
   • More information about the statistics will be explained on page 5.
3: This is the image of the character.
4: This is the character's special abilities. Some characters have TALENTS. TALENTS are always active and do not require a CLUE to activate. TALENTS are always listed above named special abilities.

VILLAIN CARD:
The Villain Cards are in the Villain Decks.
1: This is the title of the card.
2: This is the card image.
3: Some cards may have an ENEMY type. In the example shown, the ENEMY type is an ANIMAL. Certain abilities and ITEMS may have an effect based on the ENEMY type.
4: This is the effect of the card.

LOCATION CARD:
Each LOCATION deck will have their own set of cards.
1: This is the title of the card.
2: This is the card image.
3: This is the ENEMY type, if applicable. The ENEMY types are: ANIMAL, DEMON, UNDEAD, GHOST or HUMAN
4: This is the type of card:
EVENTS are the most common and will provide the main method of interaction. PLAYERS will read the event and follow the instructions.
   • ALLY cards are the citizens of Slaughterville that may help the PLAYER.
   • ITEMS are the helpful objects that become attached to the PLAYER.
5: This is the card's effect. Some cards will tell you to detach an ALLY, ITEM or CLUE. To detach a card, simply remove it from the character and place it in the appropriate discard pile. Detach effects can be used from the inventory. For example, the card NURSE'S STATION states "Detach NURSE'S STATION to heal 1D6 damage." You can use this effect even when NURSE'S STATION isn't equipped.
SETUP:
1. Begin by taking the PLAYER STARTING AREA and placing it in the center of the table.
2. Next, choose the PLAYER CHARACTERS and assign each PLAYER a colored pawn. PLAYERS may choose a CHARACTER to play or choose a RANDOM CHARACTER by shuffling and dealing a single CHARACTER to each PLAYER. They will keep the CHARACTER card in front of them and place their pawn in the PLAYER STARTING AREA.
3. The PLAYERS will now choose a VILLAIN to face. The PLAYERS may choose one of the VILLAINS to face or select the VILLAIN RANDOMLY. Place the VILLAIN STARTING AREA to the Left of the PLAYER STARTING AREA. Place the black pawn in the VILLAIN STARTING AREA. Then take the appropriate VILLAIN DECK matching the VILLAIN STARTING AREA from the box and place it on the VILLAIN STARTING AREA. The back of the VILLAIN DECK will match the main image on the VILLAIN STARTING AREA.
4. Next six LOCATIONS will be chosen. Start by looking at the VILLAIN STARTING AREA and determining if there are any required LOCATIONS. The VILLAIN STARTING AREA may list a specific location that must be one of the six LOCATIONS. If there is a-location listed on the VILLAIN STARTING AREA, place it on the table as the first LOCATION. Then randomly choose or pick your favorite LOCATIONS until there are six of them. If no LOCATION is listed on the VILLAIN STARTING AREA, choose six LOCATIONS. The maximum number of LOCATIONS is six.
5. Lay the LOCATION MATS below the VILLAIN STARTING AREA and PLAYER STARTING AREA in a line. LOCATION 1 is not adjacent to LOCATION 6 no matter their physical layout.
6. Choose the corresponding LOCATION DECKS, each deck will have a card back that matches a LOCATION MAT. Shuffle each DECK and place it on its MAT.
7. Place the DICE, CLUE tokens, and WOUND tokens within easy reach of all PLAYERS.
8. The PLAYER who has most recently seen a horror movie is the FIRST PLAYER. Or roll a die. Or have a fight to the death. It's your game.

PLAYER TURN:
At the beginning of the turn, the PLAYER may adjust INVENTORY by switching EQUIPPED ITEMS with ITEMS in the INVENTORY. The PLAYER may then take up to two of the following ACTIONS in any order. You may repeat any of the ACTIONS. For example, you may MOVE twice or if you are at a LOCATION and do not wish to MOVE, you may ENCOUNTER the LOCATION twice.
1. MOVE: PLAYER can use an ACTION to move to a LOCATION, including the PLAYER STARTING AREA. If the VILLAIN is at the LOCATION, the PLAYER must immediately engage in a SINGLE COMBAT ROUND against the VILLAIN as a free ACTION. If there are any enemies on the LOCATION Deck, then the PLAYER must ENCOUNTER those enemies as a free ACTION.
2. TRADE: PLAYERS can trade ITEMS, CLUES, or ALLIES with any PLAYER at their LOCATION.
3. ENCOUNTER: PLAYER can ENCOUNTER the LOCATION by turning over a card. If the PLAYER spends a CLUE token, they may continue to ENCOUNTER the area.
After the FIRST PLAYER has completed their turn, the play continues with the PLAYER on the left. Once all PLAYERS have completed their turns, then it is the VILLAIN'S turn.

VILLAIN TURN:
The VILLAIN'S ACTIONS are controlled by the FIRST PLAYER. The VILLAIN will first look at the VILLAIN STARTING AREA and perform any VILLAIN TURN abilities. These provide the VILLAIN with extra things to do on their turn. The VILLAIN then checks to see if there are any PLAYERS at the VILLAIN'S current LOCATION. If there are, the VILLAIN must engage in a SINGLE COMBAT ROUND against those PLAYERS. The FIRST PLAYER then draws a card from the VILLAIN DECK and reacts to the card. FINAL COMBAT overwrites the VILLAIN TURN and the rules for FINAL COMBAT must be followed on the VILLAIN TURN.
Once the VILLAIN TURN is complete, the FIRST PLAYER TOKEN passes to the PLAYER on the left and a new TURN begins.

PLAYER INFORMATION:
The PLAYERS are those unfortunate enough to have chosen to vacation in Slaughterville. The PLAYERS come with a set of attributes that are used to complete challenges, ESCAPE from monsters, and survive Slaughterville. PLAYERS will be given a CHARACTER card for their PLAYER that includes their starting stats and a SPECIAL ABILITY.
ITEMS:

ITEMS are scattered all around Slaughterville. They are noted by the ITEM keyword. They can range from helpful ITEMS such as the PISTOL or SCYTHE to the ARTIFACT OF DOOM!! A PLAYER may have any number of ITEMS in their inventory. However, they may only have a ITEMS equipped at a time. At the beginning of a turn (turn order is explained on page 4), the PLAYER may switch ITEMS in their inventory with those equipped. Only those equipped ITEMS count toward increasing the attributes. Some ITEMS are UNIQUE. This means that only one copy of that ITEM can be in play at any time. If a copy of a UNIQUE ITEM is in play, the drawn card is discarded.

ENHANCEMENTS:

ENHANCEMENTS are improvements to a skill that are not gained by equipping a shiny new AXE or holding that important vial of HOLY WATER. These are special cards which do not count towards your number of EQUIPPED ITEMS.

EVENTS:

These are the primary interactions in Slaughterville. EVENTS will lead you down the path and provide interesting interactions with the citizens and horrors of Slaughterville. Many EVENTS will have a single ACTION such as performing a check. Others will have a branching path which leads to the reusability of Slaughterville. For instance, you find a set of Bloody Footprints. Does this lead to a valuable CLUE or to an ENEMY? At these times, you will be asked to roll a 1D6. This means taking a six-sided die, rolling it, and comparing the result to the choices listed on the card. From that point, follow the ACTIONS as directed and ignore other possible results.

ALLIES:

These special people are the citizens of Slaughterville who either in trouble or have decided to fight back against the darkness. ALLIES can convey a bonus to the PLAYER (and sometimes to the VILLAIN) as long as that ALLY is with the PLAYER. ALLIES will have the keyword ALLY as their card type. The PLAYER may have any number of ALLIES attached to their CHARACTER. When a card or VILLAIN effect has a PLAYER discarding an ALLY, that ALLY is returned to their respective discard piles unless otherwise stated on the VILLAIN card.

CLUES:

CLUES are those special little notes, bloody weapons, or other ITEMS that otherwise can lead to the discovery of the VILLAIN. The main way to gain CLUES is through COMBAT. For each successful COMBAT ENCOUNTER (excluding the SINGLE COMBAT ROUND) where an ENEMY is defeated, the PLAYER gains some insight into the nature of the VILLAIN. CLUES may be spent in order to perform a variety of ACTIONS. Spending a CLUE does not cost the PLAYER an ACTION. The PLAYER can detach a CLUE to:

1. Use their SPECIAL ABILITY on their card
2. To meet certain requirements for the VILLAIN
3. To ENCOUNTER a LOCATION
4. To HEAL the CHARACTER for 1D3 HEALTH
5. To instantly ESCAPE from COMBAT.

A PLAYER may detach any number of CLUES on his or her turn.

LOCATIONS:

There are a variety of LOCATIONS in Slaughterville. Each LOCATION has a unique deck that contains ALLIES, ITEMS, and EVENTS for the PLAYER to experience. On each turn, the PLAYER may spend an ACTION to move to any LOCATION or decide to stay in their current LOCATION to ENCOUNTER that LOCATION (draw a card from the LOCATION deck). If a LOCATION ever runs out of cards, then shuffle the discard pile back into the LOCATION’S deck. If the text on a LOCATION card contradicts the rules, the card takes precedence.

When ENCOUNTERING a LOCATION, PLAYERS will often be called to Roll 1D6 or 1D3. This means taking a six-sided die, rolling it, and comparing the result to the choices listed on the card. From that point, follow the ACTIONS as directed.

Six Sided Die Result 1D3 Result
1-2 1
3-4 2
5-6 3

PLAYERS may ENCOUNTER an ENEMY that is not the VILLAIN at a LOCATION. If the ENEMY is not defeated, then the ENEMY stays on top of the LOCATION’S deck for the next PLAYER that enters the LOCATION. Since this ENEMY was already discovered, ENCOUNTERING it does not take an ACTION. All ENEMIES must be cleared from the top of the deck before a LOCATION can be ENCOUNTERED.

When the VILLAIN card or other cards require the PLAYER to choose a RANDOM LOCATION, Roll 1D6. Begin with the leftmost LOCATION (LOCATION 1) and count to the right until the number is reached. That is the chosen LOCATION.

When a card calls for a PLAYER to interact with an adjacent LOCATION, this means any LOCATION that is directly connected to the LOCATION. For these purposes, the VILLAIN STARTING AREA and the PLAYER STARTING AREA are considered adjacent to all LOCATIONS.
PLAYER STARTING AREA:

A PLAYER may travel to the PLAYER STARTING AREA in order to heal. To heal, the PLAYER must spend an ACTION to gain 1D3 HEALTH. The VILLAIN is not able to enter the PLAYER STARTING AREA and the PLAYER cannot engage in a SINGLE COMBAT ROUND against the VILLAIN while in the PLAYER STARTING AREA. If the VILLAIN card would cause the PLAYER in the PLAYER STARTING AREA to have a SINGLE COMBAT ROUND, then the VILLAIN COMBATS the PLAYER in the LEFTMOST LOCATION. If there are no PLAYERS that may meet this requirement, then the COMBAT does not occur. If there is a card effect that causes a PLAYER to go to another LOCATION, the PLAYER is moved to that LOCATION and is no longer under the protection of the PLAYER STARTING AREA.

When a card requires the PLAYER to choose a RANDOM LOCATION, Roll 1D6. Begin with the leftmost LOCATION (LOCATION 1) and count to the right until the number is reached. That is the chosen LOCATION. If you are using a different layout for the LOCATIONS, remember that LOCATION 1 is not adjacent to LOCATION 6 no matter their physical layout. For example, if you arrange the LOCATIONS in a circle around the VILLAIN STARTING AREA and PLAYER STARTING AREA, you could list the one at the top as LOCATION 1 and count clockwise. Even though the LOCATION 6 would be physically located next to LOCATION 1, they are not considered adjacent for game play purposes.

PLAYERS may ENCOUNTER an ENEMY that is not the VILLAIN at a LOCATION. If the ENEMY is not defeated, unless otherwise stated on the card, then the ENEMY stays on top of the LOCATION’S deck for the next PLAYER that enters the LOCATION. Since this ENEMY was already discovered, ENCOUNTERING it does not take an ACTION. ALL ENEMIES must be cleared from the top of the deck before a LOCATION can be ENCOUNTERED.

SKILL CHECKS:

PLAYERS will often perform checks in Slaughterville. These checks may be to defeat ENEMIES or to open secret compartments to find ITEMS or CLUES! Non-COMBAT checks will list the attribute that needs to be tested. For instance, a card may require a PLAYER to make an AGILITY check. The PLAYER will then count their AGILITY skill, including any modifiers. The PLAYER will roll that many six-sided dice. Every die that rolls 5 or 6 is considered a SUCCESS. Non-COMBAT checks only need a single SUCCESS to be completed. COMBAT checks will be explained in the COMBAT section.

PANIC:

At times when a PLAYER FAILS a check, that PLAYER may have to PANIC. To PANIC, the PLAYER will roll 1D3 for a RANDOM LOCATION and then move to that LOCATION. In addition to moving, the PLAYER must also roll 1D3 and discard that many ITEMS, CLUES, or ALLIES in any combination. If the PLAYER cannot meet this requirement, the remainder of the roll must be taken as DAMAGE.

VILLAINS:

While the PLAYERS are attempting to accomplish their goals, the VILLAIN will be attempting to complete another goal. The VILLAIN card will contain a set of WIN CONDITIONS for the PLAYER and VILLAIN. If the VILLAIN manages to SUCCEED before the PLAYER, then the VILLAIN wins and darkness falls on Slaughterville. VILLAINS will be given their own deck of cards which serves as both the HEALTH of the VILLAIN and as a timer for the VILLAIN to complete their goal. If the VILLAIN DECK is ever empty, the VILLAIN is said to have been DEFEATED. The goals for the VILLAIN are varied and are explained on the VILLAIN STARTING AREA. The VILLAIN STARTING AREA may also list an ACTION called FINAL COMBAT. This means that the PLAYERS and the VILLAIN must engage in an all or nothing battle to decide the fate of Slaughterville. The FINAL COMBAT will be explained in the FINAL COMBAT section.

COMBAT:

PLAYERS will be forced to enter COMBAT. The PLAYER and the ENEMY will count the number of dice listed for their COMBAT score plus any modifiers. The PLAYER and ENEMY will roll their dice and count the number of dice that have rolled 5 or 6 as a SUCCESS. The one with the most SUCCESSES wins the COMBAT ACTION. DAMAGE is given out as the difference between the winner's number of SUCCESSES and the loser's number of SUCCESSES. For instance, if PLAYER 1 rolls 4 SUCCESSES versus an ENEMY’s 2 SUCCESSES, the ENEMY would take 1 DAMAGE. PLAYERS show damage taken by placing WOUND tokens on their character card. When the number of WOUND tokens is equal to or greater than their health, the PLAYER is killed and is removed from the game. In the case of ENEMIES in the LOCATION DECKS, winning the COMBAT ACTION is enough to defeat the ENEMY. The VILLAIN, however, will take DAMAGE in the form of overturning cards from the VILLAIN DECK based on the difference. In this instance, the VILLAIN would overturn cards. Some VILLAINS have a special ACTION that can be performed instead of dealing or receiving DAMAGE. In those cases, the VILLAIN’S ability takes precedence over the rules listed here.

If the PLAYER loses or ties the COMBAT ACTION, after taking DAMAGE they may choose to continue the COMBAT ACTION or ESCAPE. If the PLAYER decides to continue the COMBAT ACTION, then dice are rolled one more and the DAMAGE is applied as stated above. The PLAYER will then have another chance to ESCAPE or repeat the COMBAT ACTION.

To ESCAPE from COMBAT, the PLAYER rolls their AGILITY skill. If there is a SUCCESS, then the PLAYER has ESCAPED. The PLAYER may also spend a CLUE to ESCAPE at any time during COMBAT. On a SUCCESSFUL ESCAPE, the PLAYER must move to an ADJACENT LOCATION and end their current turn. If the PLAYER FAILS to ESCAPE, then the COMBAT ACTION must be continued. The PLAYER may attempt to ESCAPE at the end of each COMBAT ACTION.

If the PLAYER either ESCAPES or loses the COMBAT and the ENEMY is not killed, unless otherwise stated on the card, the ENEMY remains face up on top of the LOCATION’S deck and must be defeated before any PLAYER can enter the LOCATION. If the ENEMY came from the VILLAIN DECK, place the ENEMY on the LOCATION deck of the PLAYER who encountered the ENEMY. Encountering this ENEMY does not take an ACTION as it was already discovered. More than one ENEMY may be placed on each LOCATION and each ENEMY must be defeated before any PLAYER can explore the LOCATION.

SINGLE COMBAT ROUND:

Much to the terror and dread of the PLAYERS, the VILLAIN and PLAYER will engage in a SINGLE COMBAT ROUND. When this happens, the COMBAT dice are rolled as if it were a normal COMBAT. The one who loses the SINGLE COMBAT ROUND, VILLAIN or PLAYER, will not only take DAMAGE but must also move their pawn to their STARTING AREA and end their current turn. For example, if the VILLAIN rolls 5 SUCCESSES while the PLAYER rolls 2 SUCCESSES, the PLAYER takes 1 DAMAGE and must move to the PLAYER STARTING AREA. This loss ends the PLAYER’s current turn. If there is ever a TIE in the SINGLE COMBAT ROUND, then both PLAYER and VILLAIN must return to their STARTING AREA. The FINAL COMBAT is exempt from this ruling and will be explained in the FINAL COMBAT section.

FINAL COMBAT:

Some VILLAINS will require the PLAYERS and the VILLAIN to engage in FINAL COMBAT. The PLAYERS and VILLAINS are moved to the VILLAIN STARTING AREA (unless otherwise noted on the VILLAIN STARTING AREA). The VILLAIN will have a section on their VILLAIN STARTING AREA labeled FINAL COMBAT which gives special rules that must be followed. Play will begin with the FIRST PLAYER and go through the following steps:

At the beginning of the turn, the PLAYER may ADJUST INVENTORY by switching EQUIPPED ITEMS with ITEMS in the INVENTORY.

The PLAYER must make a choice of a single ACTION. They can:

- Engage in a SINGLE COMBAT ROUND against the VILLAIN and apply DAMAGE as normal. PLAYERS and VILLAINS must remain in the VILLAIN STARTING AREA unless the FINAL COMBAT ABILITY states otherwise.
- Use equippable ITEMS or ITEMS in the inventory such as the Holy Water or First Aid Kit
- Trade ITEMS
- Heal 1D3 DAMAGE

The FIRST PLAYER controls all VILLAIN ACTIONS. VILLAINS may have a FINAL COMBAT Ability that would trigger once all PLAYER turns have ended. After this ability has taken effect, overtur and encounter a VILLAIN card. Then a new FIRST PLAYER is chosen and turns repeat until the VILLAIN or PLAYERS are defeated. The PLAYERS and VILLAINS remain in the VILLAIN STARTING AREA until either the VILLAIN or the PLAYERS are defeated unless otherwise stated in the FINAL COMBAT ability.
GOLDEN RULE:
As always, if card text contradicts the rules in the game, the text on the card is always right.

CREDITS:
The following people help make this game possible:
Game Concept and Design: Christopher Brown
Game Artwork, Design and Production: George Rubio
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This game is dedicated to the memory of Brian Wolfe.

You reading this. We’re trapped! They worship and eat the dead and we’re next. Help us please!

Glossary:
ACTION: These represent the PLAYER’S choice in the game. The PLAYER gets a ACTIONs per turn to interact with Slaughterville.
AGILITY: The ability to run from fights and escape.
ALLY: This type of card represents a helpful soul in Slaughterville. There is no limit to the number of attached ALLIES.
CHARACTER: This is the character card that the PLAYER will be using during the game. It represents the archetype of the PLAYER.
CLUE: The CLUE is one of the main resources in the game. PLAYERS will have one or more CLUES during the game. It represents the knowledge of the PLAYER.
COMBAT: The ability to fight.
DAMAGE: These are injuries done to the VILLAIN, ENEMY, or PLAYER. VILLAINS take damage by overturning cards into the VILLAIN discard pile. An ENEMY only has a health and is discarded if defeated. PLAYERS take damage in the form of WOUND tokens.
ENCOUNTER: To ENCOUNTER, the PLAYER must be at a LOCATION. The PLAYER then draws a card from the top of the LOCATION deck and reacts. If an ENEMY is on top of the LOCATION, as a free ACTION, the ENEMY must be ENCOUNTERED. If the ENEMY is not defeated, then no PLAYER may ENCOUNTER that LOCATION as long as the ENEMY remains on top of the deck.
ENEMY: These are the creatures that will try and stop the PLAYER. The ENEMIES may or may not be aligned with the VILLAIN. There are different ENEMY TYPES such as the ANIMAL, GHOST, HUMAN, UNDEAD, or DEMON.
ESCAPE: A PLAYER may not always be able to defeat an ENEMY. To ESCAPE, roll an AGILITY check. If you succeed, you must move to a RANDOM LOCATION. This ends the PLAYER’s current turn.
EVENT: These are the happenings in Slaughterville. They represent the trials and tribulations that the PLAYER will have to endure.
FINAL COMBAT: This special ability is on the VILLAIN STARTING AREA and overrides the normal VILLAIN and PLAYER TURN.
FIRST PLAYER: The PLAYER with the FIRST PLAYER MARKER.
HEAL: To HEAL, the PLAYER must remove a number of WOUND markers equal to the amount of damage healed. The VILLAIN will shuffle a number of RANDOM cards back into the VILLAIN deck.
HEALTH: This is the life of the PLAYER. If the number of WOUND tokens equals or exceed this number, the PLAYER is defeated and removed from the game unless otherwise stated on the VILLAIN STARTING AREA.
ITEM: An ITEM is an object in the game that can be equipped. It can be a weapon, a healing item, or even a book imparting knowledge. Only one ITEM can be equipped at a time unless otherwise specified. Some items require both slots but are more powerful in return.
NERVE: The ability to withstand the horrors in Slaughterville.
PANIC: This action requires the PLAYER to roll a RANDOM LOCATION and move to that LOCATION. Then the PLAYER must Roll 1d10 and lose that many ITEMS, CLUES, and/or ALLIES in any combination.
PERCEPTION: The ability to ability to observe the surroundings and deduce information. It represents the knowledge of the PLAYER.
PLAYER STARTING AREA: This is an area of the game where PLAYERS can go to heal and possibly rescue allies. It also contains a set of numbers used for tracking information needed for defeating the VILLAIN.
PLAYER: This is the person playing the game. The PLAYER will be represented by their CHARACTER in the game.
RANDOM CHARACTER: PLAYERS will roll 1d6 and use the chart listed in the rules to determine the player chosen.
RANDOM LOCATION: PLAYERS will roll 1d6 and use the position number of the LOCATION.
RANDOM: This typically involves rolling a 1d6 and applying the results as required.
SINGLE COMBAT ROUND: PLAYERS will have one round of COMBAT against the VILLAIN. The one who loses the COMBAT must take damage and return to their STARTING AREA. If there is a tie, both VILLAIN and PLAYER must return to their STARTING AREA.
SPECIAL ABILITY: This named ability is listed on the CHARACTER card. It is activated using a CLUE.
TALENT: This ability is listed on the CHARACTER card above the SPECIAL ABILITY. It is always active and does not require a clue to activate.
UNIQUE: This keyword is used to describe an ITEM that can have only one copy in the game. If another UNIQUE ITEM with the same name would be drawn, it is discarded.
VILLAIN DECK: This deck of 24 cards resides with the PLAYERS and contains all the ENEMYs, CLUES, and/or ALLIES in any combination.
TURN ORDER SUMMARY:

PLAYER TURN:
Beginning of the turn: ADJUST INVENTORY
You may do two ACTIONS in any order:
• MOVE: Go to any LOCATION or the PLAYER STARTING AREA
• TRADE ITEMS, CLUES, or ALLIES with someone in this LOCATION
• ENCOUNTER a LOCATION

CLUES may be detached at any time during the turn to perform the following:
• Use the SPECIAL ABILITY
• Meet VILLAIN requirements
• ENCOUNTER a LOCATION
• HEAL 1D3 HEALTH

After all PLAYERS have taken a turn, the VILLAIN acts

VILLAIN TURN:
Perform the VILLAIN TURN ability
If PLAYER(S) are at the VILLAIN’S current LOCATION, the VILLAIN engages in a SINGLE COMBAT ROUND against the PLAYER(S)

ENCOUNTER a card from the VILLAIN deck

FINAL COMBAT TURN ORDER:
Move all PLAYERS and the VILLAIN to the VILLAIN STARTING AREA.
The PLAYERS may ADJUST their INVENTORY and then take 1 ACTION:
• Engage in a SINGLE COMBAT ROUND against the VILLAIN. The PLAYER and the VILLAIN remain at the VILLAIN STARTING AREA
• Use equipped ITEMS or ITEMS in the inventory
• Trade ITEMS
• Detach a clue to heal 1D3 DAMAGE

Play passes to the next PLAYER
Once all of the PLAYERS have taken their turn, the VILLAIN acts
Use VILLAIN FINAL COMBAT ability
ENCOUNTER a VILLAIN CARD