

# Panzram Island

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## Story

It was supposed to be the cruise of the decade. Instead it ended in disaster. Eight vastly different characters are now shipwrecked on an island, and every day is a struggle to get along with one another and to survive. The survivors figure out that they are stranded on Panzram Island, host of an abandoned asylum named after the deranged serial Killer Carl Panzram. It was named after his death in the hopes that the world could help sick people like him while locking them away from the rest of civilization. Eventually, activist cropped up claiming that sealing people away on an Island is inhumane, resulting in the asylum being shut down. Tragically, a few months before the asylum was to shut down operations, hundreds of patients somehow escaped their room and their cells, leading to a massive revolt that resulted in the death of over 150 people, patients and staff alike, and the immediate closure of the asylum's doors.

Despite its bloody past, Panzram Asylum provides valuable shelter to the survivors. They just have to ignore the eerie echoing laughter and the blood curdling screams that carry in the wind. With scarce resources and no way of contacting anyone for help, starvation may be the least of their worries as they discover that one of their own may very well be trying to kill the rest, sabotaging their survival efforts...and there may be more than one.

## Game Components

- 42 Forest Cards
- 42 Stream Cards
- 100 Item Cards
- 40 Event Cards
- 40 Asylum Cards (The Board)
- 8 Character Cards
- 8 Phase One Role Cards
- 8 Phase Two Role Cards
- 30 Survival Requirement Cards
- Group Sanity Meter (3 points)
- 1 Sanity Marker pebble
- 8 Character Pieces (Note: You will have to use random pawns from other board games)
- 1 Six sided die
- 1 Four sided die
- 1 Rulebook (What you are reading right now)
- 5 Last Man Standing Cards

## Rules & Mechanics

### Game Setup

- Shuffle the Asylum Cards. Then begin to place them on the table with the rooms lining up with at least one matching doorway. All Asylum Cards must be used. Once a card is laid down, it may not be picked back up again. If a door remains open ended and does not connect to anything, it is sealed and players may not go through that doorway.
- Set the Sanity Meter to one side of the Asylum and place the marker on the number 3.
- Each player may pick their Character and place the corresponding game piece in the Reception Room. This room is the starting point. Make sure to also grab the corresponding Character Card. The order of character selection is decided by rolling the 6-sided die. The lowest roll goes first and the highest roll goes last. If two players roll the same number they must both roll again until they do not get the same number.
- Shuffle the Forest Card deck. If there are 5 players, distribute 3 Forest Cards to each player, they keep the card to themselves, then place the deck to the side face down. If there are 6 players or more, distribute 2 Forest Cards to each player instead.
- Shuffle the Stream Card deck. If there are 5 players, distribute 3 Stream Cards to each player, they keep the card to themselves, then place the deck to the side face down. If there are 6 players or more, distribute 2 Forest Cards to each player instead.
- Shuffle the Item Cards and place them to the side face down.
- Shuffle the Event Cards and place them to the side face down.
- The player whose birthday is closest to the date the game is being played is the starting player. If there are two players with the same closest birthday, they do one round of Rock Paper Scissors; the winning player is the starting player.
- The order of play will then continue in a clockwise fashion.
- Shuffle the Survival Requirement Cards and place them to the side, face down, closest to the starting player. This player will be drawing the card each day.
- Grab the Phase One Role Cards. Take 1 card for each person playing, making sure that there is one Killer card, then shuffle the rest and distribute a card to each person. They may look at the card but may not show it to anyone else. Keep it nearby face down.
- Grab the Phase Two Role Cards. Take 1 card for each person playing, making sure that there is one Accomplice card, and shuffle the rest then distribute a card to each player. They may **not** look at the card or show it to anyone else. Keep it nearby face down.
- Read the Phase One instructions. Do not read Phase Two until the Killer is revealed.

## General Rules

- Players may only have a total of 10 cards in their hand at the maximum if playing with 5 players, and a total of 8 cards in their hand at the maximum if playing with 8 players.
  - Forest Cards and Stream Cards are resources. Players can only have a maximum of 6 Resource Cards in their hand at a time when there are 5 or less players on the board. Players can only have a maximum of 4 Resource Cards in their hand at a time when there are 6 or more players on the board. If a player has more than the maximum allowed

Resource Card, they must discard Recourse Cards until they no longer have more than the maximum requirement. **(See Discarding)**

- Players may only have a maximum of 4 Item Cards in their hand at a time. If a player has more than 4 Item Cards, they must discard Item Cards until they have 4 or less cards. **(See Discarding)**
- At the start of each day, the starting player draws a Survival Requirement Card. The players must then attempt to gather the required Resources.
  - If players fail to meet the required Resources, then they have to do the penalty on the card. Each card has a penalty that is different for Phase One and Phase Two.
- After each player has had 1 turn, **(See Turn Sequence)**, that completes one day.
- During a player's turn, they may choose to use their ability. If the ability requires the roll of a die, the ability may be used any time the player rolls the number required for the ability.
- During Phase Two, the Killer is exempt from the Survival Requirements and their penalties.
- Using the four sided die is reserved for only rolling for resources until otherwise indicated. All other rolls use the six-sided die.

## Discarding

Whenever a player is instructed to discard a card, they must place the card face up next to the corresponding deck in a pile. For example, if a player is instructed to discard an Item Card, the card must be placed in a pile next to the Item Deck.

## Initiating Second Phase

- Once the Sanity Meter reaches zero, the Killer reveals him or herself.
- The Killer discards all of his or her resource cards. **(See Discarding)**
- The players will then look at their Phase Two Role Card but do not show it to any other player. One of them will be the Accomplice.
- The Killer will then verbally ask everyone to close their eyes. They will then ask for the Accomplice to open his or her eyes. The Killer will make eye contact and then call out to close eyes again. The Killer will wait a few seconds and ask everyone to open their eyes.
- The Killer will open the rulebook and turn to the page of their Killer story and read it to the group.
- The Starting player will turn over the Survival Requirement Card for the day and the first round of the second phase begins. **(See Phase Two Turn Sequence)**

## Turn Sequence

At the start of each round (day), the starting player turns over a Survival Requirement Card. The players must then attempt to gather the required resources in order to prevent losing a sanity point. This happens during both Phase One and Phase Two.

### Phase One Individual Turn Sequence

- Players may either move around the asylum or roll to draw a resource card.
- If they choose to roll for Resource Cards. **(See Rolling for Resources)**
- If the player chooses to move around the Asylum. **(See Moving Around the Asylum)**

After the player has either moved or rolled for resources, they may place a Resource card, in a pile face down next to the drawn Survival Requirement card. The Killer (during Phase One) and Accomplice (during Phase Two) may place unneeded cards into the pile or claim to not have the needed resources, causing the group to fail the Survival Requirement. All used Resource cards are placed at the bottom of their respective decks.

At the end of the day, once all the players have completed their turn, the group must check and see if they have all of the Resource Cards needed for the Survival Requirement for that day. If they failed to meet the requirements, the group loses one Sanity Point, which bring them closer to Phase Two.

## Rolling for Resources

- If there are four or more Protagonists:
  - Roll the 4-sided die. If odd, draw the amount of Stream Cards shown on the die. If even, draw the amount of Forest Cards shown on the die.
- If there are less than four Protagonists:
  - Roll the 6-sided die. If odd, draw the amount of Stream Cards shown on the die. If even, draw the amount of Forest Cards shown on the die.
- If the roll makes the player have more than the maximum amount of Resource Cards **(See Game Setup)**, then they must discard the extra card before placing anything in the Survival Requirements pile. **(See Discarding)**
- Then their turn ends.

## Moving Around the Asylum

- The player must move the number of spaces on their Character Card, no more, no less.
  - If the player enters a room with an Event Symbol, the player draws a card from the Event deck and must perform the requirements on the card. Their turn then ends and the Event Card is discarded.
  - If the player enters a room with an Item Symbol, the player draws a card from the Item deck for their hand.
  - Their turn then ends.

## Phase Two Turn Sequence

### Protagonists & Accomplice (Hidden)

- Players with the Protagonist or the Hidden Accomplice role may either move around the Asylum or roll to draw Resources following the instructions from the **Phase One Turn Sequence**.
  - The Accomplice is hidden and now the player who is sabotaging the Survival Requirements, as the Killer was doing during Phase One.
  - If a Protagonist enters a room with the Killer or Revealed Accomplice already in it, the Protagonist initiates combat. **(See Combat Mechanics)**
- The player's turn ends.

### Killer and Revealed Accomplice

- The Killer and the Revealed Accomplice may only move around the asylum. They may not roll to pick up Resources or place any Resources into the Survival Requirements Pile.
- If the Killer or revealed Accomplice enter a room with a Protagonist already in it, the Killer or revealed Accomplice initiates combat.
  - Combat is the same as stated in Phase Two Turn Sequence - Protagonists & Accomplice.

## Combat Mechanics

- The player who initiates the combat by entering the room is the attacking player while the other player is the defending player.
- The attacking player places an attacking Item Card face up in front of them.
- After the attacking player places their Item Card, the defending player places a defensive Item Card face up in front of them.
- If the attacking player's attack Item Card is higher than the defending player's defense Item card, the player successfully kills the defending player and they may retrieve the opponent's hand and then collect one Item Card from the opponent's hand. The rest of the opponent's hand gets discarded. **(See Discarding)**
  - If a Protagonist successfully kills the Killer, then The Accomplice must reveal him or herself. The Accomplice will discard **(See Discarding)** his Resource Cards. End of Turn.
  - If a Protagonist successfully kills the Killer and the Killer is also the Accomplice, he or she has 1 extra life and will reveal that they were the Accomplice and may move anywhere in the Asylum to get away from their attacker. The Protagonist who killed the Killer, may retrieve the Killer's hand, take any 1 Item Card and then discard the rest of the Killer's hand. **(See Discarding)**
  - If there is only 1 Protagonist and the Hidden Accomplice left, Last Man Standing is activated. **(See Last Man Standing)**
    - The Hidden Accomplice will then reveal him or herself and will be subject to the Killer's Turn Sequence. **(See Phase Two – Killer and Revealed Accomplice Turn Sequence)**

- If the attacking player's attack Item Card is lower than the defending player's defense Item Card, the attacking player loses the attacking Item Card that they used to the defending player and the defending player is able to move their game piece to a different room.

## Last Man Standing

The last Protagonist that is left will have another player shuffle the Last Man Standing deck and the final Protagonist will draw 1 card randomly from the deck. The effect of the card is then applied to the last Protagonist for the remainder of the game. The last Protagonist is also not required to meet the Survival Requirements and will not face any penalties from them.

## Character Abilities

Each character has a special ability that is unique to them. If the ability requires a dice roll, the ability may be used any time the player rolls a dice and meets the required number. Players may use their abilities at any point in their turn. Some players have an active ability.

## Killer Stories

<p>The Jock Male</p>	<p>A smug meathead who was a district ultimate Frisbee champion in high school. He may not be a complete idiot, but he's not the brightest crayon in the box, either. But hey, he's got some muscles! That's gotta count for something, right?</p> <p><b>Killer Story:</b> After he lost the Ultimate Frisbee World Championships due to a sprained pinky finger, his peers ridiculed him. After years of brooding about the incident, and being stranded with those who ridiculed him, he finally snapped, taking out his ultimate Frisbee induced rage on his peers.</p>
<p>The Jock Female</p>	<p>An amateur MMA fighter, she's one of the best fighters in the state. She was always competing with the men in her sport, often making her the underdog despite her skills.</p> <p><b>Killer Story:</b> Tired of being ridiculed for being a girl, despite her expert prowess in her sport, she had developed a short fuse, and could snap like a cheap dollar store toothpick. When she became stranded with those that had ridiculed her, she decided to take the opportunity to show everyone once and for all, who was the real</p>

	top dog of the yard.
The Geek Female	<p>A computing prodigy, who knows pretty much anything about everything.</p> <p><b>Killer Story:</b> Suffering through withdrawal from not having access to her favorite shows, games and collectables, The Geek Female’s mind was restless, finding life on the island boring and uninteresting. Then, one day, it hit her. Why not make the island like one of her favorite TV shows? By killing off everyone else, one by one, life on the island has just become a lot more entertaining.</p>
The Virgin Male	<p>He's a committed church boy. Any Sunday you can expect to find him in church. He's also very committed to his purity vow.</p> <p><b>Killer Story:</b> The Virgin Male got tired of always being the nice guy. Spending days on the island with people who keep taking advantage of him finally took its toll and he snapped. Now, he turns the tables on them, and they will never ask him for anything again.</p>
The Cheerleader Male	<p>A male cheerleader who only join the squad to get closer to girls.</p> <p><b>The Killer Story:</b> Getting turned down by the girl he likes was enough to break him emotionally. After watching her begin dating another man, he snaps, surrendering himself to a psychotic passion-induced rage. Now that he’s stranded on an island with the guy who stole the girl he liked away from him, The Male Cheerleader decides that it’s time to take his revenge, no matter who gets in his way or tries to stop him.</p>
The Cheerleader Female	<p>She’s dedicated to the cheer squad more than anything. She wants to make her squad the best cheerleading squad.</p> <p><b>The Killer Story:</b> After soiling her pants after a long night of partying before the World Cheerleading Championships in Berlin, she fell off the top of the human pyramid and lost the championship for her school. For years, she brooded and boiled about the amount of teasing she received from her peers. Now, being stranded on an island with an abandoned asylum, she decided to take the opportunity to exact her glitter-filled revenge on those who made her miserable.</p>
The Stoner Female	<p>She’s “the stoner” of her college. Always high, but never getting caught by professors. If you need a join just look for her.</p>



	<p><b>The Killer Story:</b> The typical weed dealer on the corner of your local grocery store's parking lot, she's pretty laid back. All she needs to relax and chill is a nice joint and a starry sky to gaze upon at night. However, once she and the others became stranded in the Asylum, she lost her bag of "supplies." Convinced that someone stole her precious bag of illicit substances, her calm demeanor disappears, and she embarks on a murderous rampage to find her drugs</p>
The Goth Male	<p>A loner who keeps to himself, He likes to read teen books, because he see himself as the male protagonist.</p> <p><b>The Killer Story:</b> Ever since he was a kid, he'd been obsessed with the macabre and the paranormal. When the opportunity came along to go and explore an abandoned asylum with his peers, he joyously accepted. Upon entering the Asylum, he opened himself up to any of the spirits that may have resided there via séance. However, this act allowed a murderous spirit to attach itself to him, compelling him to murder those whom he his stranded with.</p>

## Accomplice Stories

### The Geek's Accomplices:

**Male Jock:** Exams are coming up and the Male Jock does not want to fail. Seeing an opportunity to pass, he teams up with the Geek so that when everything is over with, he can have the Geek help him pass the exams.

**Female Jock:** Due to their previously existing relationship, the Female Jock decides to help the Geek in her quest to kill all the others in the name of rekindling their love.

**Male Cheerleader:** As the result of having a crush on the Geek, the Male Cheerleader decides to help her in the hopes of winning her love.

**Female Cheerleader:** After the Female Cheerleader overheard the group saying scandalous things about both her and the Geek, she decides to help the Geek get revenge on them for their slanderous rumors.

**Virgin:** After falling into a frantic psychosis at the thought of being stranded on an island with an abandoned insane asylum, the geek uses her nerdy charms to convince the Virgin into murdering the others before they themselves are murdered.

**Goth:** The Goth agrees to help the Geek eliminate the rest of the stranded occupants of the island after she helps him perform a séance in the asylum.

#### The Virgin's Accomplices:

**Male Jock:** The Male jock feels a familial love for the Virgin and plans to help his 'little bro' in his plot to kill the other members of their group.

**Female Jock:** Convinced that the Asylum is haunted, they come to believe that the others in their group are possessed, and are on a mission to kill them. In retaliation, these two come to the conclusion that the only way to survive is to kill the others.

**Male Cheerleader:** When The Virgin finds out that the Male Cheerleader shares the same hatred for the Male Jock, he chooses to enlist the Male Cheerleader in his killing spree in hopes of getting the chance to kill the Male Jock himself.

**Female Cheerleader:** With the Female Cheerleader's goal of sleeping with every male she finds, she made an agreement with the Male Virgin to help him kill the others if he would sleep with her.

**Geek:** Knowing that The Geek hasn't had the best luck when it comes to the romance department, he agrees to be her boyfriend if she helps him kill the others.

**Goth:** After finding the Virgin mumbling about killing the others, the Goth confronts the Virgin about his reasons for killing everyone. After hearing the Virgin's reasons, the Goth feels that those reasons are the same for him as well and that he to wants to kill them with the Virgin.

#### The Female Jock Accomplices:

**Male Jock:** These two were rivals in high school, but since then, the two of them have come to a truce, and are now working together to eliminate the rest of the competition.

**Male Cheerleader:** Once she realized that the Male Cheerleader had feelings for his female counterpart, she used this against him to manipulate him into helping her.

**Female Cheerleader:** Knowing that the Female Cheerleader wasn't the brightest crayon in the box, the Female Jock had no problems manipulating her into joining in on her murderous scheme.

**Virgin:** The Virgin had always had a thing for the impressive physique of the Female Jock, and he often fantasized about what it would be like to be alone with her, so it was a no brainer that he'd join her in eliminating the others in their group in order to find out.

**Goth:** These two different types of outcasts band together in order to silence those that judged them.

**Geek:** These two unlikely friends have known each other since high school. Each very protective of the other. When the Female Jock devised a plan to eliminate those around them, the geek went along with it completely.

**Stoner:** This alliance came about when the Stoner realized she was out of her...*supplies*. The Female Jock offered some in return for her assistance with her own murderous plans.

#### The Male Jock's Accomplices

**Female Jock:** These two were rivals in high school, but since then, the two of them have come to a truce, and are now working together to eliminate the rest of the competition.

**Male Cheerleader:** This odd alliance came about after the Male Cheerleader was rejected by his female counterpart. Convinced that she had eyes for someone else within the group, he joined up with the Jock in an effort to eliminate anyone that stands in his way.

**Female Cheerleader:** These two have had a thing since high school. They're the typical jock cheerleader couple. Together, they make a dangerous ditzzy duo.

**Virgin:** The Virgin was bullied by the Jock into going along with his plans, out of fear that he would fall victim to the larger male specimen's psychotic threats.

**Goth:** When he was approached by the Jock about a possible alliance, he agreed, seeing only the beauty in the darkness and despair that he could cause.

**Geek:** The Geek has had her eye on the Jock since high school. When she found out about his plan, she jumped on board, desperate to get with him and his muscles.

**Stoner:** This came about when the Stoner realized she was out of her...*supplies*. The Jock offered her some in return for her assistance with his murderous plans.

#### The Female Cheerleader's Accomplices

**Male Jock:** With the both of them being the popular kids, they decide to band together to kill the other survivors.

**Female Jock:** Being sisters, this pair of murderous siblings come to the deranged conclusion that the only way out of the Asylum is to kill the others.

**Male Cheerleader:** Grateful that he was able to get her on the cheerleading squad, she decides to spare him in her psychopathic rage, as long as he helps her eliminating the others.

**Virgin:** Knowing about his crush on her she manipulates him into doing her deadly bidding.

**Stoner:** After catching her smoking in the girl's bathroom, The Female Cheerleader attempts to blackmail the Stoner into helping. When this method fails, she tells the Stoner that she will give her illicit substances in exchange for her services, to which she happily agrees.

**Geek:** The Female Cheerleader knew how much the Geek looked up to her, so in exchange for the promise of friendship, the Geek agrees to become her accomplice.

**Goth:** After approaching the Goth about becoming her accomplice, he agrees, but only if she allows him to try to turn her into a vampire. After this attempt fails, he is still bound by his word to help her.

### The Male Cheerleader's Accomplices

**Male Jock:** These two 'bros' descend into madness while they're stranded at the Asylum, and resort to murdering the others in order to silence the voices in their head.

**Female Jock:** Knowing the advantages of having someone so strong on his side, he offers to teach her how to pay ultimate Frisbee if she becomes his accomplice.

**Female Cheerleader:** These two knew each other from the cheerleading squad and decided to stick together once they realized they were stranded. Once they realized they might be stranded permanently, the madness overcame the both of them, compelling them to commit murder.

**Virgin:** After the Male Cheerleader expresses that he shares the same hatred for the Male Jock, the Virgin joins him in his killing spree in hopes of getting the chance to kill the Male Jock himself.

**Stoner:** Aware that The Stoner was running low on weed, The Male Cheerleader offers her some if she becomes his accomplice. She happily agrees.

**Geek:** Knowing the Geek had a crush on him, he exploits her feelings for him and enlists her to become his accomplice.

**Goth:** After hearing rumors about between him and the male cheerleader, he teams up with him to get revenge.

### The Stoner's Accomplices

**Male Jock:** Knowing he's on steroids, she tempts him into becoming her accomplice by offering a free supply of steroids.

**Female Jock:** The Stoner slips her a poisonous drug, and offers The Female Jock the antidote in return for becoming her accomplice.

**Female Cheerleader:** The Stoner notices that The Female Cheerleader is slowly deteriorating mentally. She offers the cheerleader drugs that will help her 'loosen up,' but only if she becomes her accomplice.

**Male Cheerleader:** Being the weed dealer to the Female Cheerleader, The Stoner offers to set The Male Cheerleader up with his female counterpart if he becomes her accomplice.

**Virgin:** Knowing The Virgin likes to smoke illicit substances, she offers to share her weed stash with him if he helps her murder the others.

**Geek:** Being her only friend, the Geek was easily susceptible to The Stoner's will, and convinced her into joining her murderous scheme.

**Goth:** After befriending each other over their passion for smoking things, this deranged pair eventually come to the conclusion that their reality is an illusion, and the only way to escape is to paint the walls red with the blood of their peers.

### The Goth's Accomplices

**Male Jock:** After seeing him taking performance enhancing drugs to win an ultimate Frisbee tournament, he blackmails him into becoming his accomplice.

**Female Jock:** Attracted to the dark and mysterious Goth, she helps him murder those around them in order to get in touch with her darker side.

**Female Cheerleader:** She aids him in his killing because she has a crush on him.

**Male Cheerleader:** These two come to an agreement to split the resources amongst themselves after killing the rest of their group.

**Virgin:** These two banded together in an attempt to save themselves from the madness of being stranded in an Asylum. However, the two of them end up descending into that very madness, attempting to kill everyone they see.

**Stoner:** Being the Stoner's best customer, the both of them team up to murder their stranded comrades.

**Geek:** She becomes obsessed with him and his vampire-like nature after reading the teen-focused vampire books that she'd come across as a teenager.

## Tabletop Simulator

If you happen to have Tabletop Simulator and would rather use that as opposed to printing out the components, we have created the game on the simulator for you! Just use the information below and it will allow you access to our prototype.

Contact the Instructor and provide him with your steam name so that we may add you to our game.

*You can also easily create the game yourself on Tabletop Simulator if this doesn't work for you.*

## Print Outs Are to Follow on Next Page

<p style="text-align: center;"><b>Best Friend</b></p> <p>One of the other characters is a childhood friend, gain the ability of a character of your choice, in addition to your own ability, for 2 turns.</p>	<p style="text-align: center;"><b>Possession</b></p> <p>If the Killer is dead, the spirit of the Killer attaches itself to the Accomplice. The Accomplice gains the Killer's Character Ability for the rest of the game, in addition to his or her own. If the Killer isn't dead, discard this card.</p>	<p style="text-align: center;"><b>Bathroom Accident</b></p> <p>While using the restroom, you accidentally drop all your Items in the toilet. Discard all Item Cards.</p>
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### Selfish

You realized you don't have enough Items and decided that protection was more important. Discard a Resource Card to draw an Item Card.

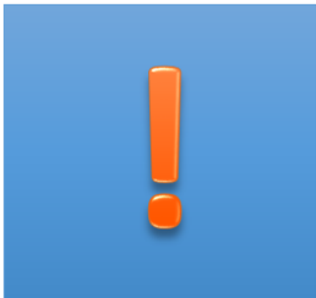
### Rust Fever

You accidentally cut yourself on a rusty bed spring and it becomes infected. You are overwhelmed by a fever and cannot leave the room for two turns unless you take Medicine or if another player enters the room with Medicine and gives it to you. Keep this card in front of you face up until you can leave the room. You cannot move, roll for Resources or place anything in the Survival Requirements pile.

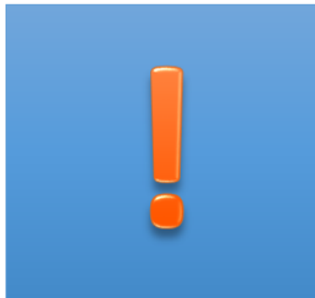
### Sound Trap

You are hypnotized by strange sounds. For 3 turns, you attack anyone in your path as you move through the Asylum. Keep this card in front of you face up until the 3 turns are over.

## EVENTS



## EVENTS



## EVENTS



## EVENTS



## EVENTS



## EVENTS



### **Bedpan Blues**

A bedpan falls on your head confusing you. For 3 turns, before you move, you must roll a die and if you do not get a 2 or a 5 you cannot leave the room. Keep this card in front of you face up until the 3 turns are over. You may still roll for Resources and add to the Survival Requirements pile.

### **Peeping Tom**

Voyeuristic instincts kick in and you peep on another player. Pick an item card from a player's hand, look at it, then return the card to the player's hand.

### **Pill Popper**

You find some strange pills and take them. You are filled with energy and may move 2 more spaces than you normally would for 2 turns.



### **Tiger Blood**

You find some strange pills and take them. You become hyperactive and may pick up an extra Item. After 4 turns, discard all duplicate Item Cards. Keep this card in front of you face up until the 4 turns are over.

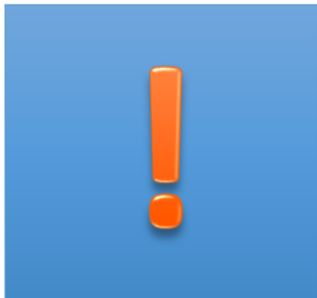
### **Rusty Bear Trap**

Your foot gets caught in an old bear trap. Your movement is reduced by 1 for 3 turns.

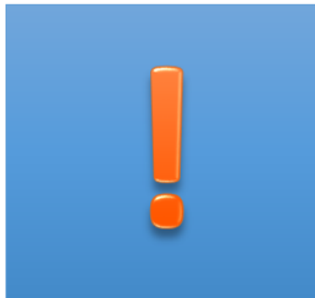
### **Door Jamb**

The door closes shut behind you and gets stuck. You are stuck in the room for 1 turn. Lose a turn. Keep this card in front of you face up until you can leave the room.

## **EVENTS**



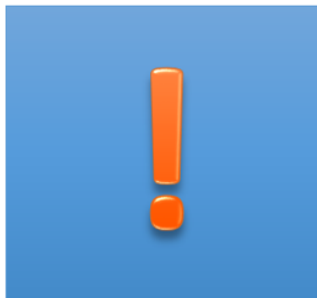
## **EVENTS**



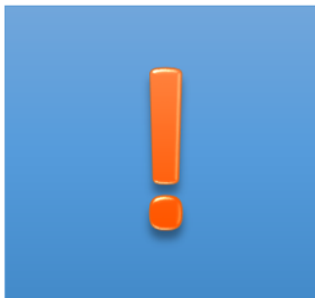
## **EVENTS**



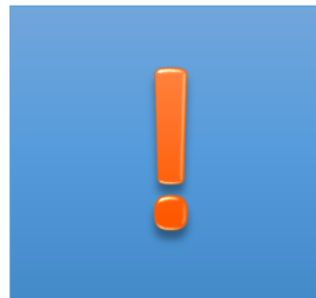
## EVENTS



## EVENTS



## EVENTS



### **Down the Rabbit Hole**

You fall through a trapdoor and into Isolation Cell #1. Move your Character Piece to that room.

### **You Got Nailed**

While walking, you step on a long nail and it goes through your foot. Your movement is reduced by 2 for 3 turns. Keep this card in front of you face up until the 3 turns are over.

### **Elephants on Parade**

You pick up what you thought was an empty gas canister and it explodes in your face. You hallucinate for 2 turns and most roll the die for your movement instead of using the number on your character card. Keep this card in front of you face up until the 2 turns are over. **(CAN BE PREVENTED WITH A GAS MASK)**

### Anesthesia

You accidentally kick a tank of knockout gas and it lets out into the air. You lose consciousness and lose 2 turns. **(CAN BE PREVENTED WITH A GAS MASK)**

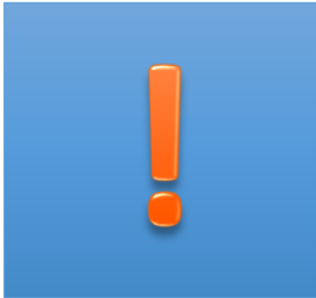
### The Sky is Falling

The building is falling apart and bits of ceiling break apart and land on you, knocking you out. You lose 1 turn.

### Munchies

You grabbed a bag of chips and secretly ran off to eat them. Discard a Resource card from the Survival Requirements Pile.

## EVENTS



## EVENTS



## EVENTS



## EVENTS



## EVENTS



## EVENTS



### **Through the Looking Glass**

You tripped and fell through a broken glass door and it ripped a hole in your backpack that you didn't notice. Discard two Resource Cards and 1 Item Card.

### **Badly Timed Prank**

The door closes behind you and locks. For 3 turns roll a 5 or higher on the 6 sided die to escape the room. Keep this card in front of you face up until you can leave the room.

### **Schizophrenic**

Recent events have made you paranoid. Move back 1 room.

### Aftershock

Residual electricity in an electric chair shocked you. Lose 1 turn.

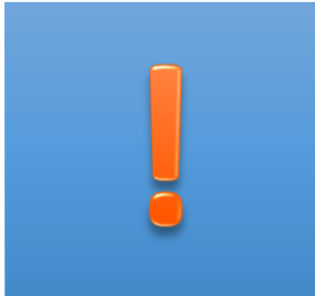
### Mudbutt

You took from the resource pile and ate a can of soiled beans. You spend the next day in the bathroom and lose 1 turn. Discard a resource card from the Survival Resource pile. **(CAN BE CURED WITH MEDICINE)**

### Roadkill

You found a corpse in a makeshift morgue. You spend a day sick in the bathroom. For 1 turn You may not roll for Resources, move or place cards in the Survival Requirements pile. **(CAN BE CURED WITH MEDICINE)**

## EVENTS



## EVENTS



## EVENTS



## EVENTS



## EVENTS



## EVENTS



### **Klutz**

You tripped and fell down the stairs. Roll a die for the result.

1 or 2 = You landed fine, just a bit sore. Nothing happens.

3 or 4 = You scraped your elbows and knees. Movement reduced by 1 for 2 turns.

5 = You sprained your ankle. Movement reduced by 2 for 2 turns.

6 = You broke your leg. Movement is permanently reduced by 1.

### **Lights Out**

The lights in the Asylum go out for 3 turns. Everyone's movement is reduced by 2. However, a player may use 1 Wood Resource as a light source to move normally during 1 turn. Discard the Resource Card after use. Keep this event card out on the playing field for the 3 turns.

### **Camp On Fire**

While cooking your food you accidentally set your camp on fire. You were only able to save some of the Resources. Discard half of the Resource Cards in the Survival Requirements Pile.

### Caution Wet Floor

A huge thunderstorm almost flooded the Asylum and everyone is slipping and sliding all over the place. For 3 turns this card will remain active so keep it face up in front. Every turn all players must roll the die for the outcome. If you roll an even number nothing happens. If you roll an odd number, you must discard a Resource card.

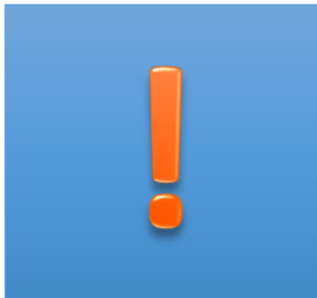
### Animal Ransack

Animals invaded your camp and stole some of your resource. Discard 2 Resource Cards from the Survival Requirements Pile.

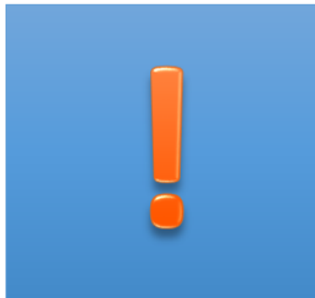
### Pull the Lever Krank

You find a strange lever and decide to pull it. Nothing happens in your vicinity but 3 rooms to the left and right of your current room you hear a noise. Any player in the affected rooms falls through a trap door, ends up back in the Reception Room and loses 1 Item Card.

## EVENTS



## EVENTS



## EVENTS



## EVENTS



## EVENTS



## EVENTS



### **9...10 Never Sleep Again**

Recent events have made you an insomniac. As a result, you become sluggish and lose 1 movement for the next 2 turns. Keep this event card out on the playing field for the 2 turns.

### **Behavior Modification Therapy**

You are knocked out and next thing you know you are a completely different person. Permanently swap your Character Card and Game Piece with the player to your left.

### **Cannibal**

You unknowingly eat human remains, yum! Add 1 to your movement for 1 turn. Keep this event card out on the playing field for the 1 turn.



### Silent Scream

You start hearing screams that no one else does and it leads you to a bookcase in the corner of the room. You notice a book out of place and pull it. The bookcase moves aside to reveal two items. Draw 2 Item Cards.

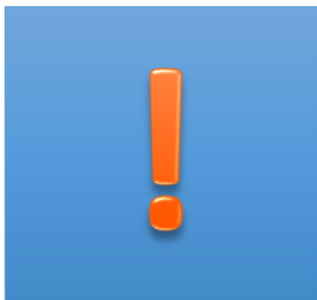
### Elephants on Parade

You pick up what you thought was an empty gas canister and it explodes in your face. You hallucinate for 2 turns and most roll the die for your movement instead of using the number on your character card. Keep this card in front of you face up until the 2 turns are over. **(CAN BE PREVENTED WITH A GAS MASK)**

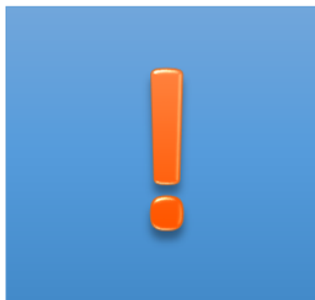
### Nope

You found a set of bloody footprints leading out of the room. You turn around and go right back out of the door. Move back 1 room.

EVENTS



EVENTS



EVENTS



## EVENTS



## EVENTS



## EVENTS



### **Best Friend**

One of the other characters is a childhood friend, gain the ability of a character of your choice, in addition to your own ability, for 2 turns.

### **Rusty Bear Trap**

Your foot gets caught in an old bear trap. Your movement is reduced by 1 for 3 turns.

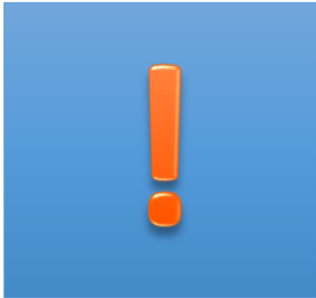
### **Bathroom Accident**

While using the restroom, you accidentally drop all your Items in the toilet. Discard all Item Cards.

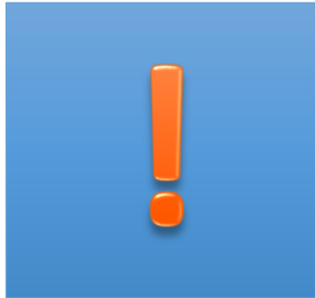
**Selfish**

You realized you don't have enough Items and decided that protection was more important. Discard a Resource Card to draw an Item Card.

**EVENTS**



**EVENTS**



**EVENTS**



## EVENTS



### The Female Jock

**Ability:** She is the best UFC fighter in training. All her attack Items gain +1

Movement No.:

**5**

### The Male Jock

**Ability:** He constantly hits the gym in his efforts to be in peak physical condition for Ultimate Frisbee. All his defense Items gain +1

Movement No.:

**6**

### The Virgin

**Ability:** Things usually tend to work in his favor. Can discard an item card to negate a negative effect from an event.

Movement No.:

**4**

### The Female Stoner

**Ability:** All the drugs make her very forgetful. Roll one more time if she doesn't like her first die roll.

**Movement No.:**

**3**

### The Female Cheerleader

**Ability:** She has been cheerleading since she was twelve years old. She can roll a die and if she rolls a 3 or lower, then she may add that amount to her movement for her turn.

**Movement No.:**

**6**

### The Male Cheerleader

**Ability:** He has practice when it comes to flipping people in the air. He can move one character of his choice to an adjacent room instead of playing out his turn.

**Movement No.:**

**5**

The Male Virgin



The Male Jock



The Female Jock





### The Male Goth

**Ability:** He can talk the pants off of anyone. He can roll the die and if he rolls a 5 or higher he can randomly pick an item card from each player, select a card of his choosing, add one of his items to the rest, then shuffle and redistribute the items to the players.

**Movement No.:**

**4**

### The Female Geek

**Ability:** She is very good at putting pieces together. She can roll a die and if she rolls a 2 or lower she can peek at a player's hand.

**Movement No.:**

**3**

The Female  
Geeeh



The Male  
Goth



Handcuffs



Restricts the player from attacking but you can defend. May only be taken off by finding a Handcuff Key. Discarded after being removed.

Rusty Handcuffs



Restricts the player from attacking but you can defend. Can be broken with a dice roll of 4 or higher instead of playing out your turn. Whether breaking fails or succeeds, it will end your turn. Can also be removed with Handcuff Key. Discard after being removed.

Rusty Handcuffs



Restricts the player from attacking but you can defend. Can be broken with a dice roll of 4 or higher instead of playing out your turn. Whether breaking fails or succeeds, it will end your turn. Can also be removed with Handcuff Key. Discard after being removed.

Handcuff Key



Removes any Handcuff from the player it is used on.

Discard after 1 use.

Handcuff Key



Removes any Handcuff from the player it is used on.

Discard after 1 use.

Handcuff Key

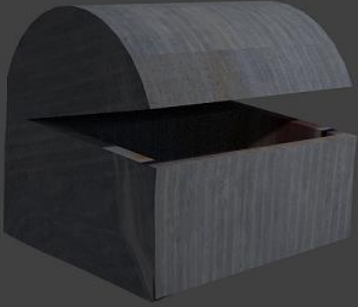


Removes any Handcuff from the player it is used on.

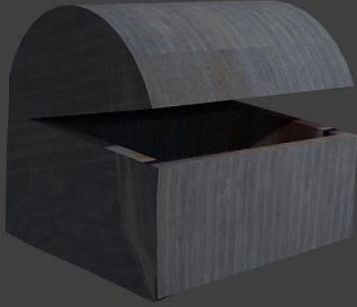
Discard after 1 use.



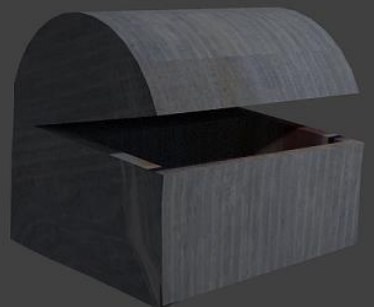
**ITEMS**



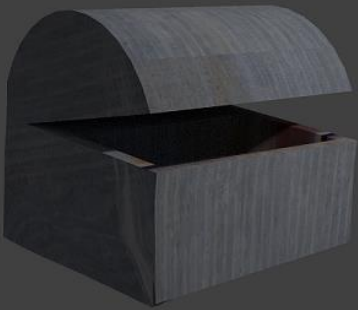
**ITEMS**



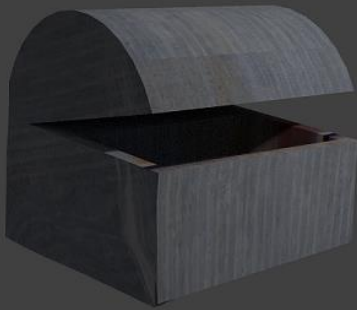
**ITEMS**



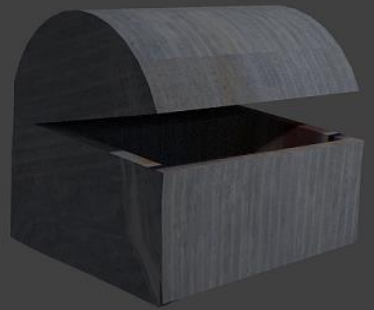
**ITEMS**



**ITEMS**



**ITEMS**



Shiv



**3 Attack**

Use a shiv to hit just the right spot.

Shiv



**3 Attack**

Use a shiv to hit just the right spot.

Shiv



**3 Attack**

Use a shiv to hit just the right spot.

Shiv



**3 Attack**

Use a shiv to hit just the right spot.

"Indestructible" Mirror



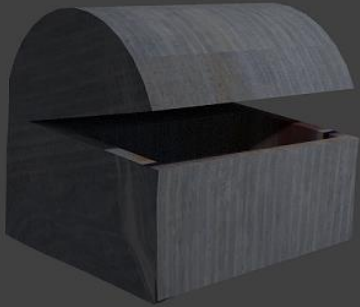
This mirror may be used once to deflect an incoming attack and allows the player to leave the room. This is discarded after 1 use.

Compressed Pepper Air Gun

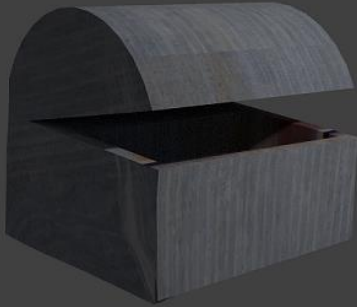


Use pepper spray balls to attack. Does no damage but moves the attacked player back a room. Discard after one use.

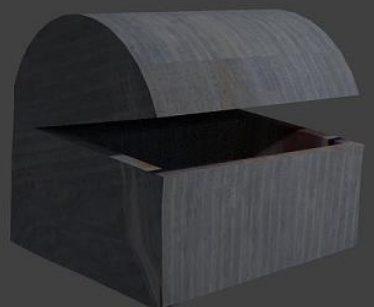
**ITEMS**



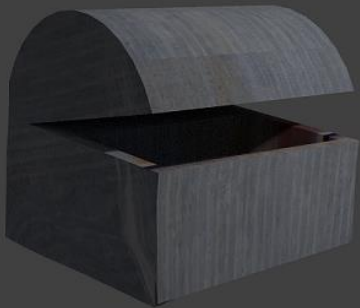
**ITEMS**



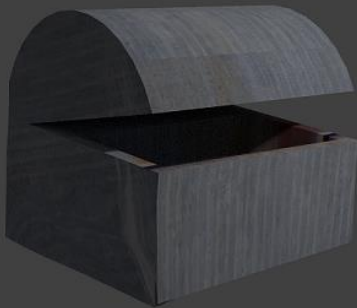
**ITEMS**



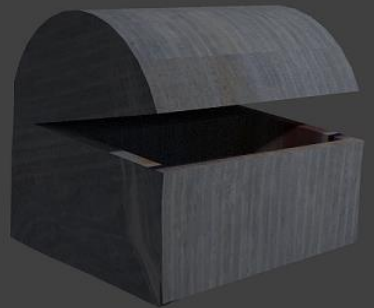
**ITEMS**



**ITEMS**



**ITEMS**



Compressed Pepper Air Gun



Use pepper spray balls to attack. Does no damage but moves the attacked player back a room. Discard after one use.

Ax



5 Attack

Discard after 2 uses.

Use the Ax to split another player in half.

Ax



5 Attack

Discard after 2 uses.

Use the Ax to split another player in half.

Timed Bomb



When used, the bomb is placed in the room the player is currently in. After 5 turns, the bomb explodes destroying the room. If any players are in that room, they are dead. Can only be used during the second half. Players may go into the room and move the card to a different room until the five turns are over.

Discard card after detonation.

Police Baton



4 Attack

Sturdy enough to cave in another player's head.

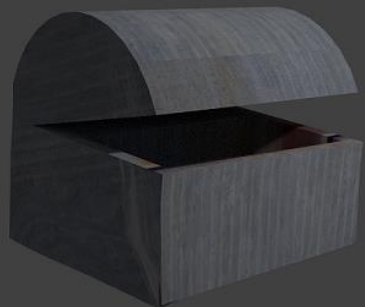
Police Baton



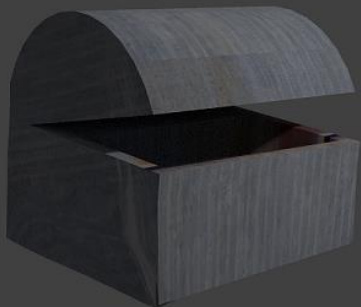
4 Attack

Sturdy enough to cave in another player's head.

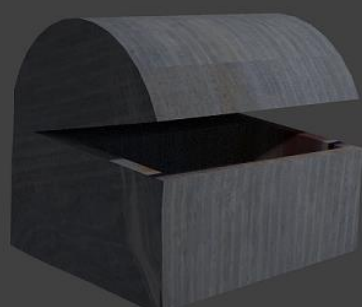
**ITEMS**



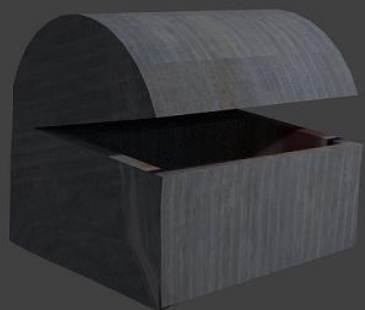
**ITEMS**



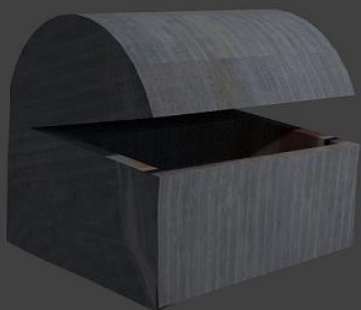
**ITEMS**



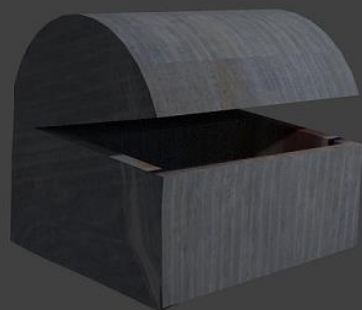
**ITEMS**



**ITEMS**



**ITEMS**



Beer Bottle



**1 Attack**

Discard after 1 use.

Break a bottle over another player's head.

Beer Bottle



**1 Attack**

Discard after 1 use.

Break a bottle over another player's head.

Beer Bottle



**1 Attack**

Discard after 1 use.

Break a bottle over another player's head.

Beer Bottle

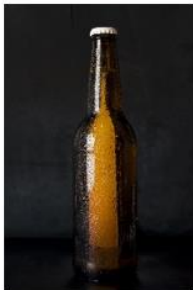


**1 Attack**

Discard after 1 use.

Break a bottle over another player's head.

Beer Bottle



**1 Attack**

Discard after 1 use.

Break a bottle over another player's head.

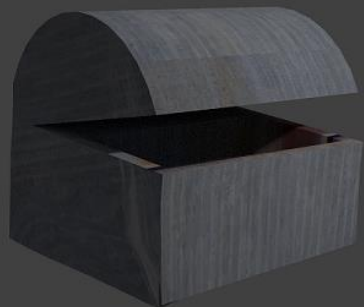
Firework



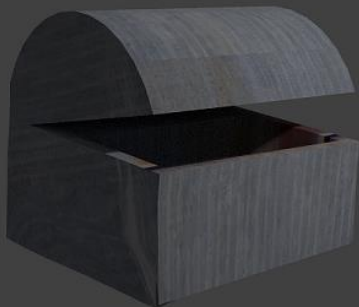
When used, the player may throw it into an adjacent room and if they roll a 5 or higher any players in that room are dead.

Discard after 1 use.

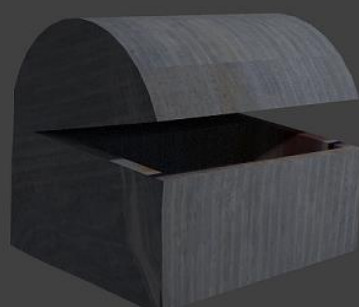
**ITEMS**



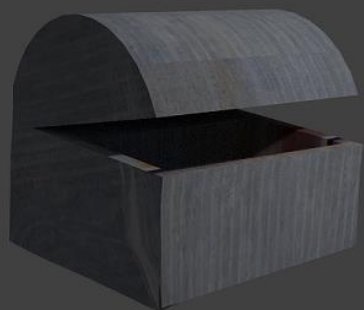
**ITEMS**



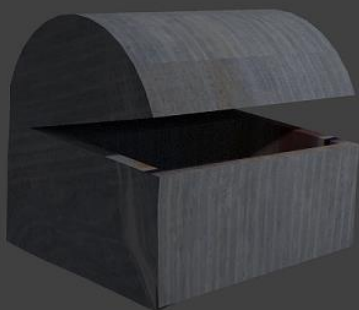
**ITEMS**



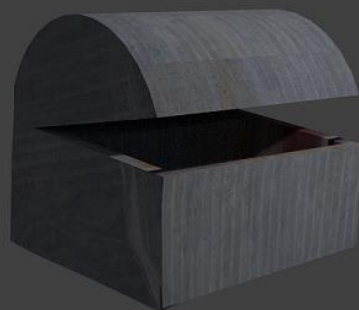
**ITEMS**



**ITEMS**



**ITEMS**



Firework



When used, the player may throw it into an adjacent room and if they roll a 5 or higher any players in that room are dead.

Discard after 1 use.

Broken Beer Bottle



**3 Attack**

Discard after 1 use.

Stab another player.

Broken Beer Bottle



**3 Attack**

Discard after 1 use.

Stab another player.

Broken Beer Bottle



**3 Attack**

Discard after 1 use.

Stab another player.

Broken Beer Bottle



**3 Attack**

Discard after 1 use.

Stab another player.

Broken Beer Bottle



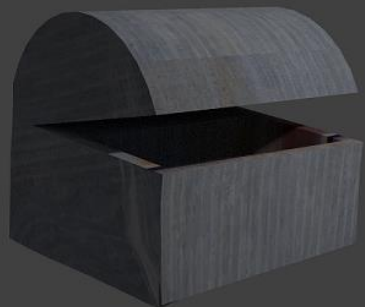
**3 Attack**

Discard after 1 use.

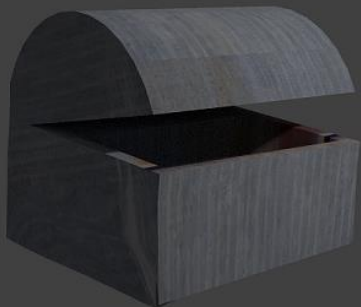
Stab another player.



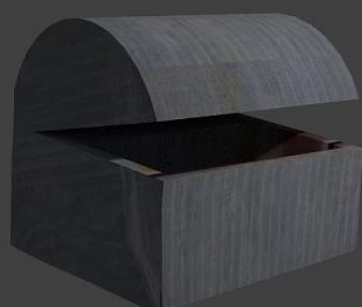
**ITEMS**



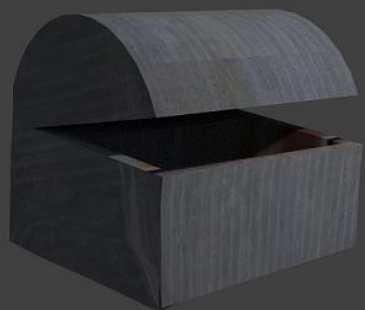
**ITEMS**



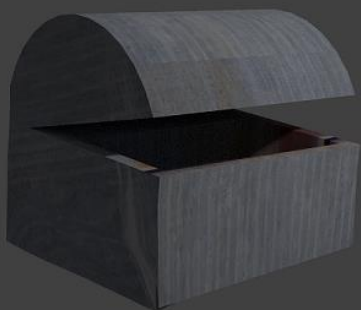
**ITEMS**



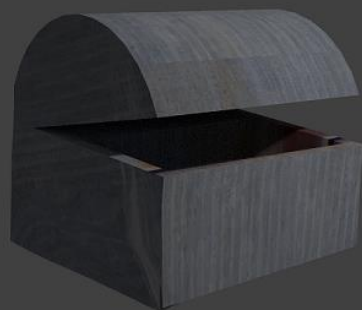
**ITEMS**



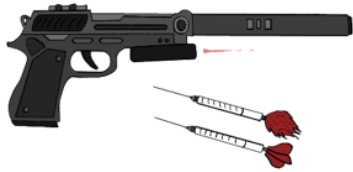
**ITEMS**



**ITEMS**



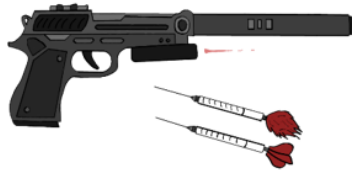
### Tranquilizer Gun



When used, the player may fire it at an adjacent room and if you roll a 4 or higher pick a player in that room that will put the player to sleep. They must skip 2 turns.

Discard after one use.

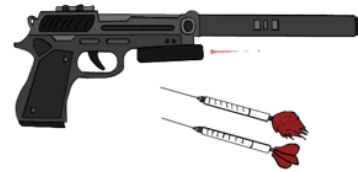
### Tranquilizer Gun



When used, the player may fire it at an adjacent room and if you roll a 4 or higher pick a player in that room that will put the player to sleep. They must skip 2 turns.

Discard after one use.

### Tranquilizer Gun



When used, the player may fire it at an adjacent room and if you roll a 4 or higher pick a player in that room that will put the player to sleep. They must skip 2 turns.

Discard after one use.

### Spade



**4 Attack**

A hit to the face will surely hurt.

### Spade



**4 Attack**

A hit to the face will surely hurt.

### Butcher Knife

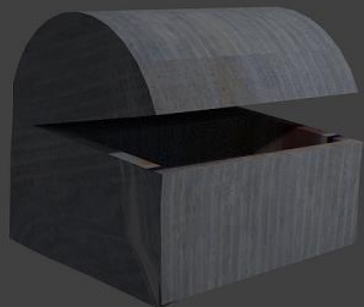


**5 Attack**

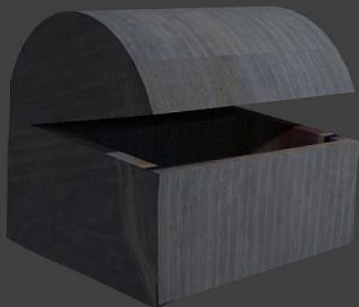
Discard after 3 uses.

This will hurt.

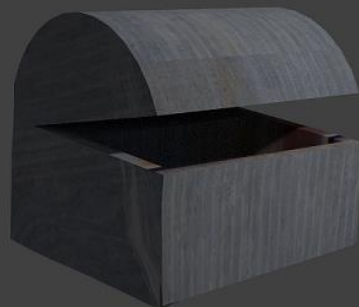
**ITEMS**



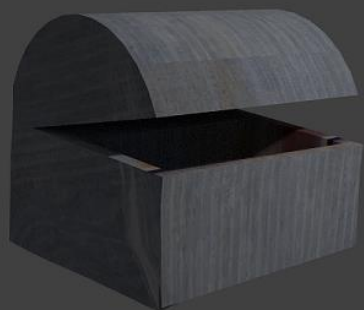
**ITEMS**



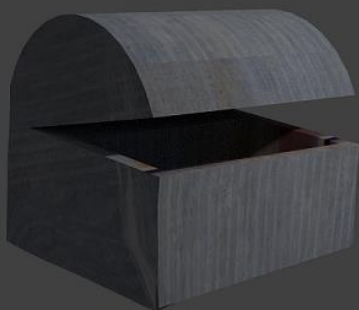
**ITEMS**



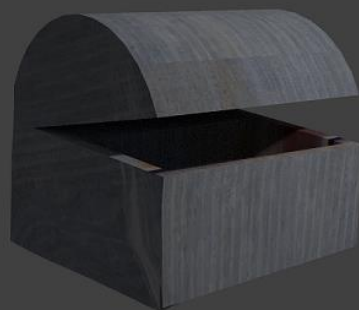
**ITEMS**



**ITEMS**



**ITEMS**



Knife



**4 Attack**

A stab to the gut is sure to kill.

Knife



**4 Attack**

A stab to the gut is sure to kill.

Wooden Chair Leg



**2 Attack**

Chairs aren't for sitting...

Wooden Chair Leg



**2 Attack**

Chairs aren't for sitting...

Wooden Chair Leg



**2 Attack**

Chairs aren't for sitting...

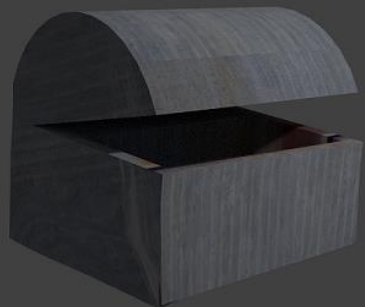
Wooden Chair Leg



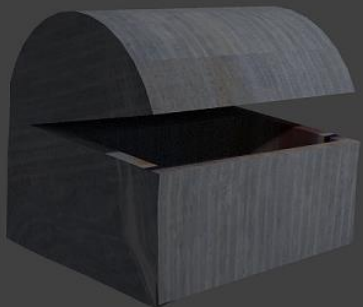
**2 Attack**

Chairs aren't for sitting...

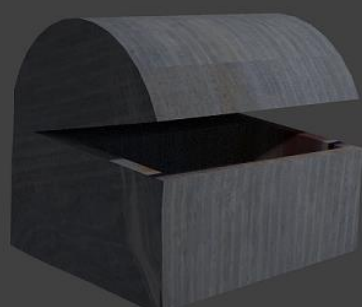
**ITEMS**



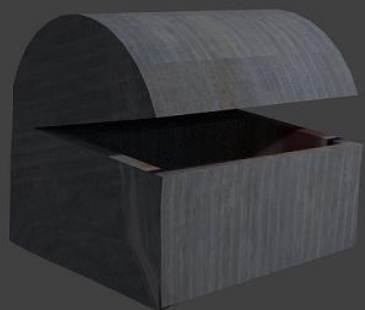
**ITEMS**



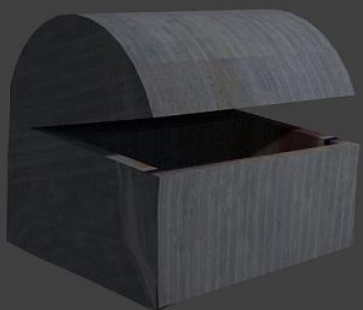
**ITEMS**



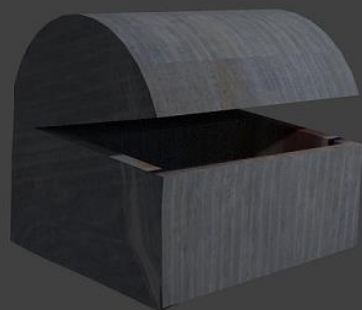
**ITEMS**



**ITEMS**



**ITEMS**



Sledge Hammer



**5 Attack**

Time to pulverize.

Copper Pipe



**2 Attack**

**2 Defense**

Use it to block an incoming attack or to hit another player in the face.

Copper Pipe



**2 Attack**

**2 Defense**

Use it to block an incoming attack or to hit another player in the face.

Copper Pipe



**2 Attack**

**2 Defense**

Use it to block an incoming attack or to hit another player in the face.

Copper Pipe



**2 Attack**

**2 Defense**

Use it to block an incoming attack or to hit another player in the face.

Copper Pipe

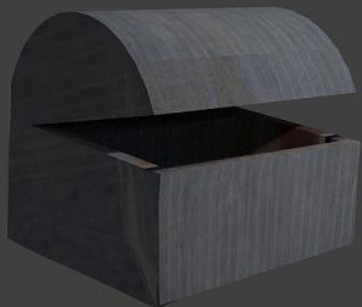


**2 Attack**

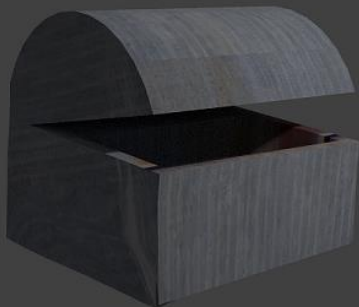
**2 Defense**

Use it to block an incoming attack or to hit another player in the face.

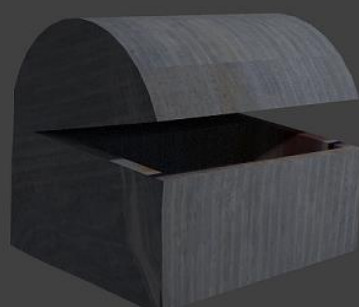
**ITEMS**



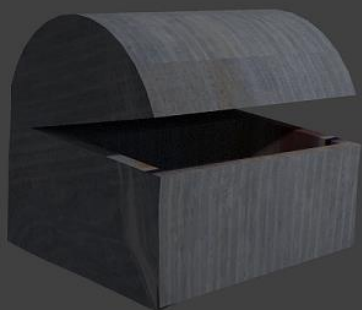
**ITEMS**



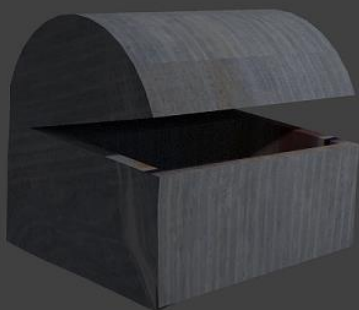
**ITEMS**



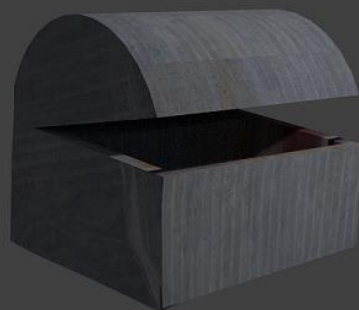
**ITEMS**



**ITEMS**



**ITEMS**



Fireproof gloves



If a firework is successfully thrown in the room, roll a four or higher in order to catch it and snuff it out.

Fireproof gloves



If a firework is successfully thrown in the room, roll a four or higher in order to catch it and snuff it out.

Fireproof gloves



If a firework is successfully thrown in the room, roll a four or higher in order to catch it and snuff it out.

Fireproof gloves



If a firework is successfully thrown in the room, roll a four or higher in order to catch it and snuff it out.

Gas Mask



Used to protect yourself from deadly gasses during events.

Discard after 1 use.

Gas Mask

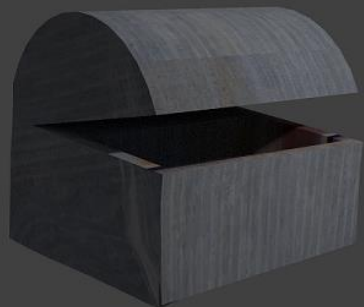


Used to protect yourself from deadly gasses during events.

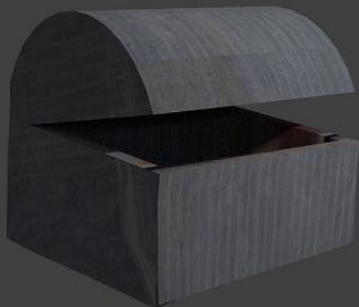
Discard after 1 use.



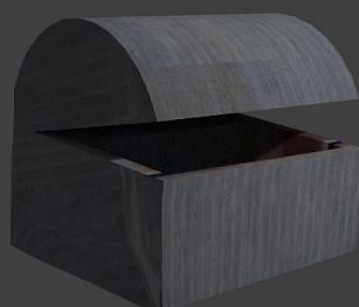
**ITEMS**



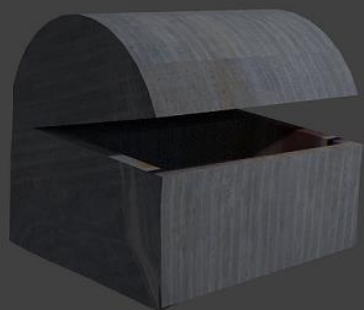
**ITEMS**



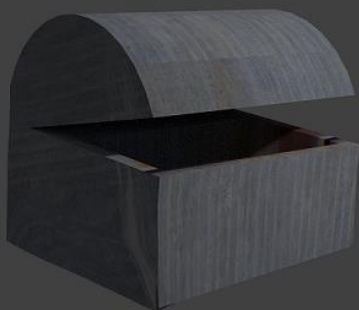
**ITEMS**



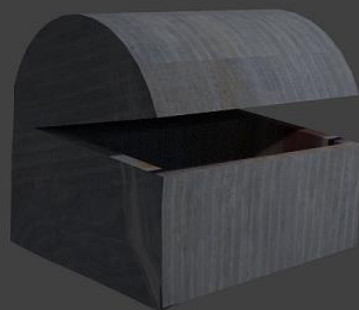
**ITEMS**



**ITEMS**



**ITEMS**



Gas Mask



Used to protect yourself from deadly gasses during events.

Discard after 1 use.

Gas Mask



Used to protect yourself from deadly gasses during events.

Discard after 1 use.

Matches and Alcohol



Set the player's resources on fire. They start their daily requirements all over.

Discard any Resource Cards in the requirements pile.

Poison



Poison the player's resources. They start their daily requirements all over.

Discard any Resource Cards in the Survival Requirements Pile.

Medicine



This item cures all negative effect events that affect player health.

This card does not heal damage done as the result of physical wounds or improve mental health.

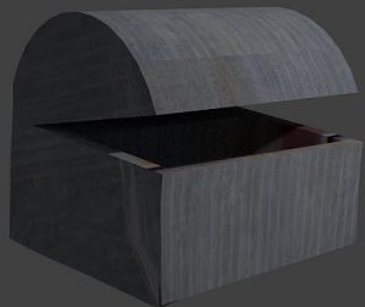
Medicine



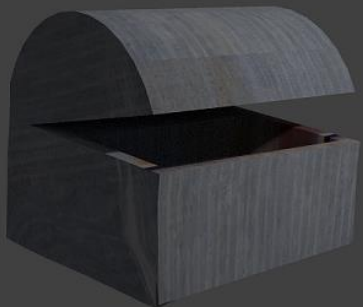
This item cures all negative effect events that affect player health.

This card does not heal damage done as the result of physical wounds or improve mental health.

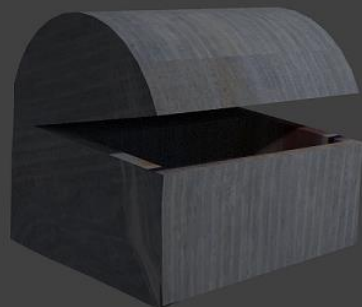
**ITEMS**



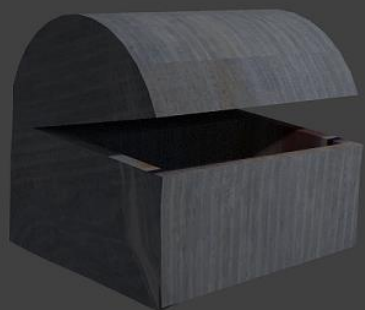
**ITEMS**



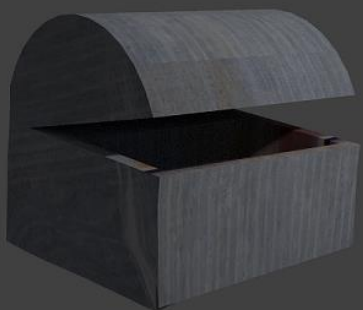
**ITEMS**



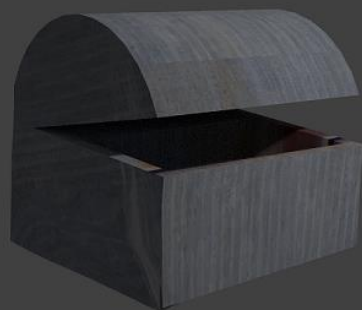
**ITEMS**



**ITEMS**



**ITEMS**



Medicine



This item cures all negative effect events that affect player health.

This card does not heal damage done as the result of physical wounds or improve mental health.

Fire Extinguisher



**3 Attack**

**4 Defense**

Use it to cave in another player's head or spray at your attacker and run.

Fire Extinguisher



**3 Attack**

**4 Defense**

Use it to cave in another player's head or spray at your attacker and run.

Fire Extinguisher

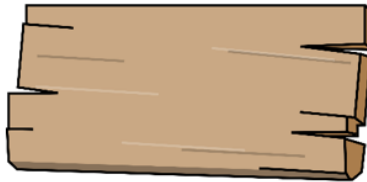


**3 Attack**

**4 Defense**

Use it to cave in another player's head or spray at your attacker and run.

Plank



**2 Attack**

**5 Defense**

Discard after 2 uses.

Thankfully, you found one lying around.

Plank



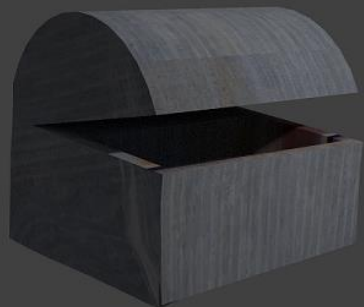
**2 Attack**

**5 Defense**

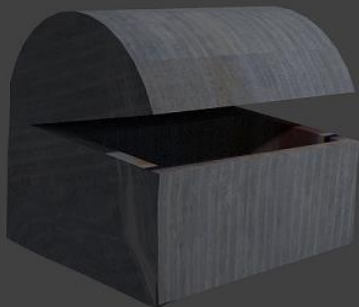
Discard after 2 uses.

Thankfully, you found one lying around.

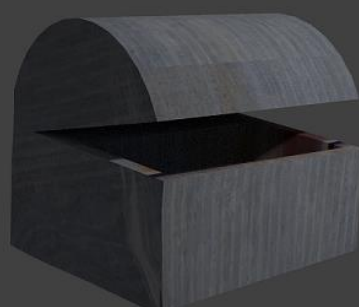
**ITEMS**



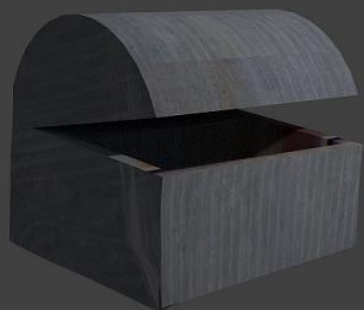
**ITEMS**



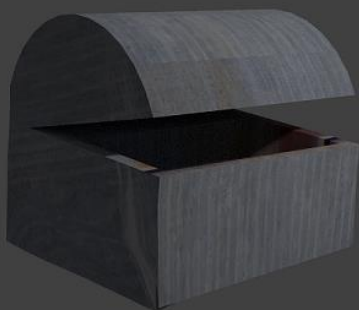
**ITEMS**



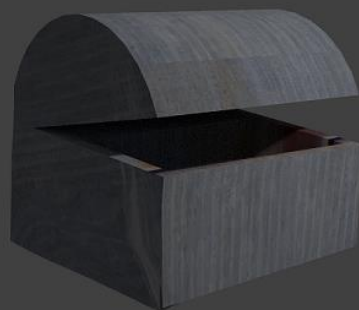
**ITEMS**



**ITEMS**



**ITEMS**



Brick



**2 Attack**

**1 Defense**

Discard after 1 use.

You found a brick. You can use it to smash a player's head in or to hit your attacker to run away.

Brick



**2 Attack**

**1 Defense**

Discard after 1 use.

You found a brick. You can use it to smash a player's head in or to hit your attacker to run away.

Brick



**2 Attack**

**1 Defense**

Discard after 1 use.

You found a brick. You can use it to smash a player's head in or to hit your attacker to run away.

Skillet



**3 Attack**

**2 Defense**

This item can be used to smash a player in the face or to catch your attacker off guard and run away.

Skillet



**3 Attack**

**2 Defense**

This item can be used to smash a player in the face or to catch your attacker off guard and run away.

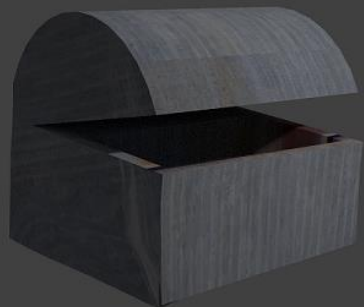
Broken Straight Jacket



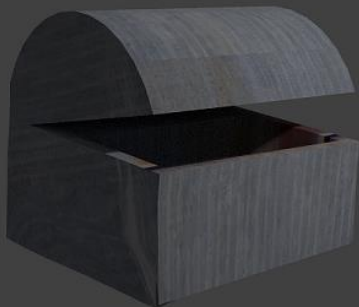
**2 Defense**

Put it on for some extra padding, but don't accidentally trap yourself!

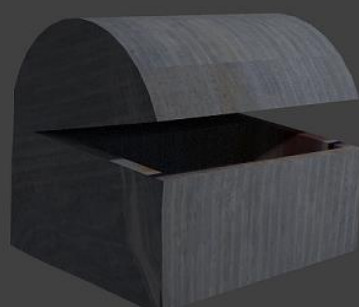
**ITEMS**



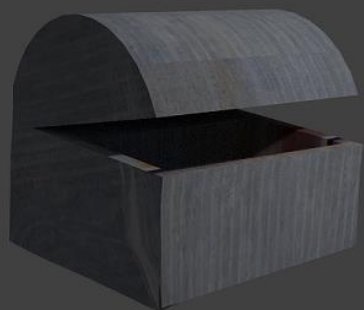
**ITEMS**



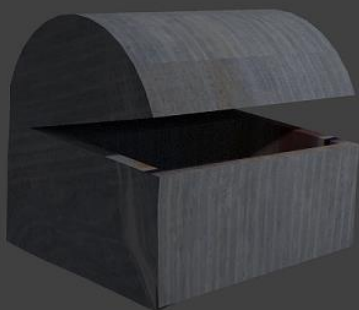
**ITEMS**



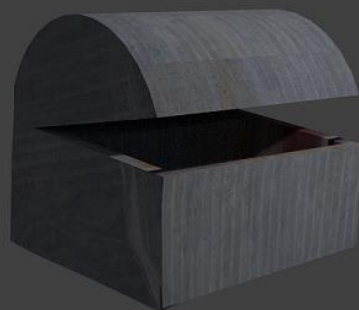
**ITEMS**



**ITEMS**



**ITEMS**



Broken Straight Jacket



**2 Defense**

Put it on for some extra padding, but don't accidentally trap yourself!

Broken Straight Jacket



**2 Defense**

Put it on for some extra padding, but don't accidentally trap yourself!

Kevlar Vest



**4 Defense**

**If attacked by a sharp object, Defense is 2.**

Put it on for some extra padding.

Kevlar Vest



**4 Defense**

**If attacked by a sharp object, Defense is 2.**

Put it on for some extra padding.

Pillow



**1 Defense**

Use the pillow to soften incoming attacks.

Pillow

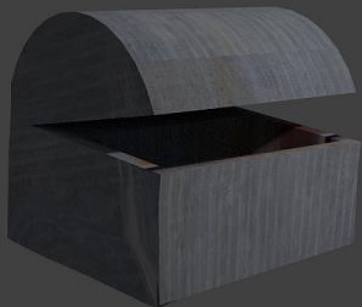


**1 Defense**

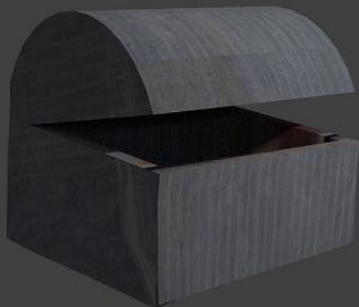
Use the pillow to soften incoming attacks.



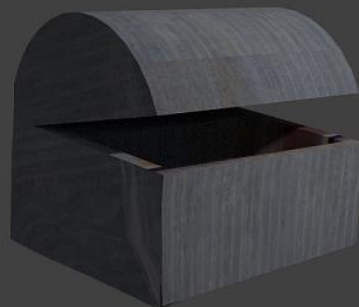
**ITEMS**



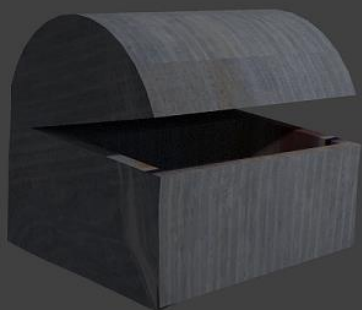
**ITEMS**



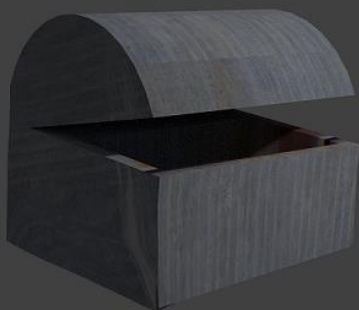
**ITEMS**



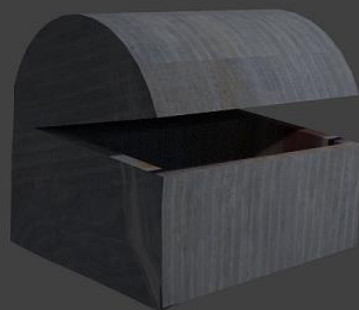
**ITEMS**



**ITEMS**



**ITEMS**



Pillow



**1 Defense**

Use the pillow to soften incoming attacks.

Pillow



**1 Defense**

Use the pillow to soften incoming attacks.

Pillow



**1 Defense**

Use the pillow to soften incoming attacks.

Pepper Spray



**3 Defense**

Spray your attacker in the face, potentially blinding them, and run away.

Pepper Spray



**3 Defense**

Spray your attacker in the face, potentially blinding them, and run away.

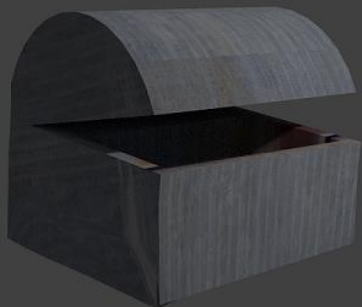
Pepper Spray



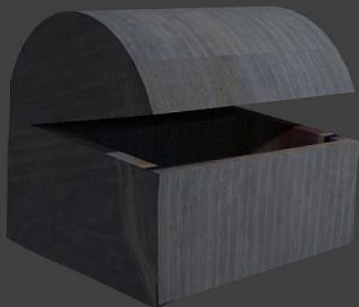
**3 Defense**

Spray your attacker in the face, potentially blinding them, and run away.

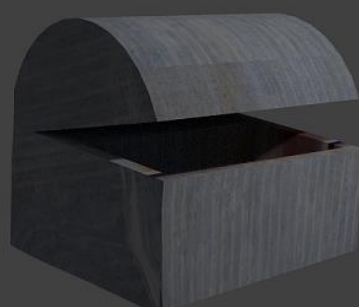
**ITEMS**



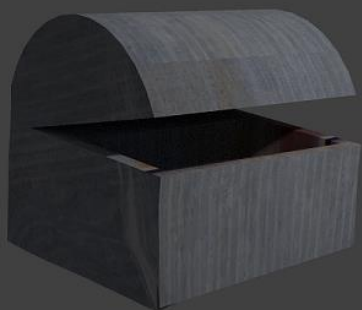
**ITEMS**



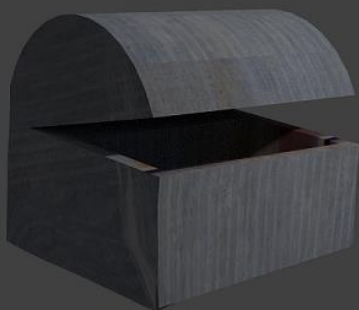
**ITEMS**



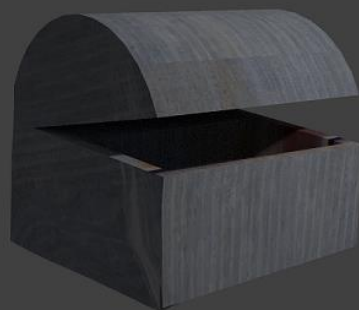
**ITEMS**



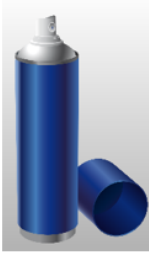
**ITEMS**



**ITEMS**



Hairspray



**2 Defense.**

Discard after 1 use.  
Spray your attacker in the face and run away.

Hairspray



**2 Defense.**

Discard after 1 use.  
Spray your attacker in the face and run away.

A Broken Guitar



**3 Defense**

Use the guitar to block incoming attacks and to beat back your attacker so you can run away.

A Broken Guitar



**3 Defense**

Use the guitar to block incoming attacks and to beat back your attacker so you can run away.

Riot Shield



**5 Defense**

Use it to shield you from sharp objects and to hit your attacker so you can run away.

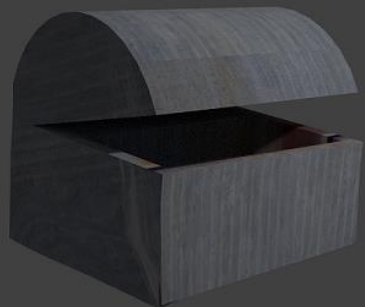
Loose Change



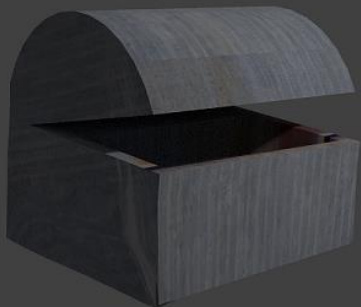
**1 Defense**

Throw change in your attacker's face and run away.

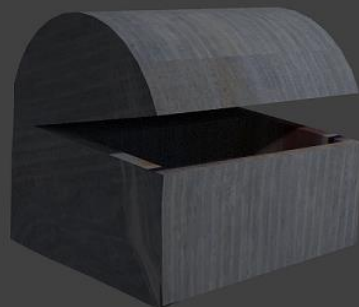
**ITEMS**



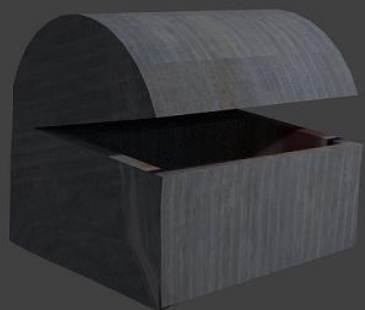
**ITEMS**



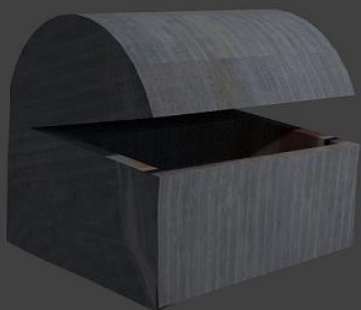
**ITEMS**



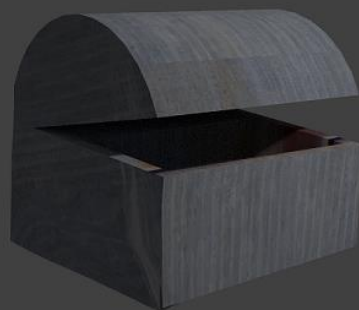
**ITEMS**



**ITEMS**



**ITEMS**



Loose Change



**1 Defense**

Throw change in your attacker's face and run away.

Loose Change



**1 Defense**

Throw change in your attacker's face and run away.

Loose Change



**1 Defense**

Throw change in your attacker's face and run away.

Loose Change



**1 Defense**

Throw change in your attacker's face and run away.

Riot Helmet



**4 Defense**

Discard after 3 uses.  
Use it to protect your head from getting caved in.

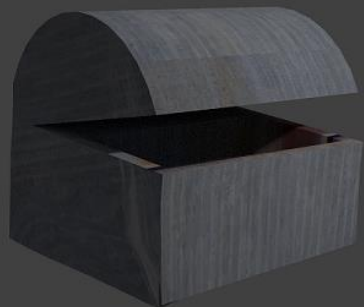
Riot Helmet



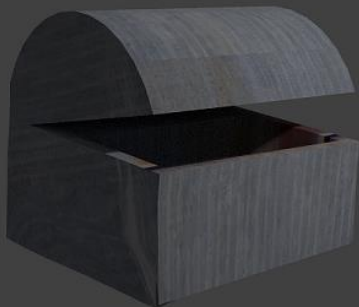
**4 Defense**

Discard after 3 uses.  
Use it to protect your head from getting caved in.

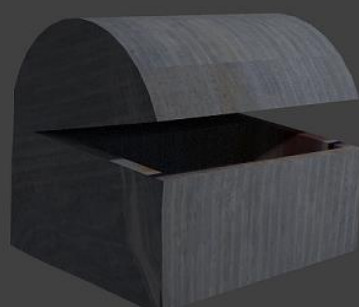
**ITEMS**



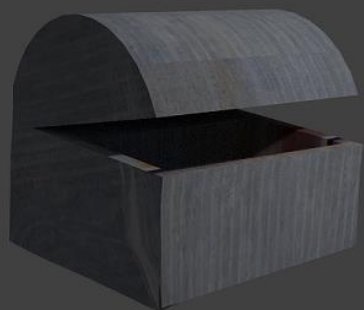
**ITEMS**



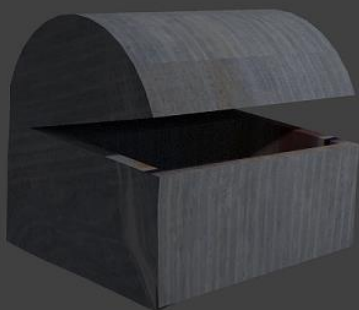
**ITEMS**



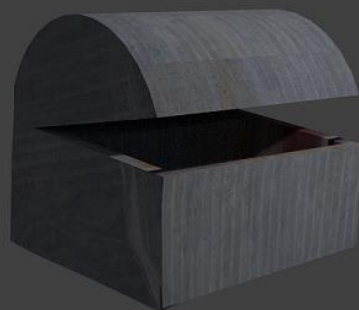
**ITEMS**



**ITEMS**



**ITEMS**





Riot Helmet



**4 Defense**

Discard after 3 uses.

Use it to protect your head from getting caved in.

Baseball Bat



**3 Attack**

Discard after 3 uses.

Smash another player's face in.

Baseball Bat



**3 Attack**

Discard after 3 uses.

Smash another player's face in.

Baseball Bat



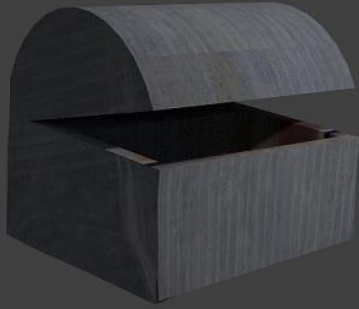
**3 Attack**

Discard after 3 uses.

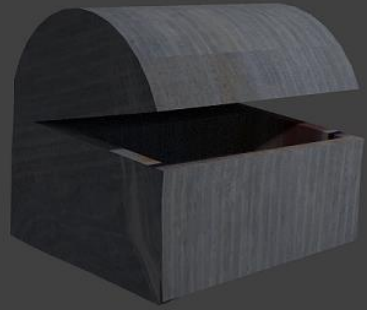
Smash another player's face in.



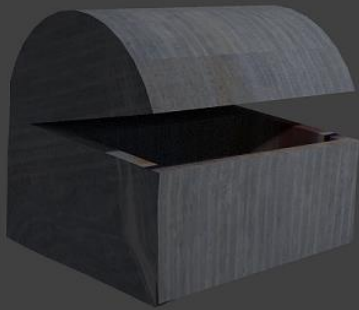
**ITEMS**



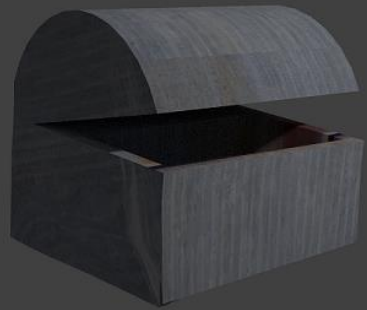
**ITEMS**



**ITEMS**



**ITEMS**



1 Food



1 Food



1 Food



1 Food



1 Food



1 Food





FOREST



FOREST



FOREST



FOREST



FOREST



FOREST

1 Food



1 Food



1 Food



1 Food



1 Food



1 Food





FOREST



FOREST



FOREST



FOREST



FOREST



FOREST

1 Food



1 Food



1 Food



1 Food



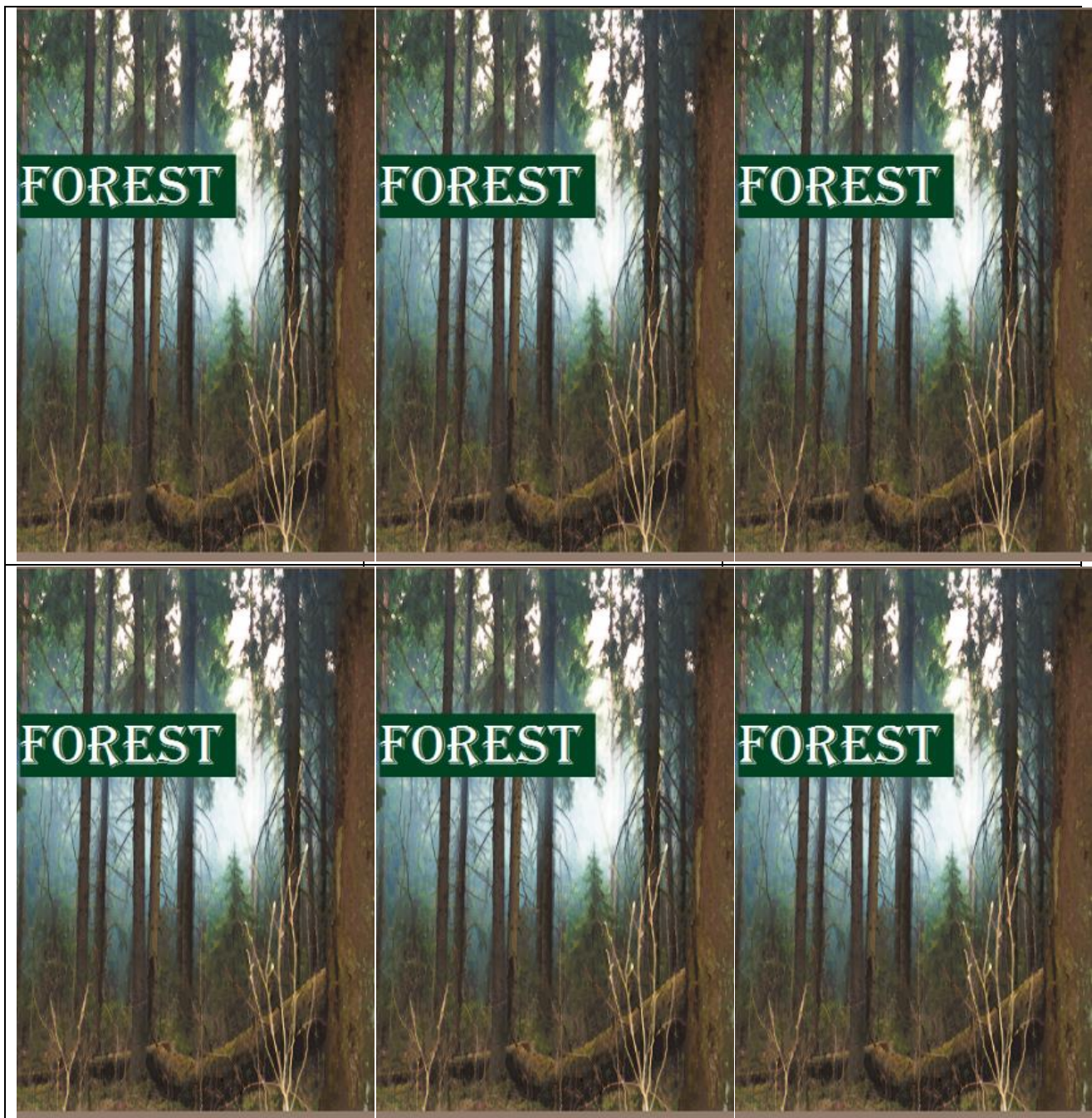
1 Food



1 Food







3 Foods



3 Foods



3 Foods



1 Wood



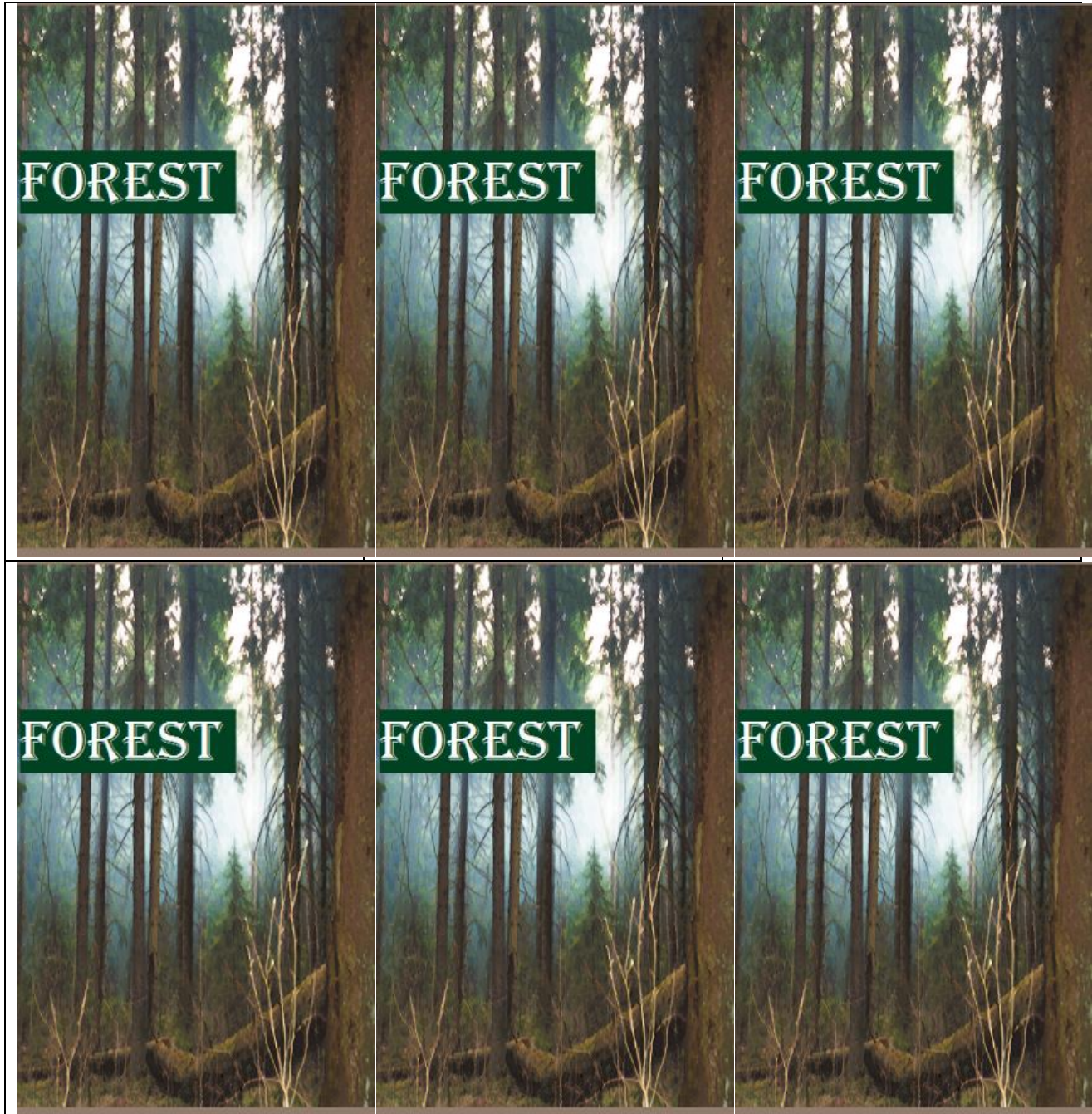
1 Wood



1 Wood







1 Wood



1 Wood



1 Wood



1 Wood

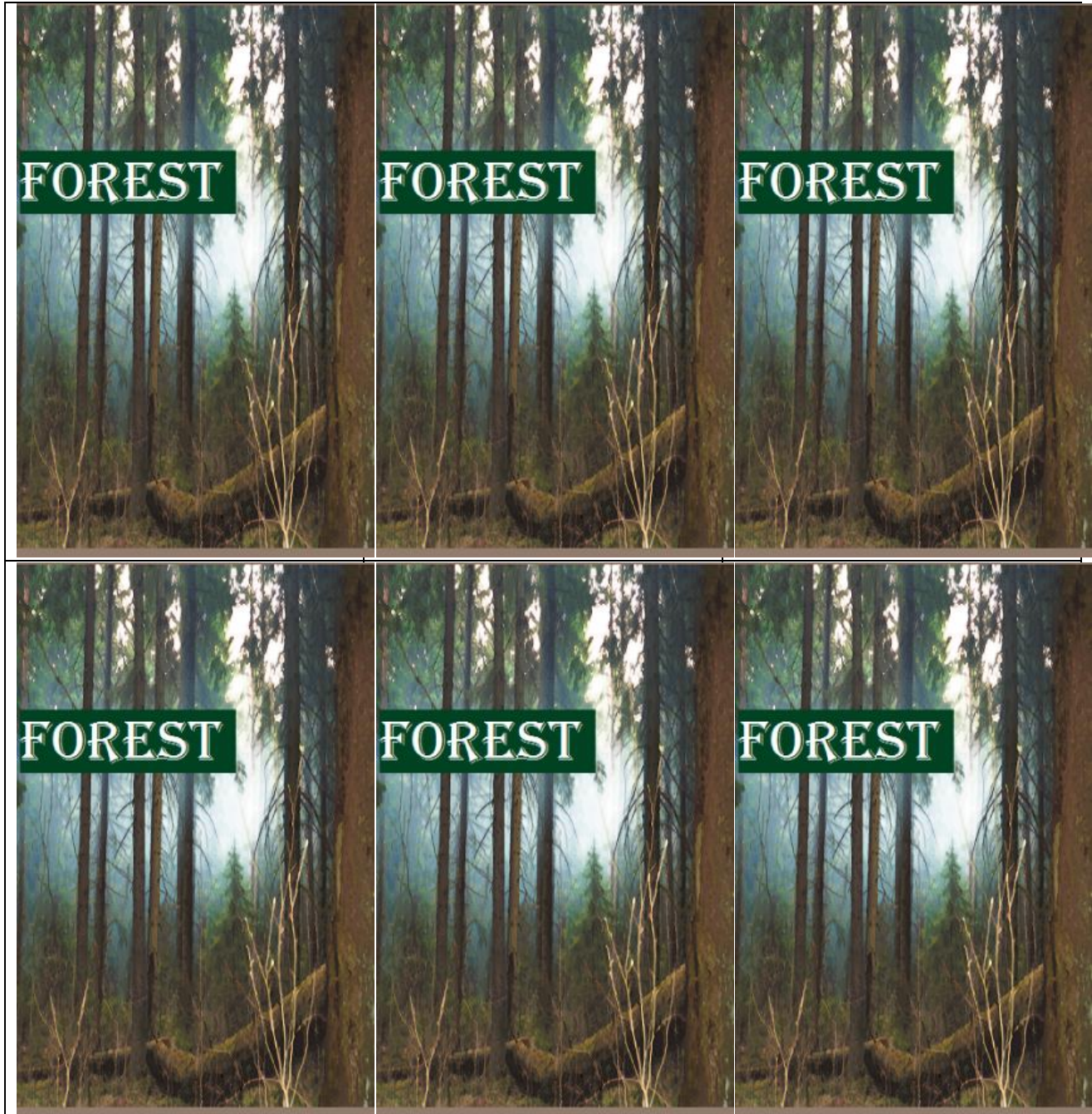


1 Wood



1 Wood





1 Wood



1 Wood



1 Wood



1 Wood



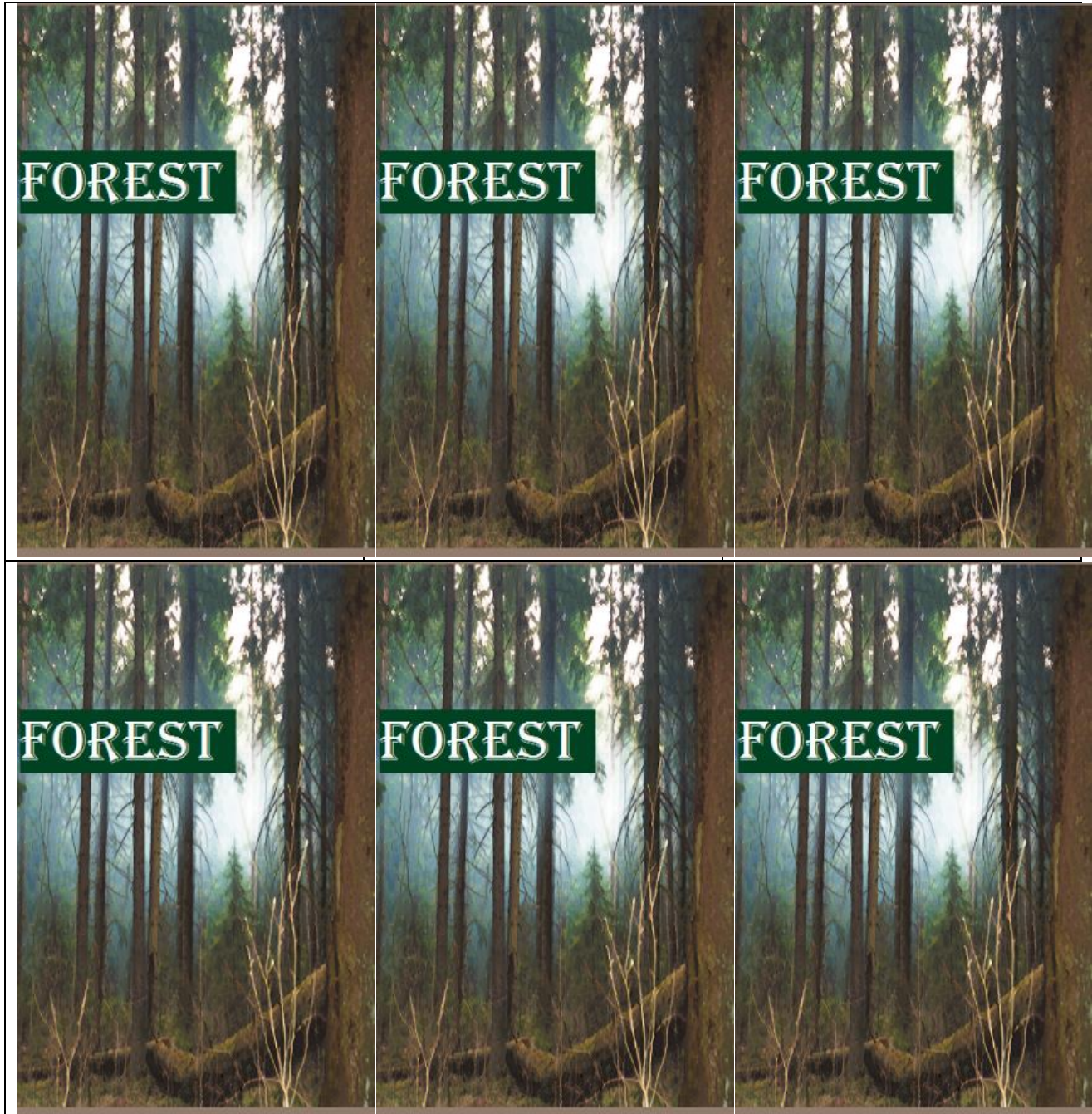
1 Wood



1 Wood







1 Wood



1 Wood



1 Wood



3 Woods

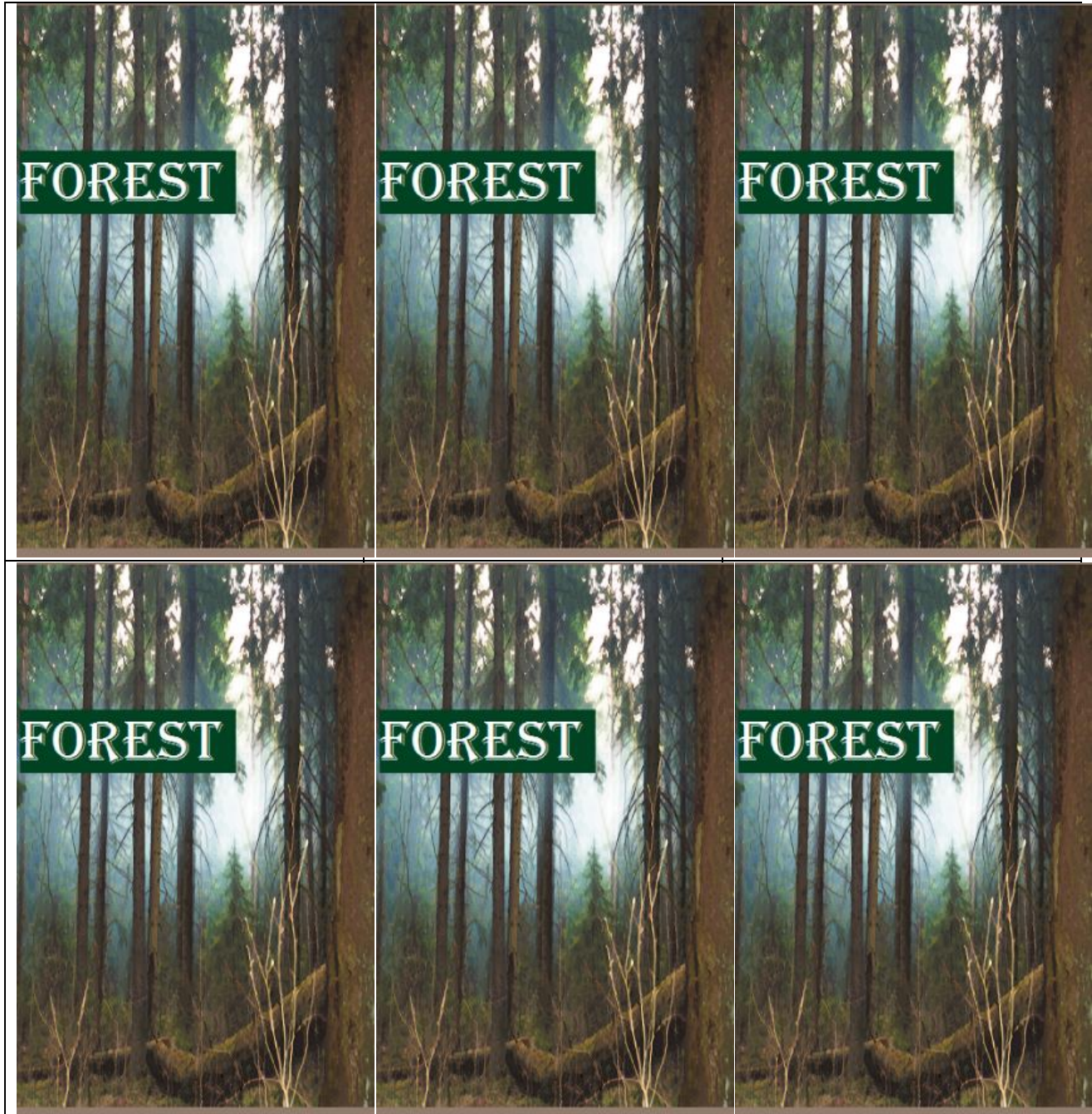


3 Woods



3 Woods

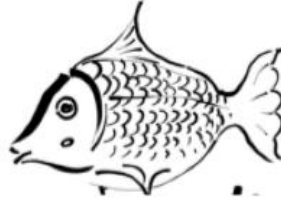




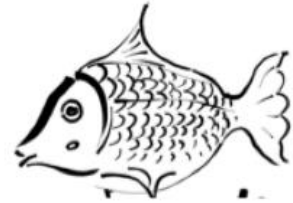
1 Food



1 Food



1 Food



1 Food



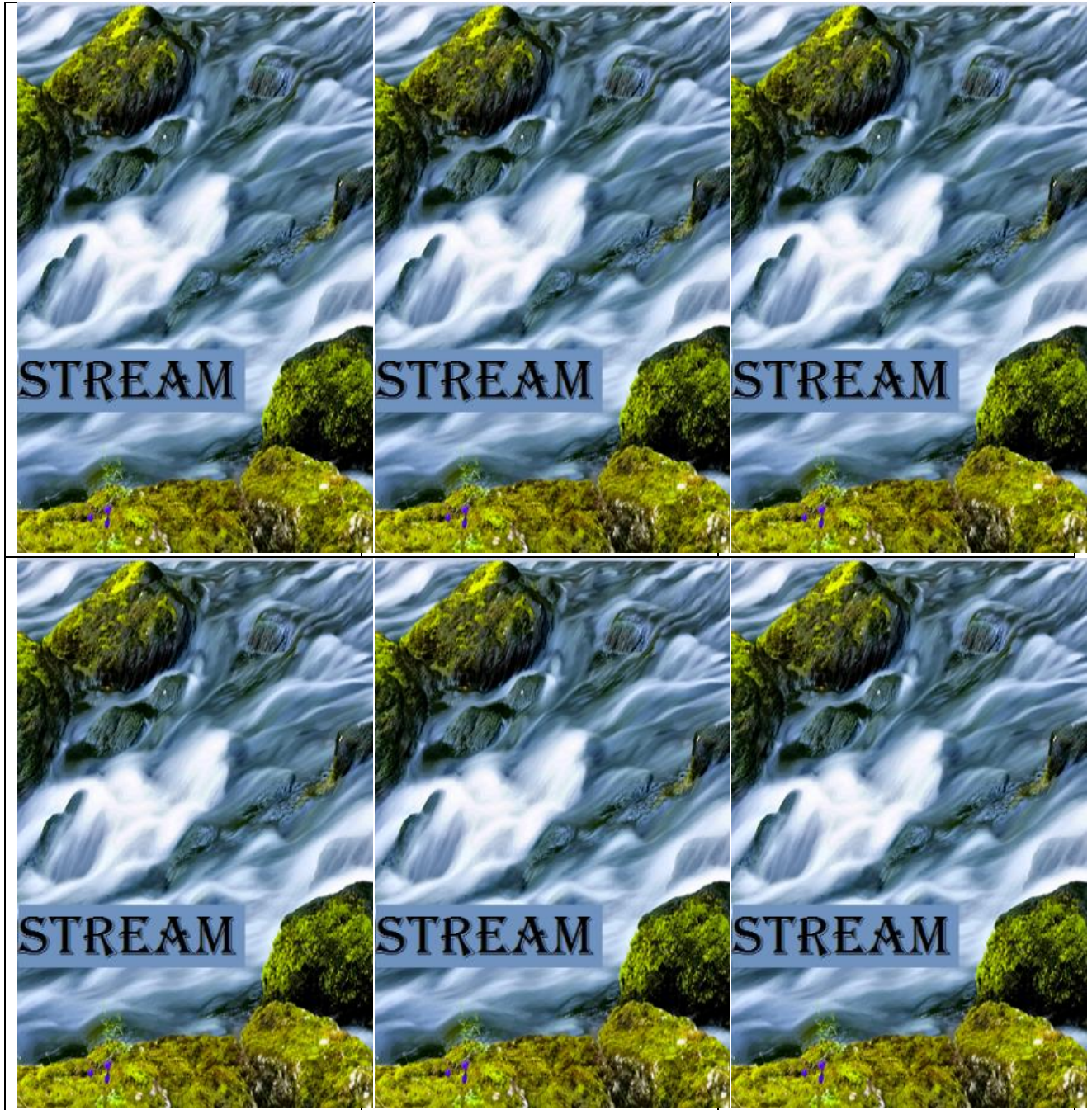
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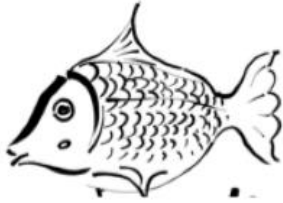
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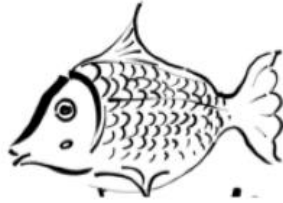




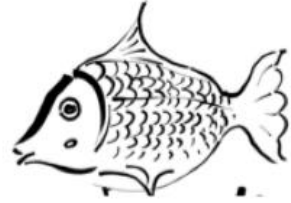
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1 Food



1 Food



1 Food

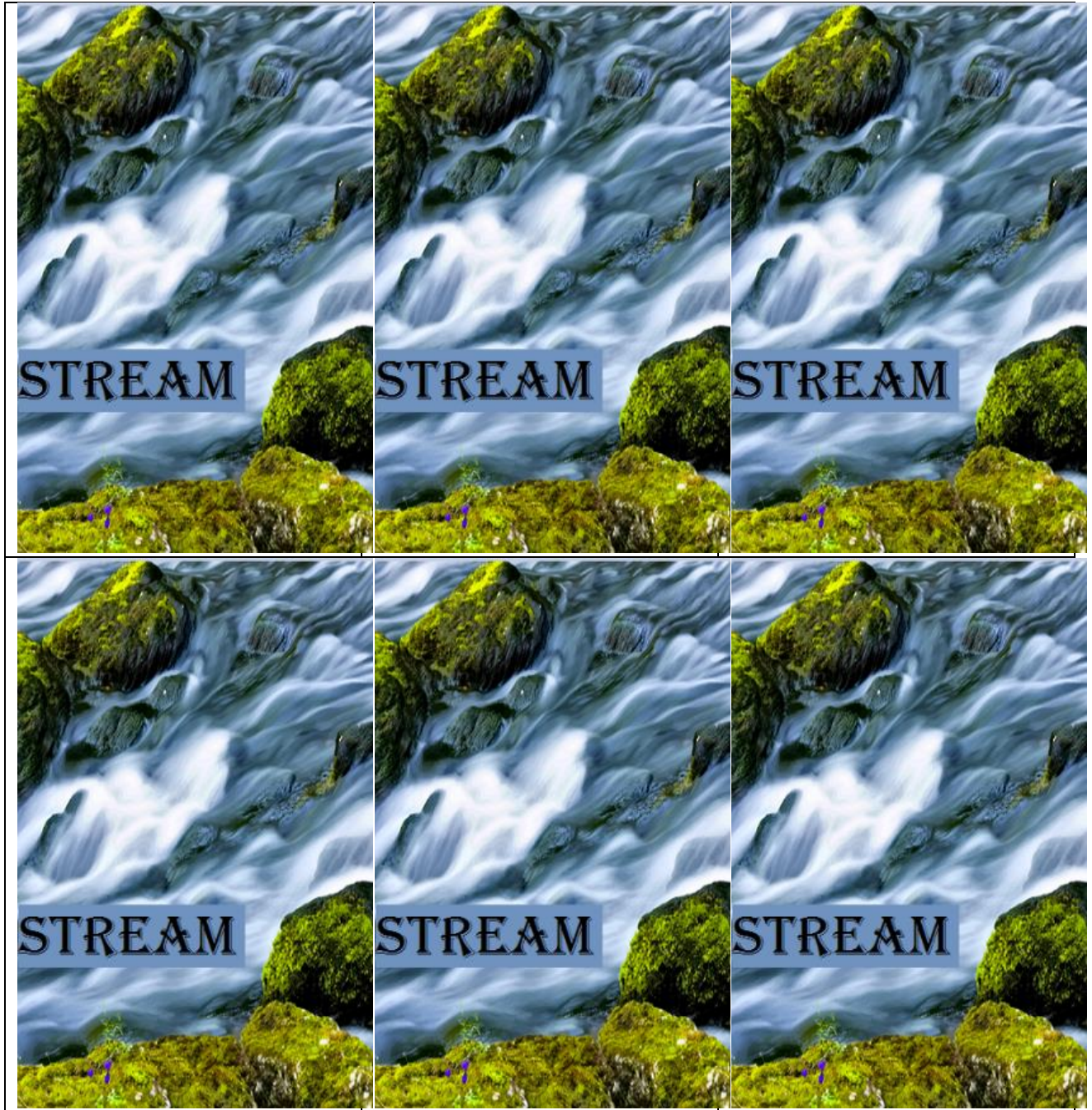


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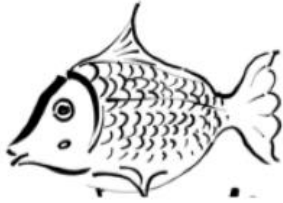


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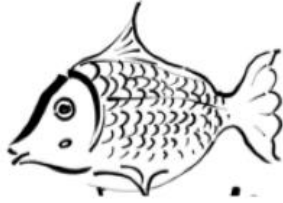




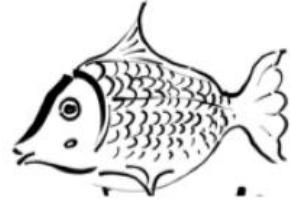
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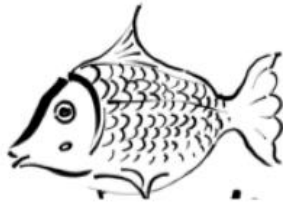
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1 Food



1 Food

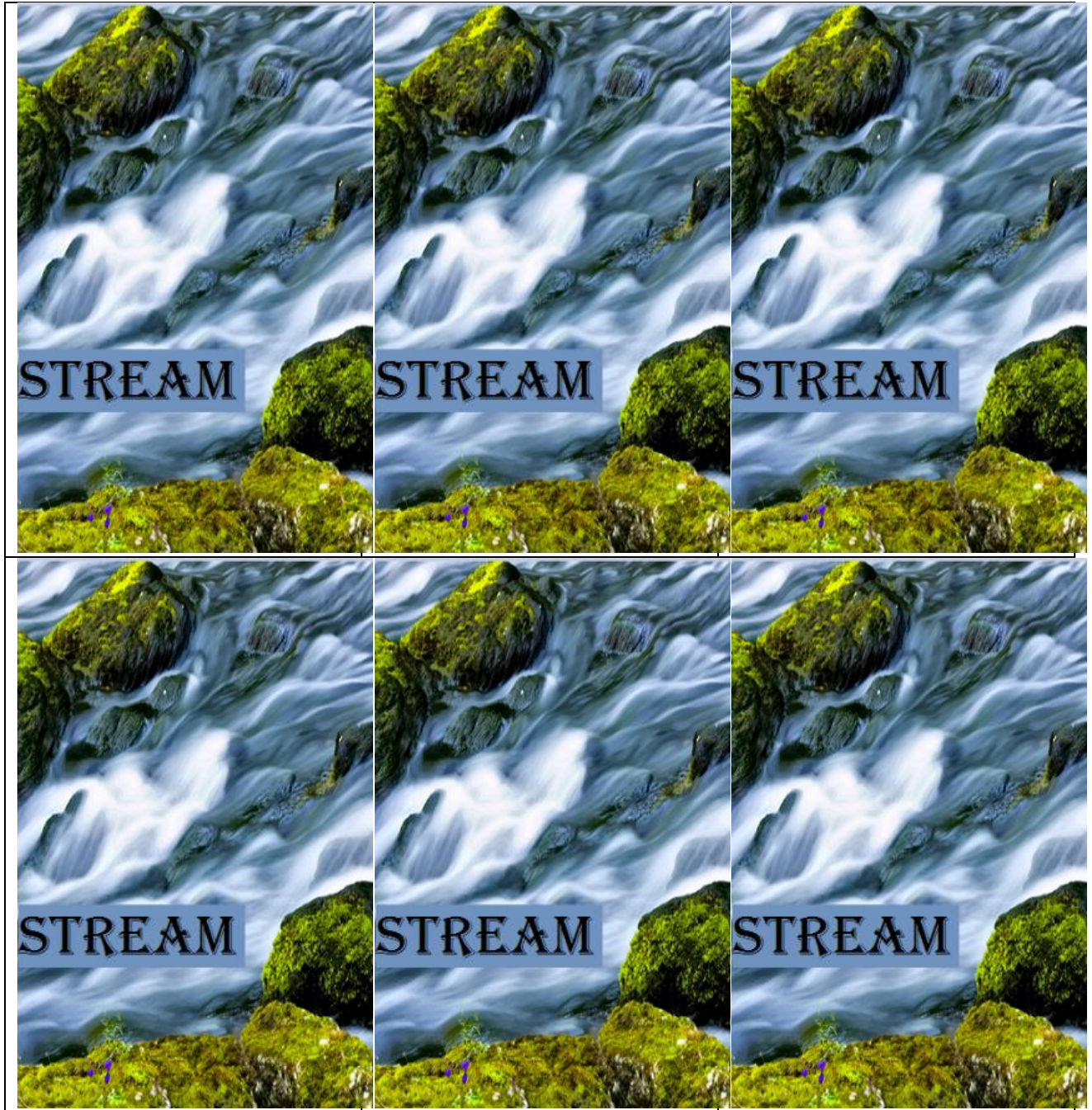


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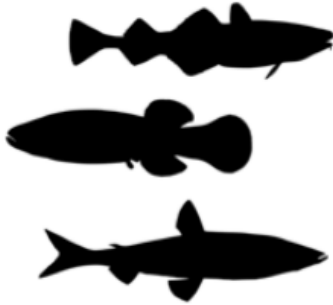


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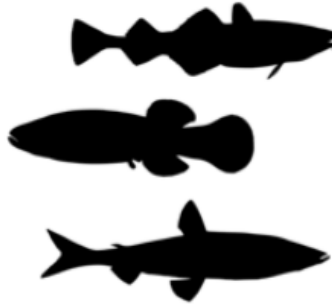




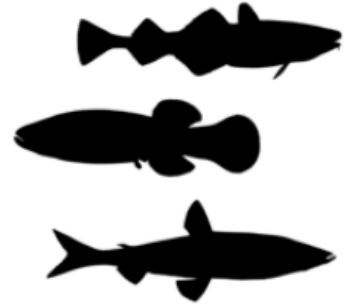
3 Foods



3 Foods



3 Foods



1 Water



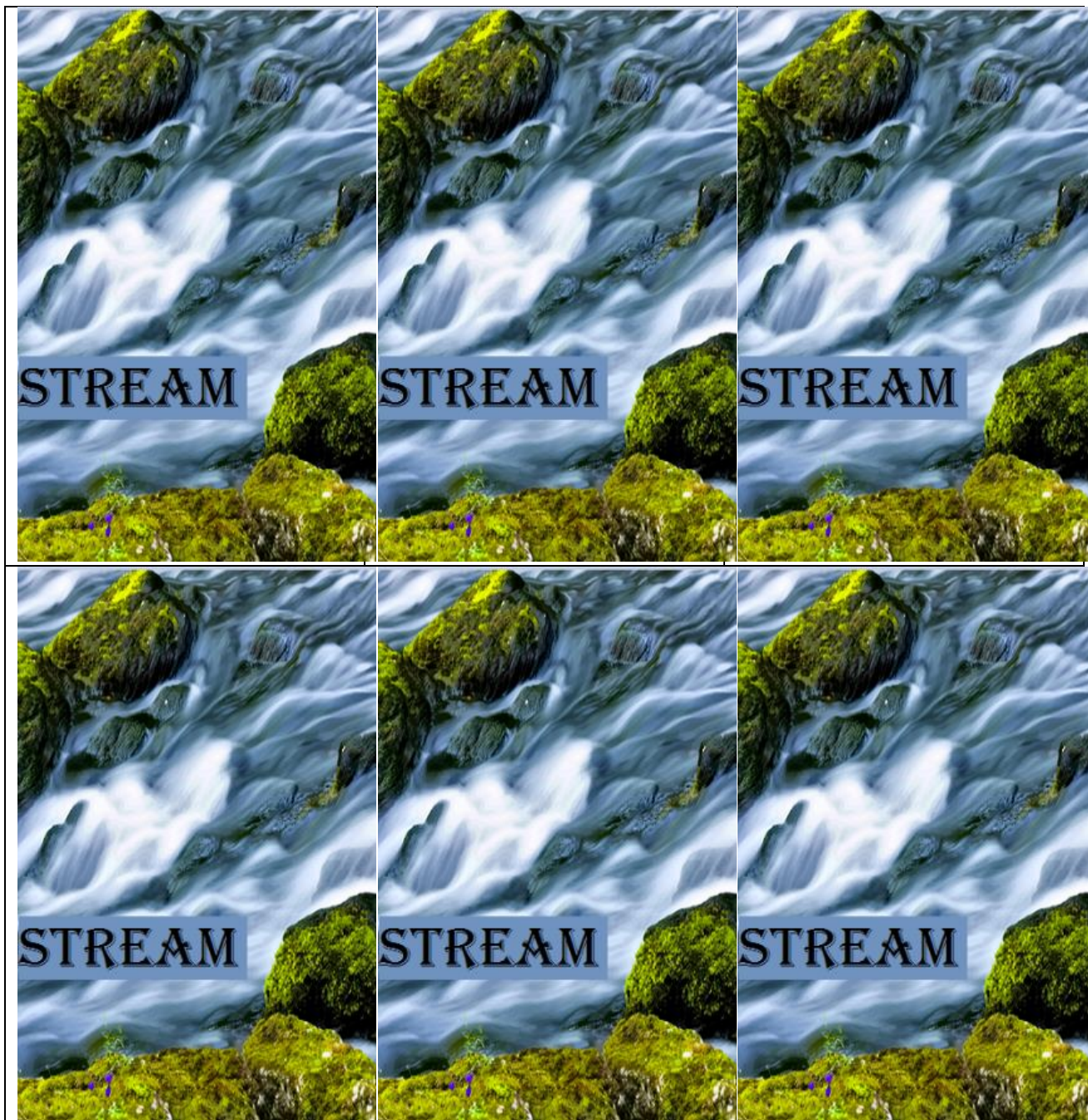
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1 Water







1 Water



1 Water



1 Water



1 Water



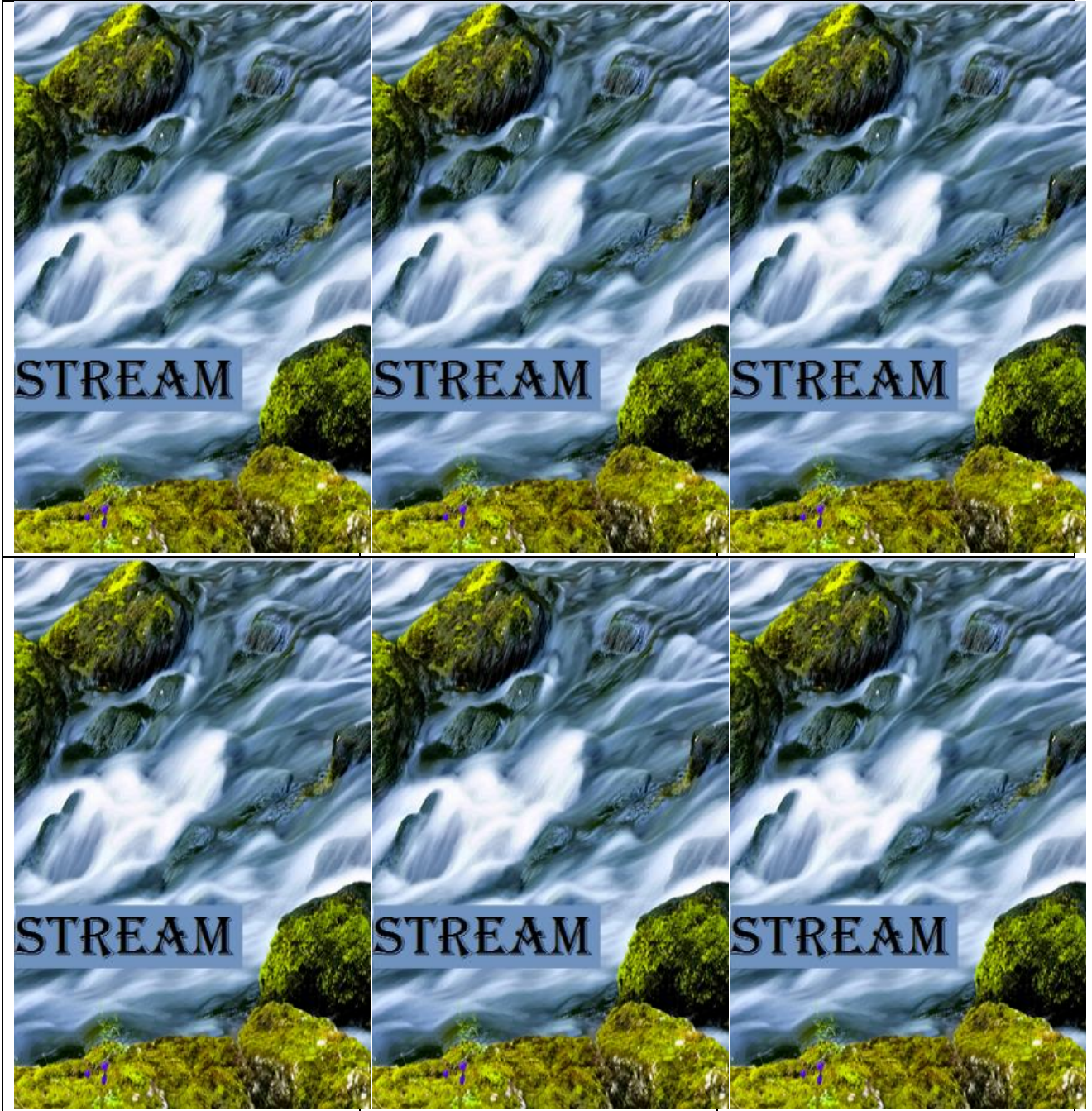
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1 Water







1 Water



1 Water



1 Water



1 Water

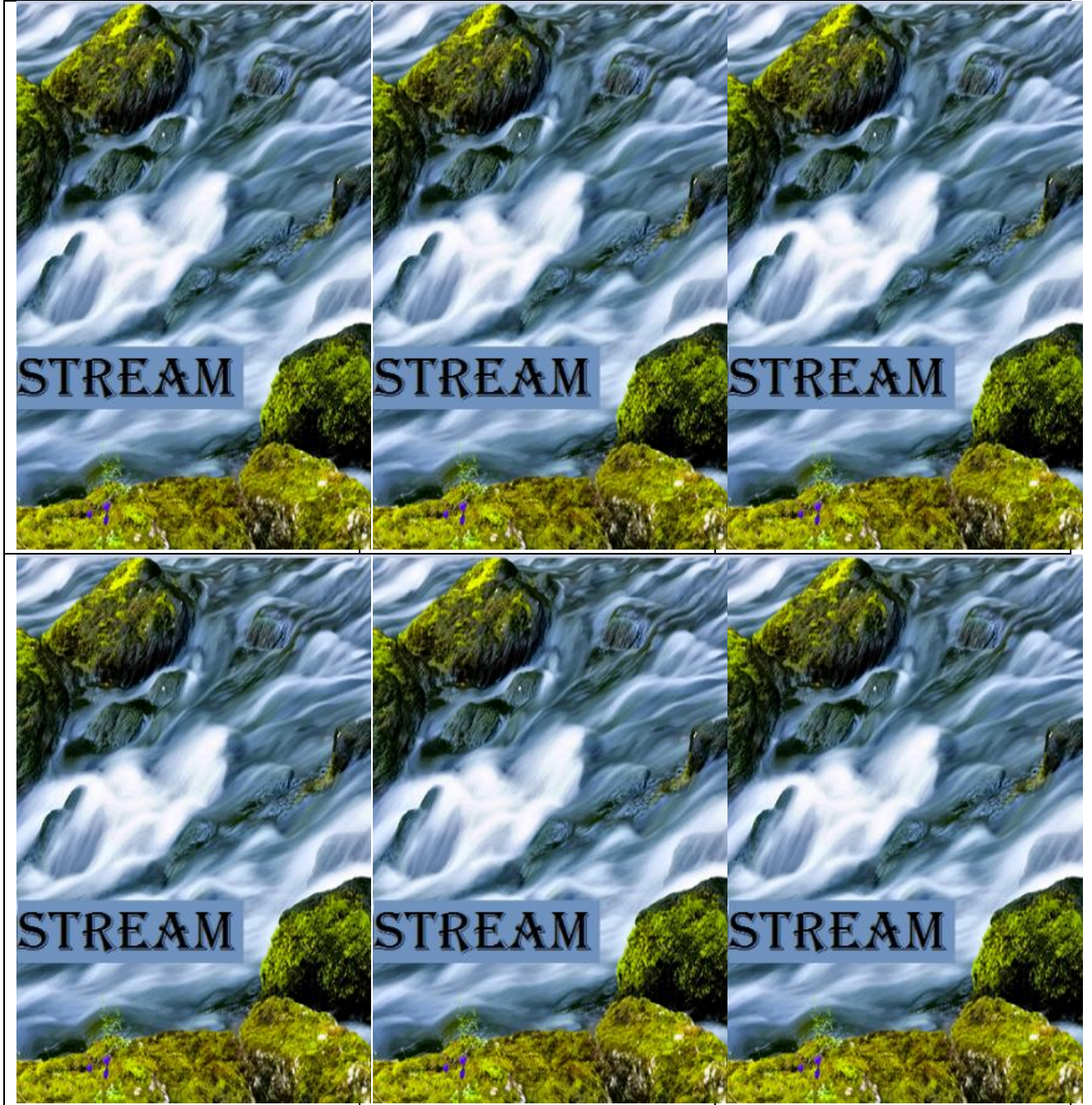


1 Water



1 Water





1 Water



1 Water



1 Water



3 Waters



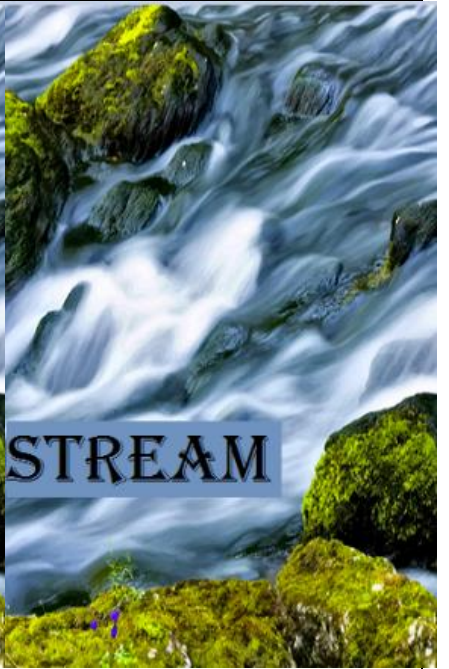
3 Waters



3 Waters







**+1  
DEFENSE  
BONUS**

**+2  
DEFENSE  
BONUS**

**+1  
ATTACK  
BONUS**

**+2  
ATTACK  
BONUS**

**+1  
ATTACK  
BONUS  
&  
+1  
DEFENSE  
BONUS**

**LAST  
MAN  
STANDING**



**LAST  
MAN  
STANDING**



**LAST  
MAN  
STANDING**

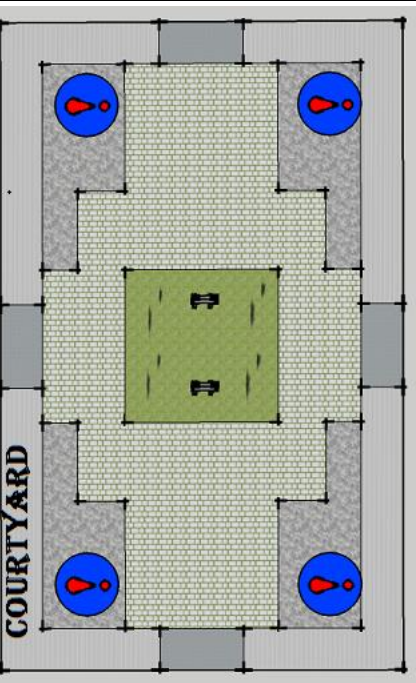
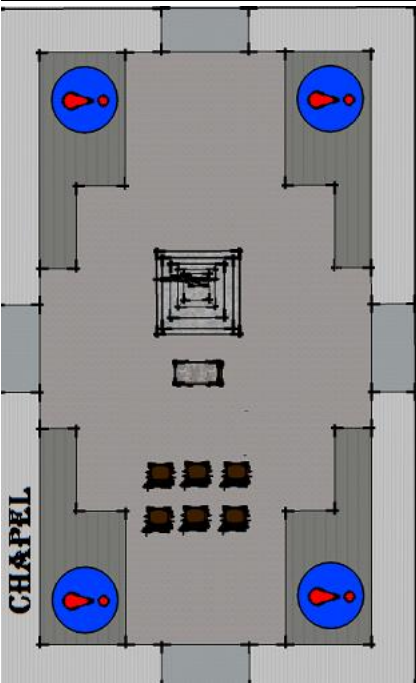
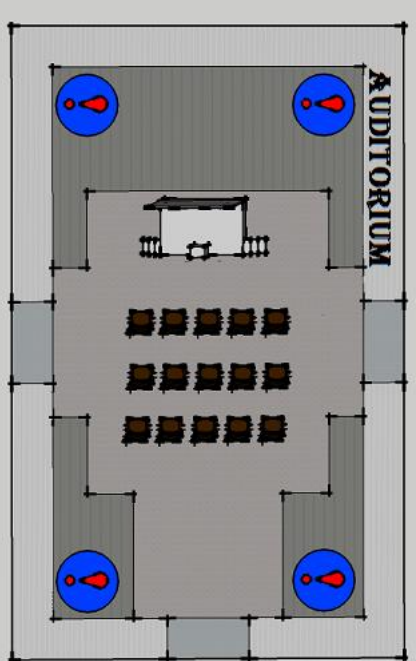
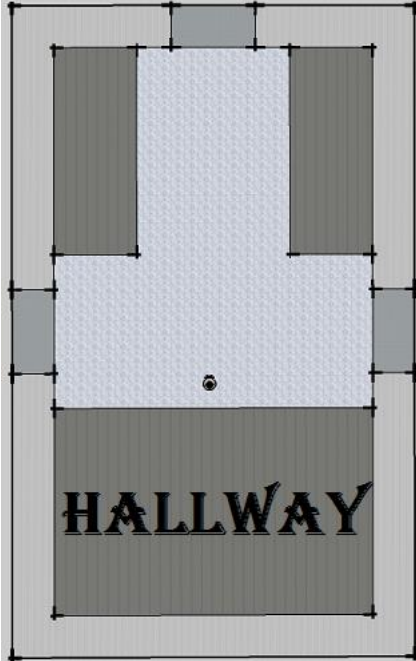


**LAST  
MAN  
STANDING**

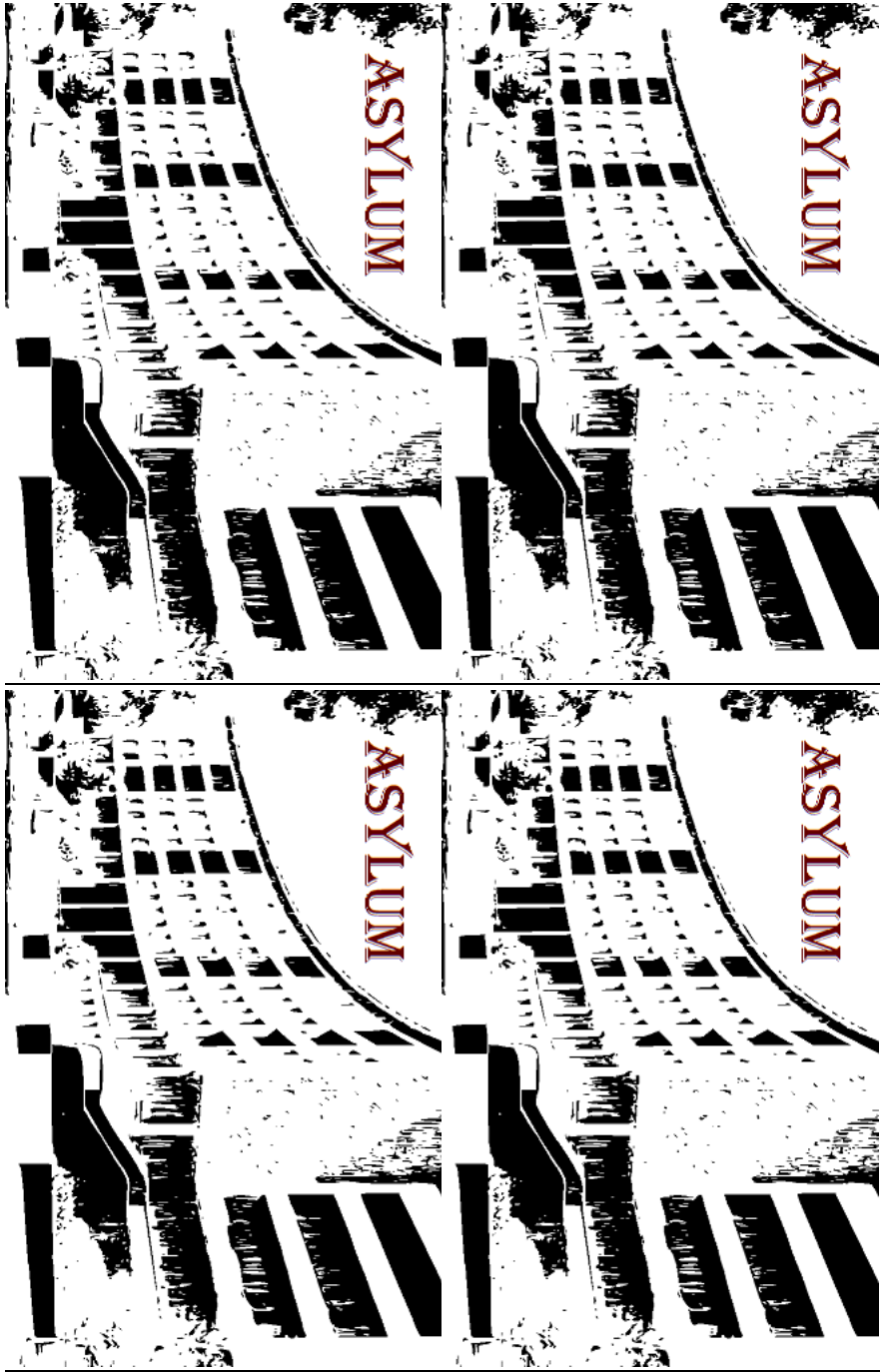


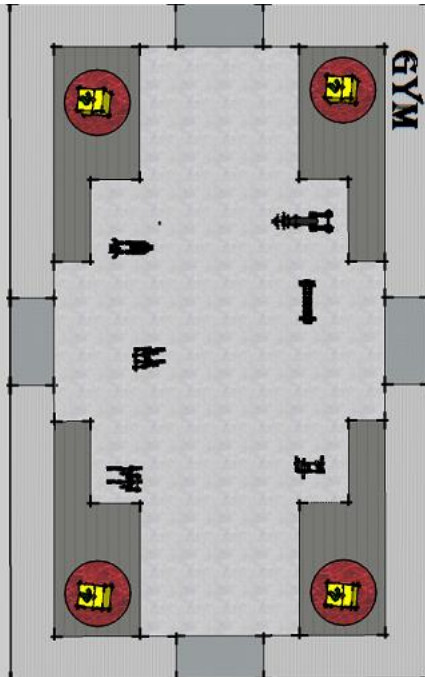
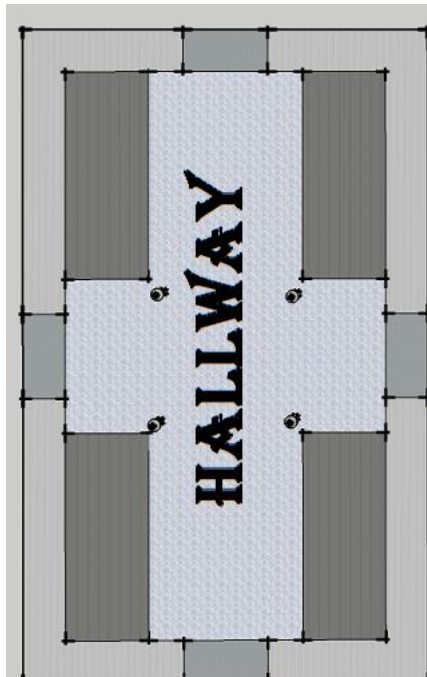
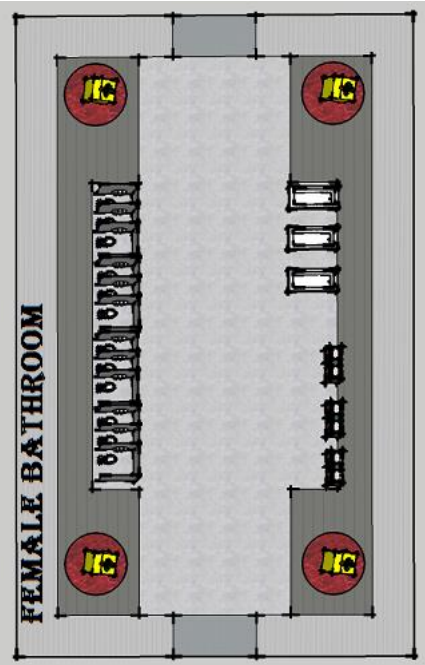
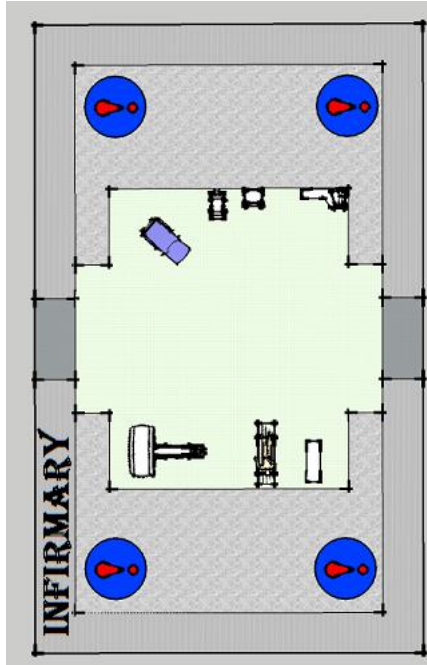
**LAST  
MAN  
STANDING**

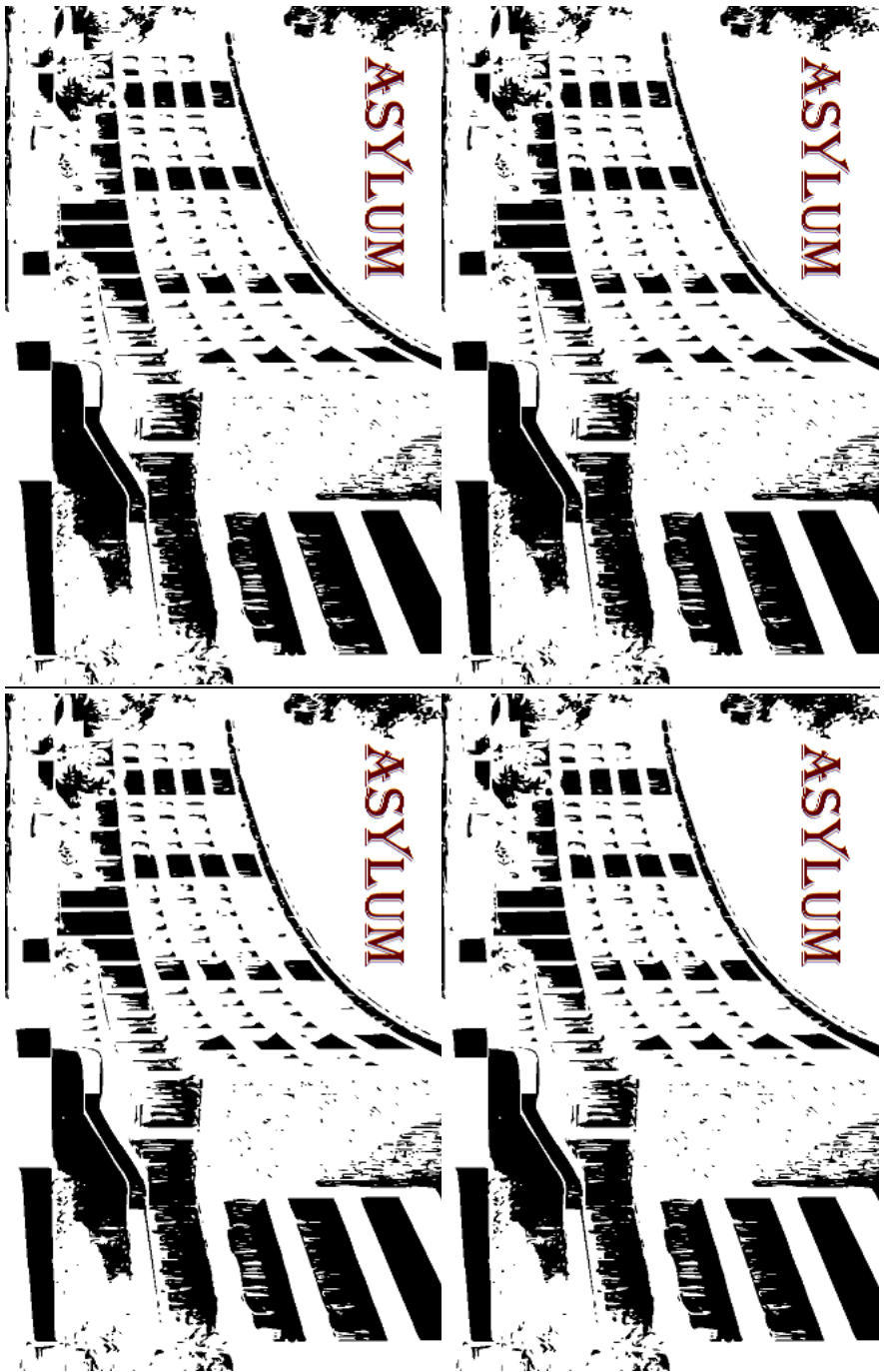




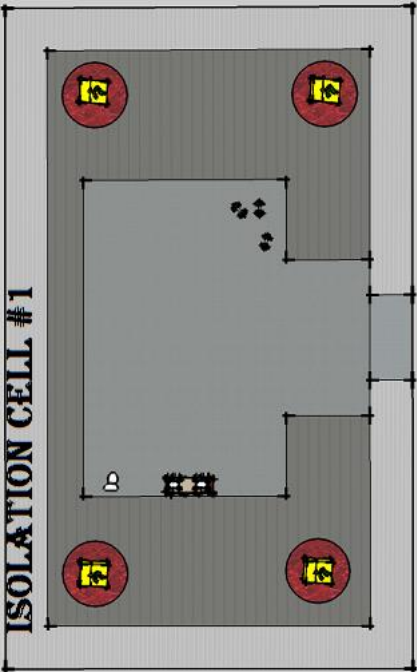




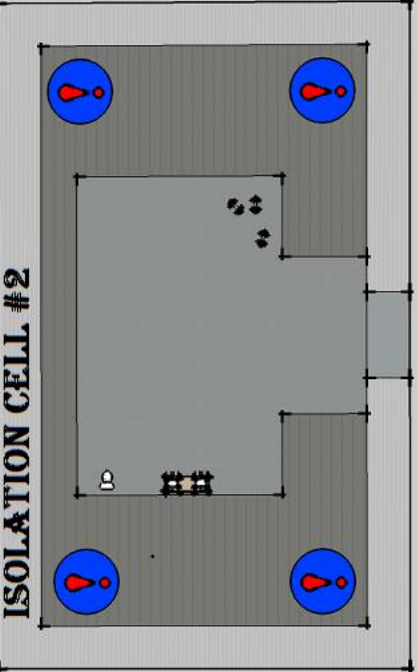




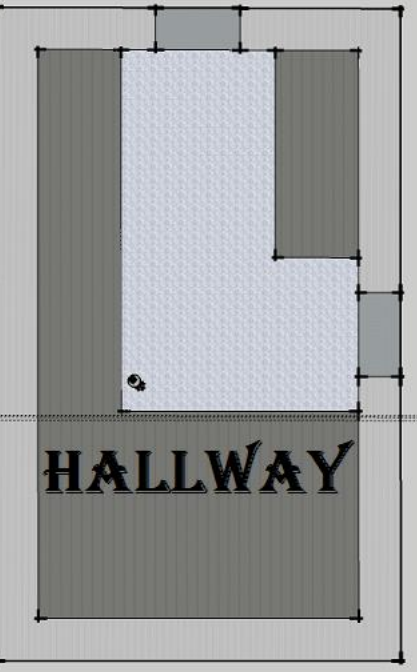
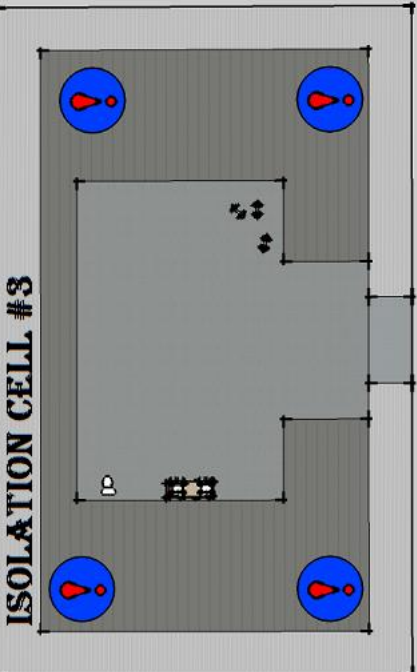
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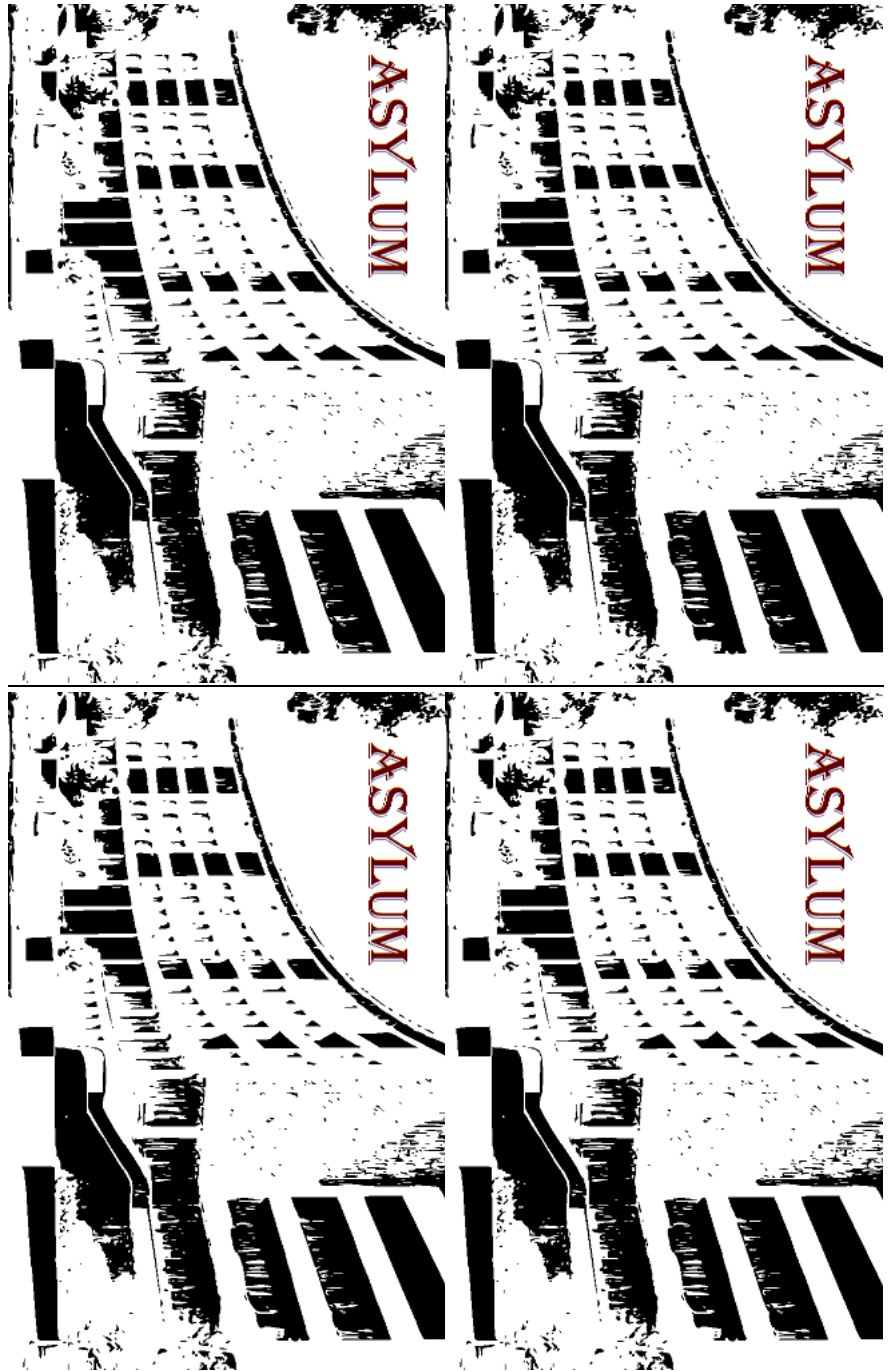


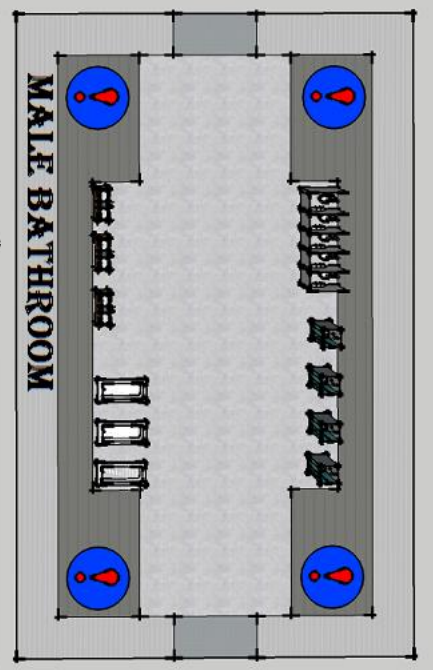
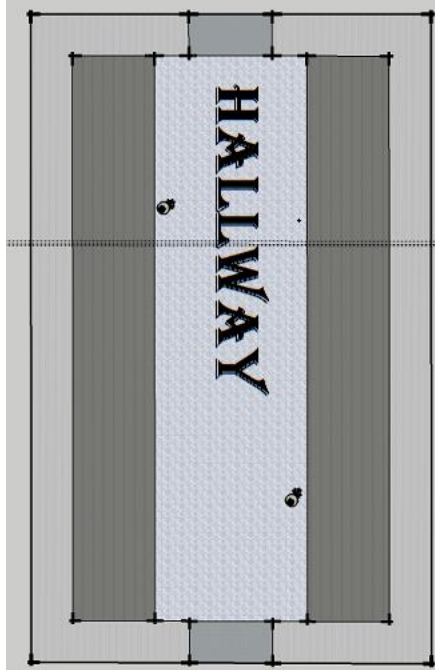
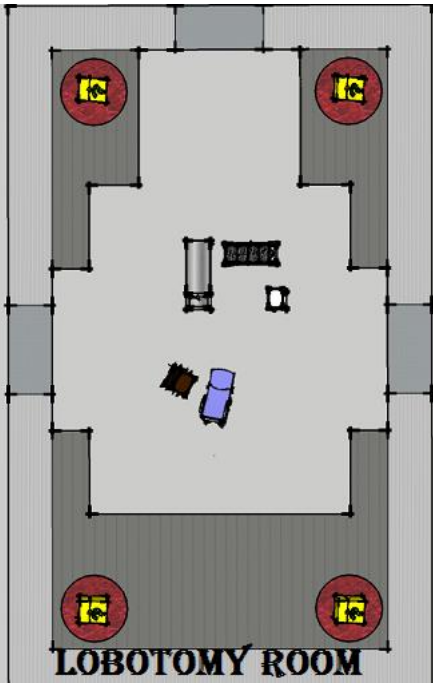
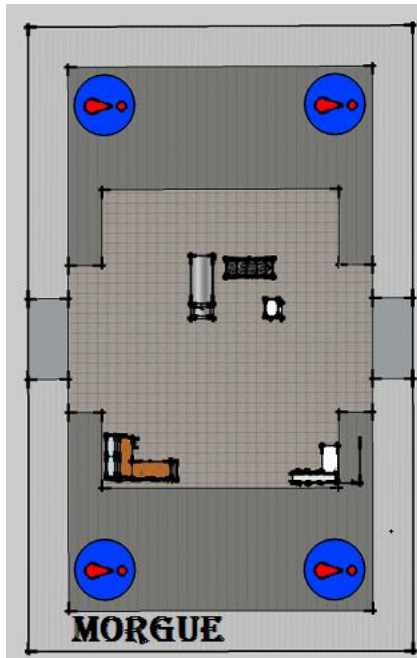
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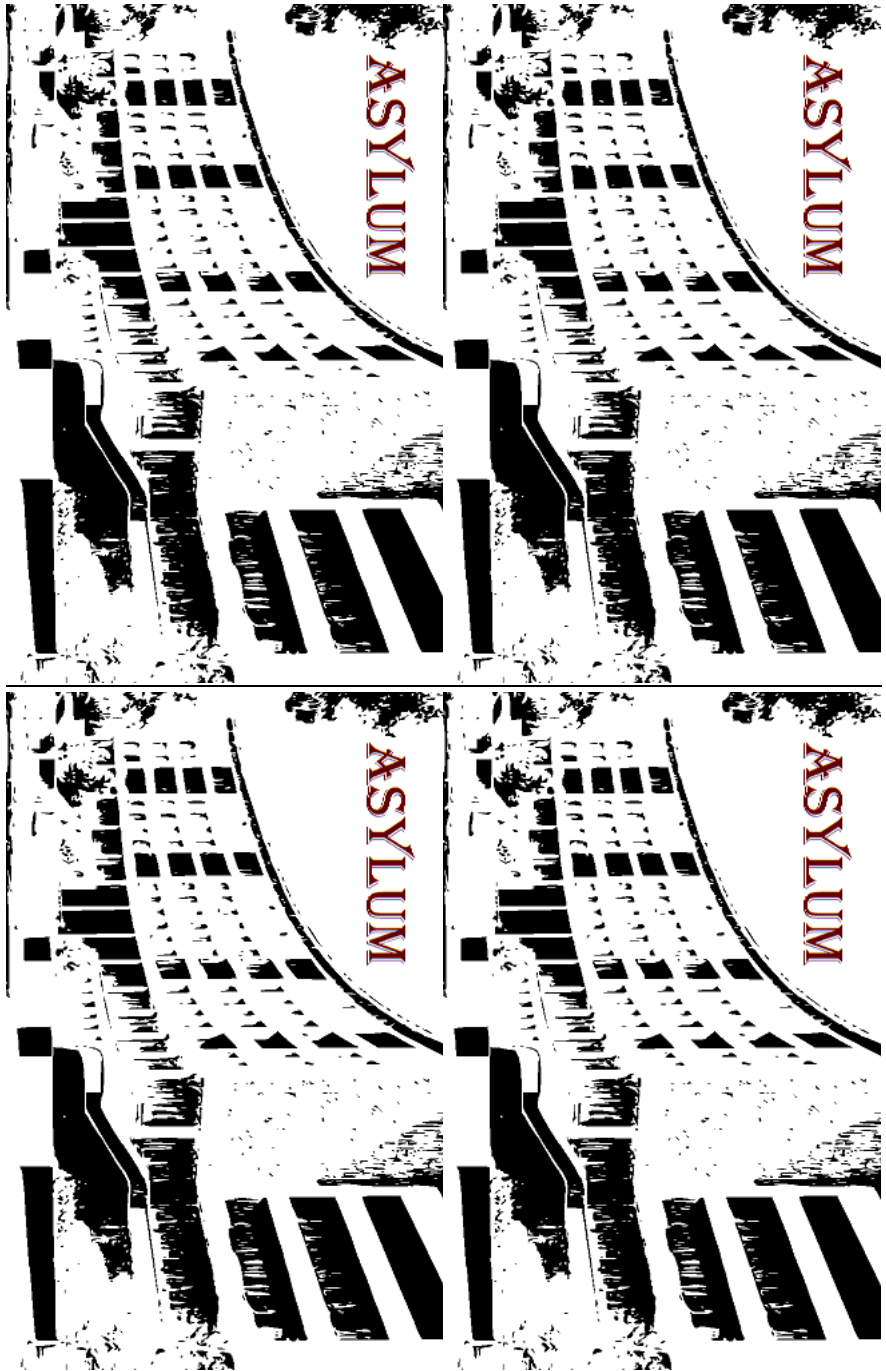


ISOLATION CELL #3

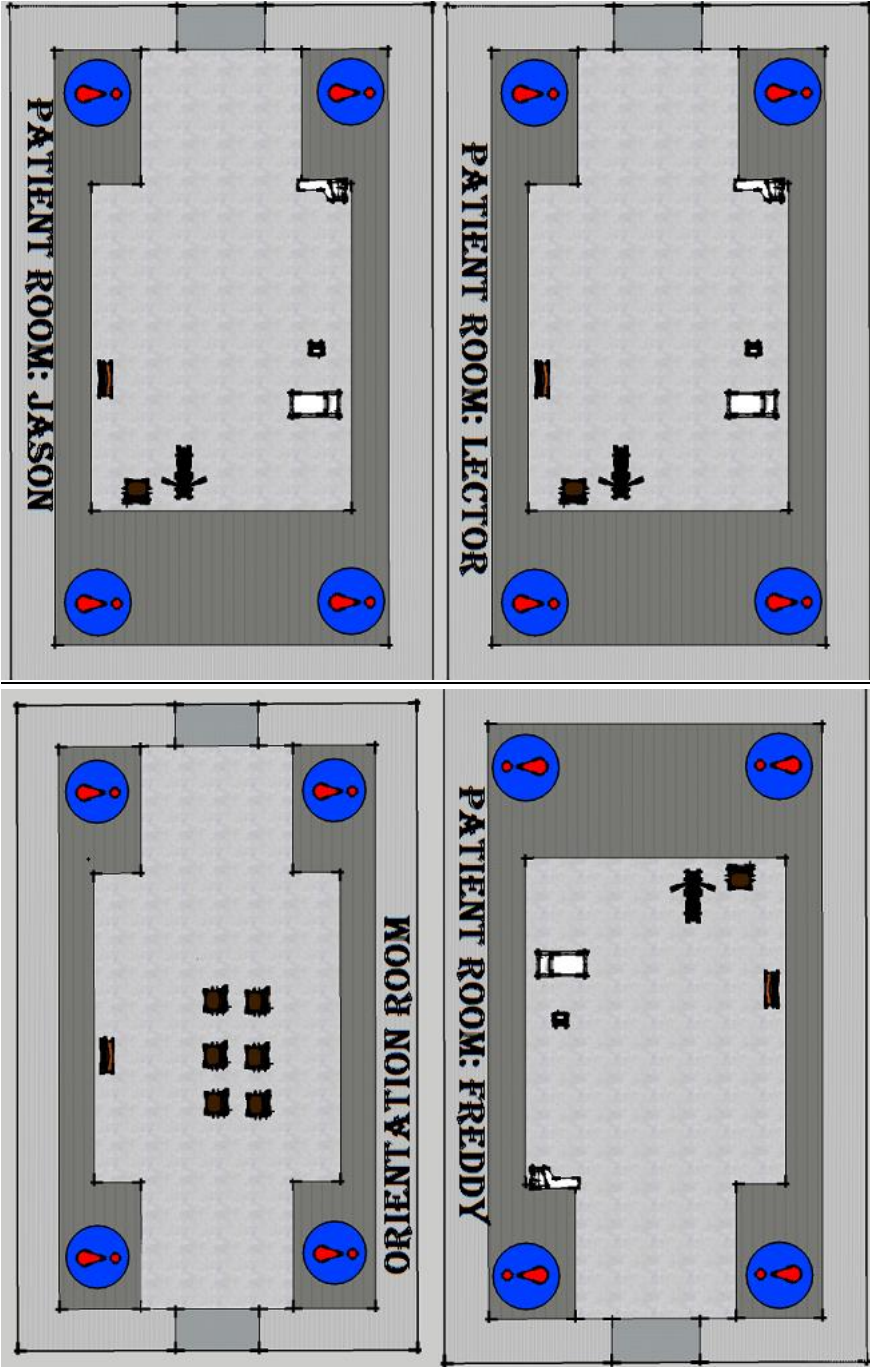




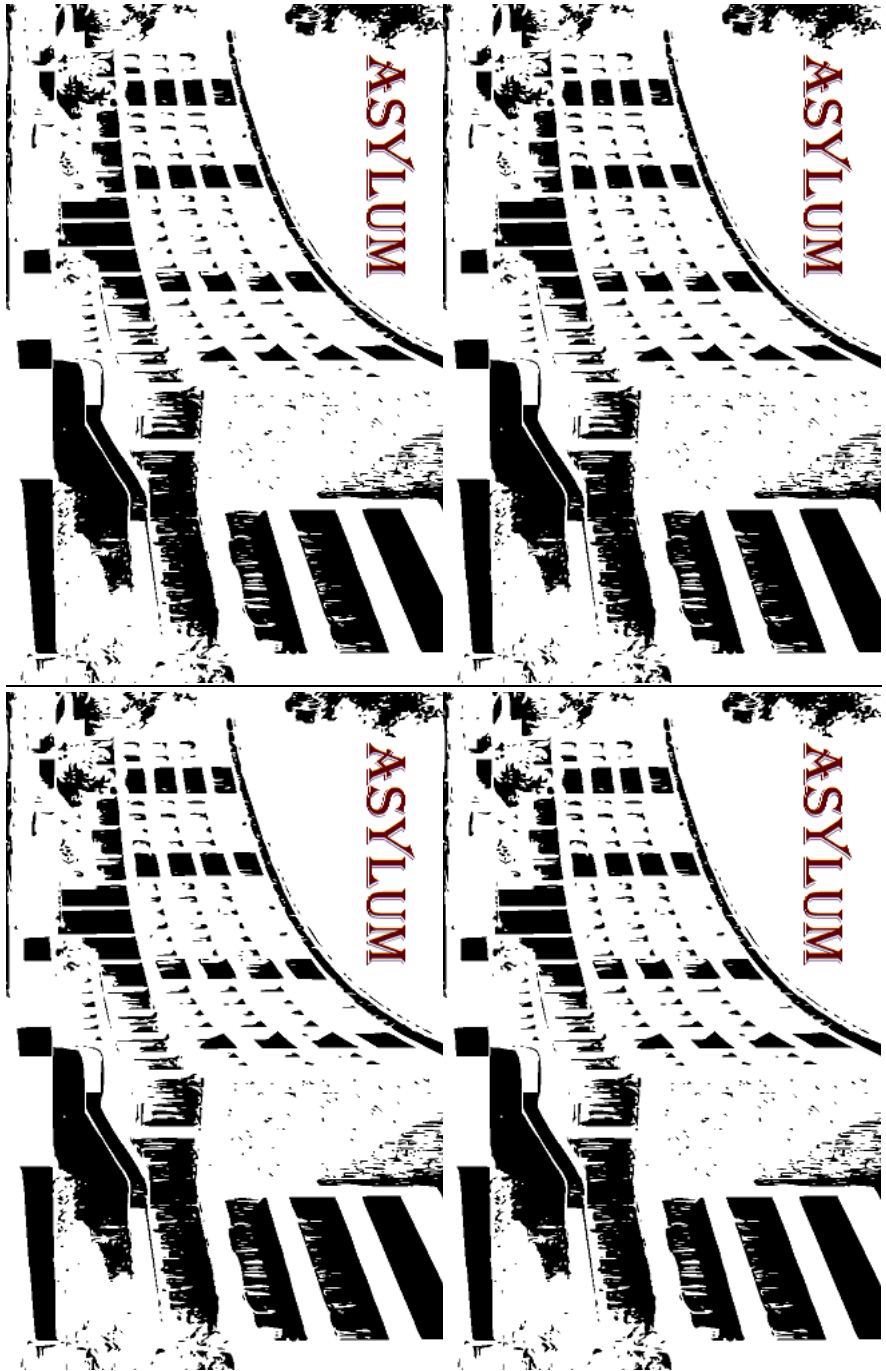


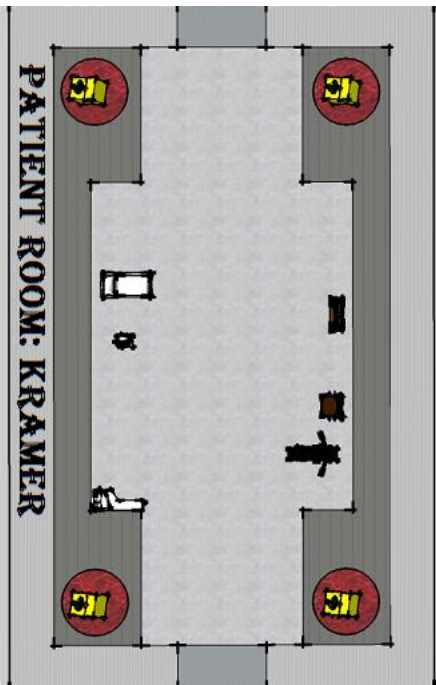
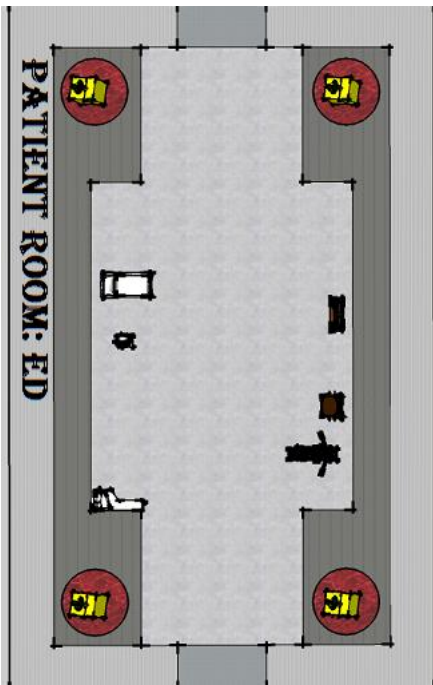
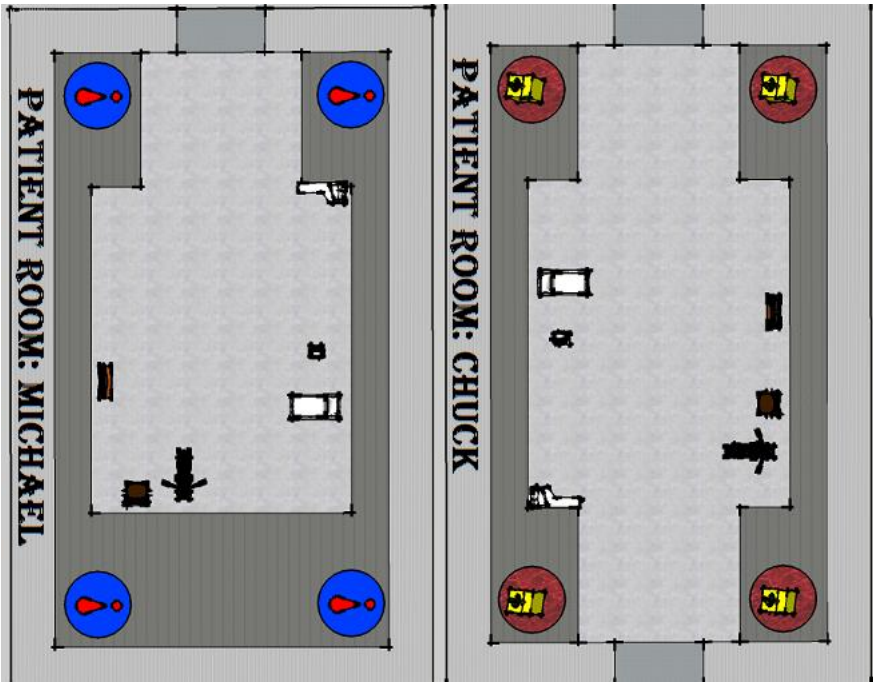
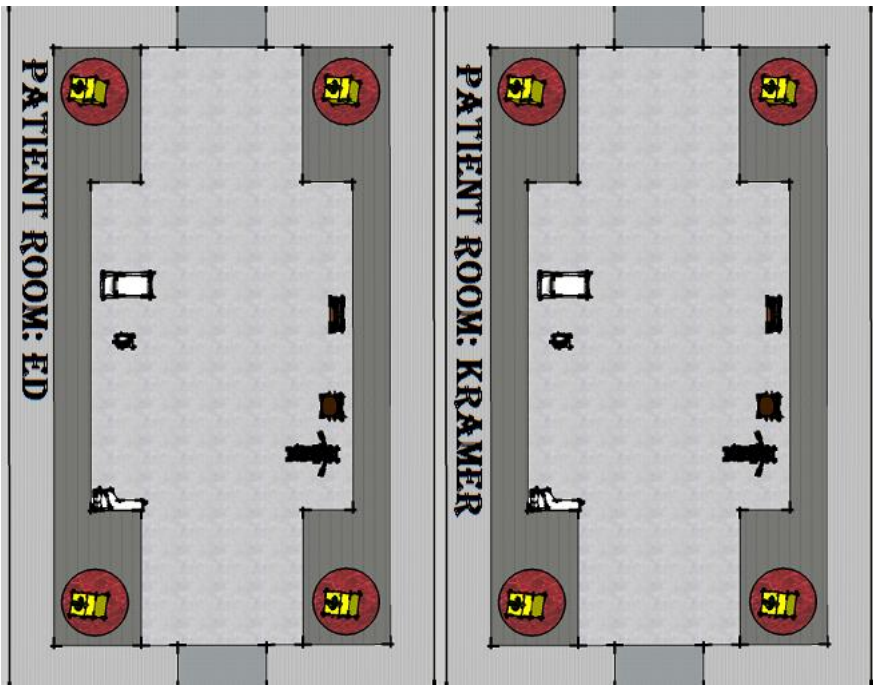


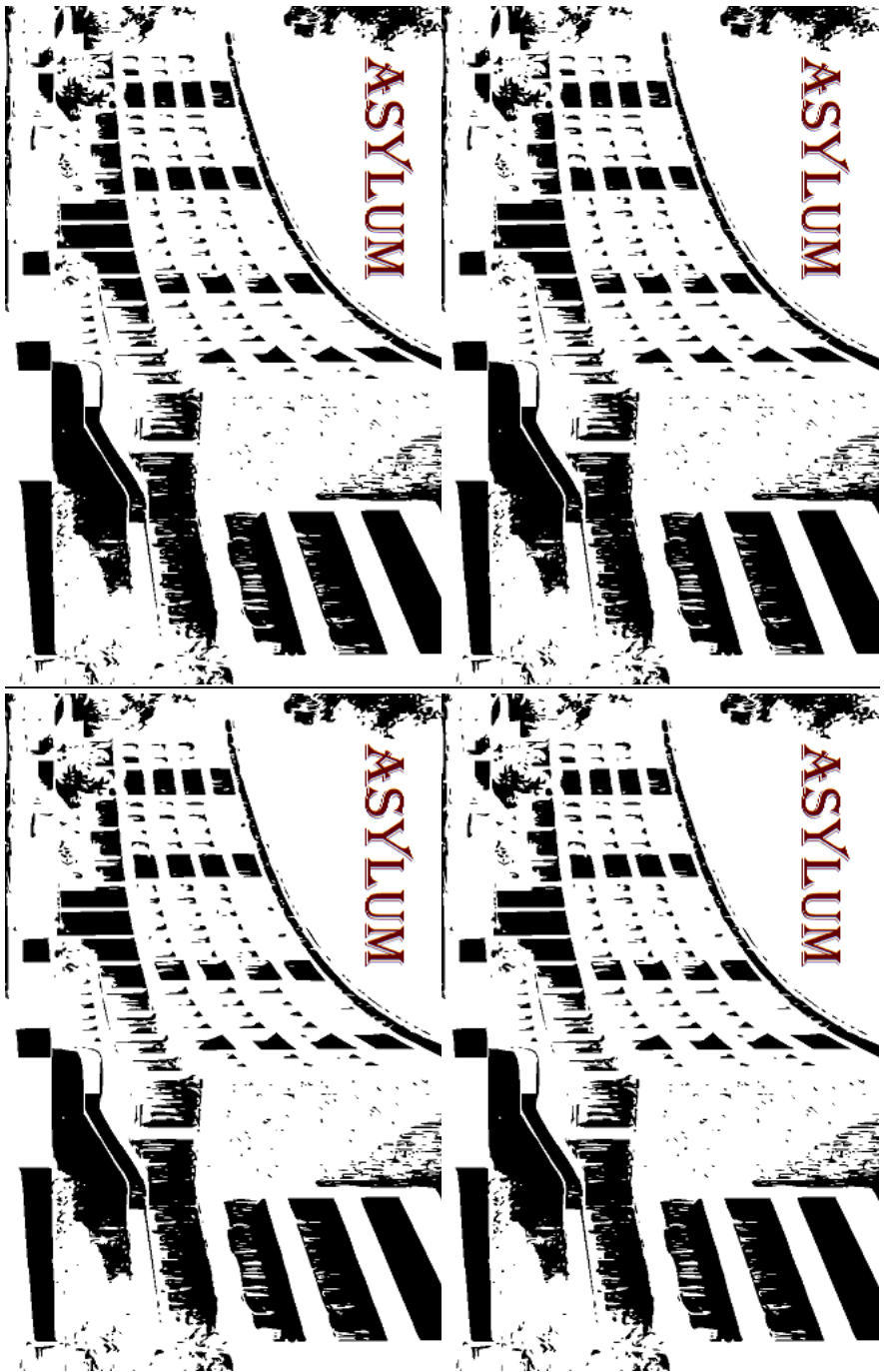


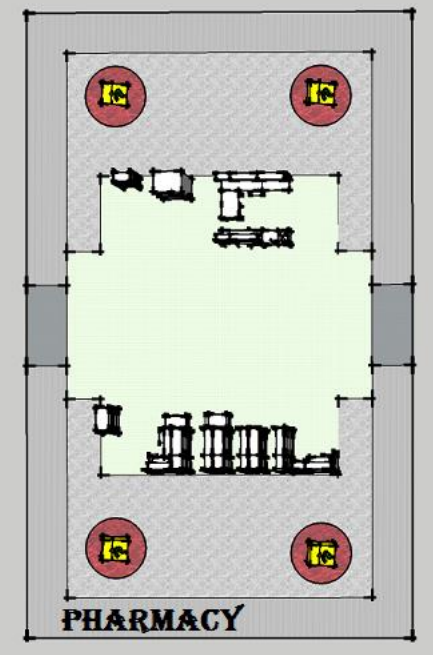
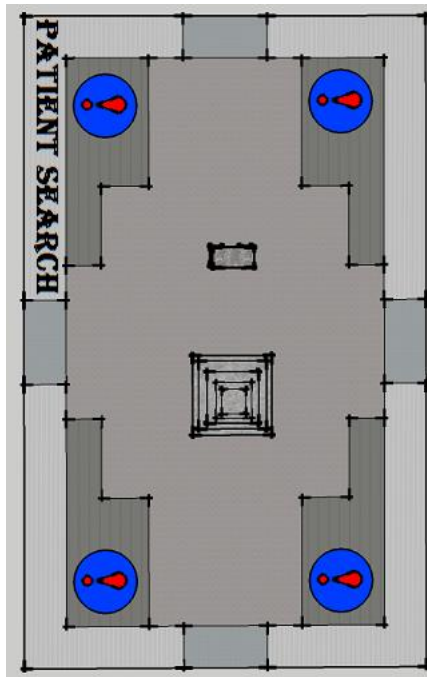
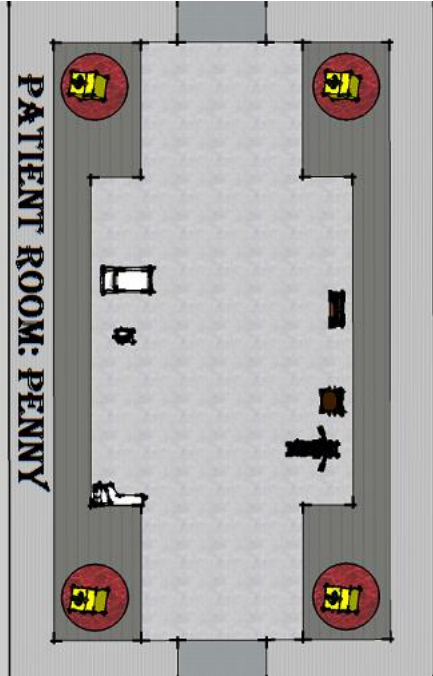
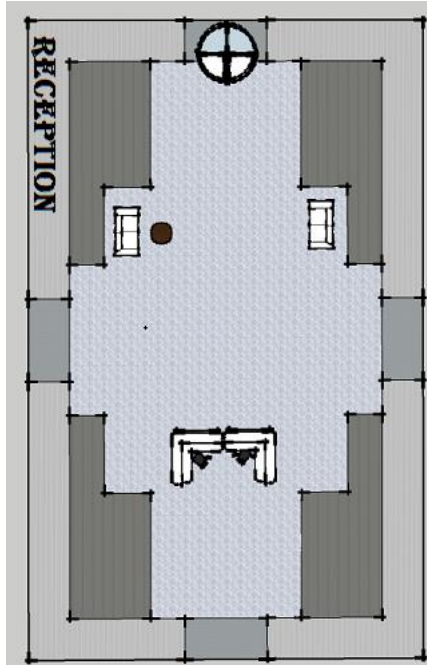


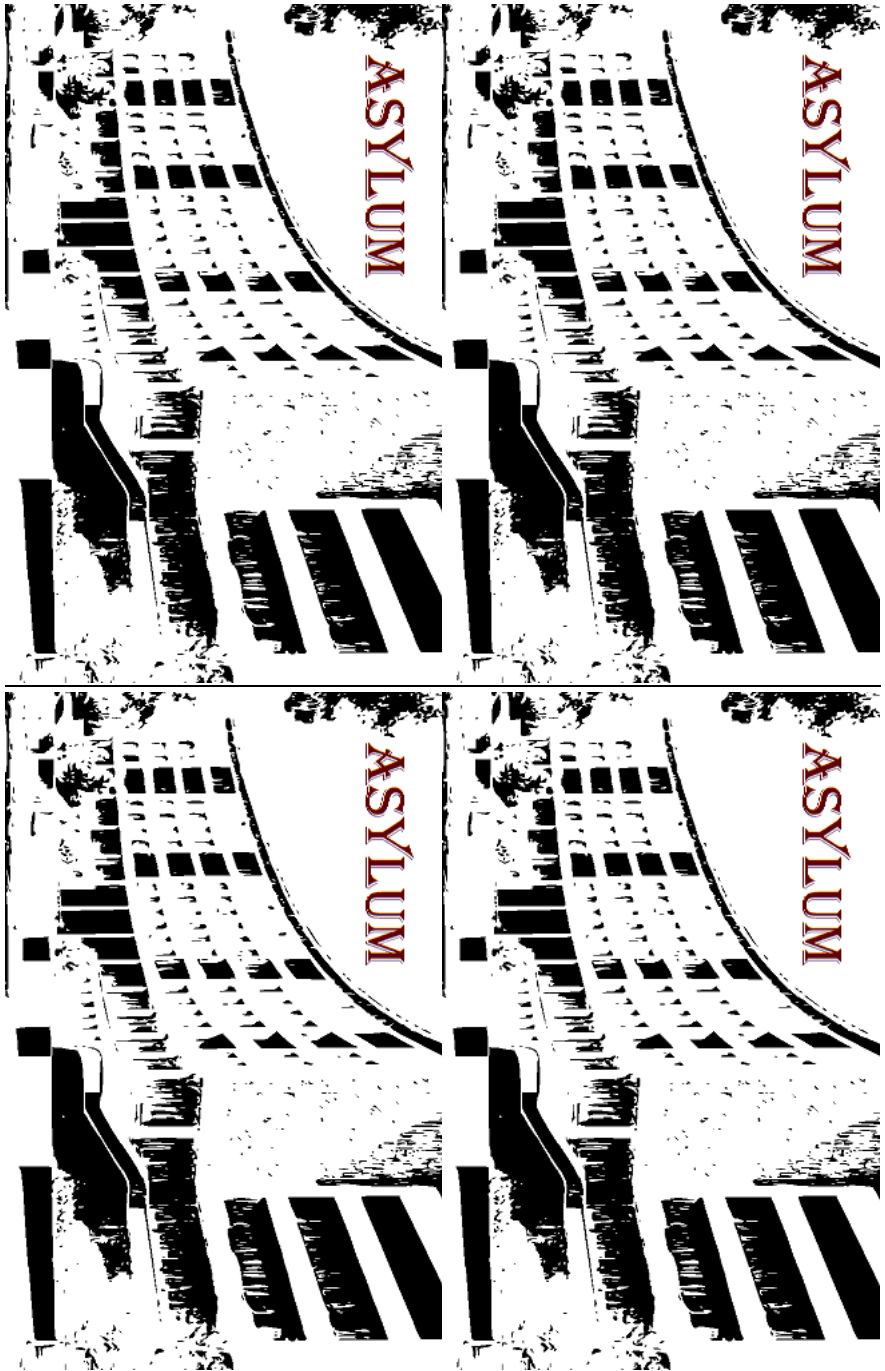


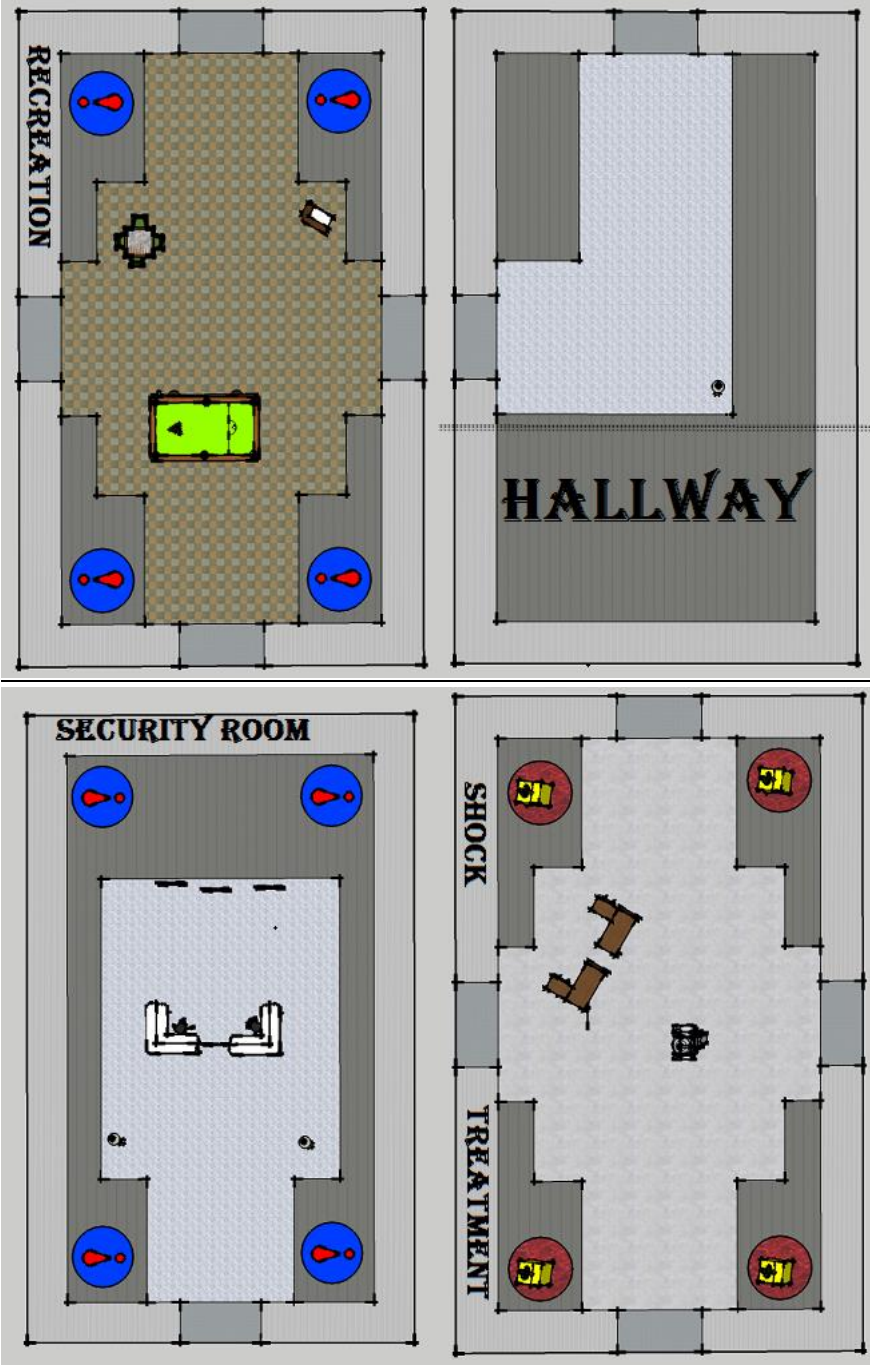




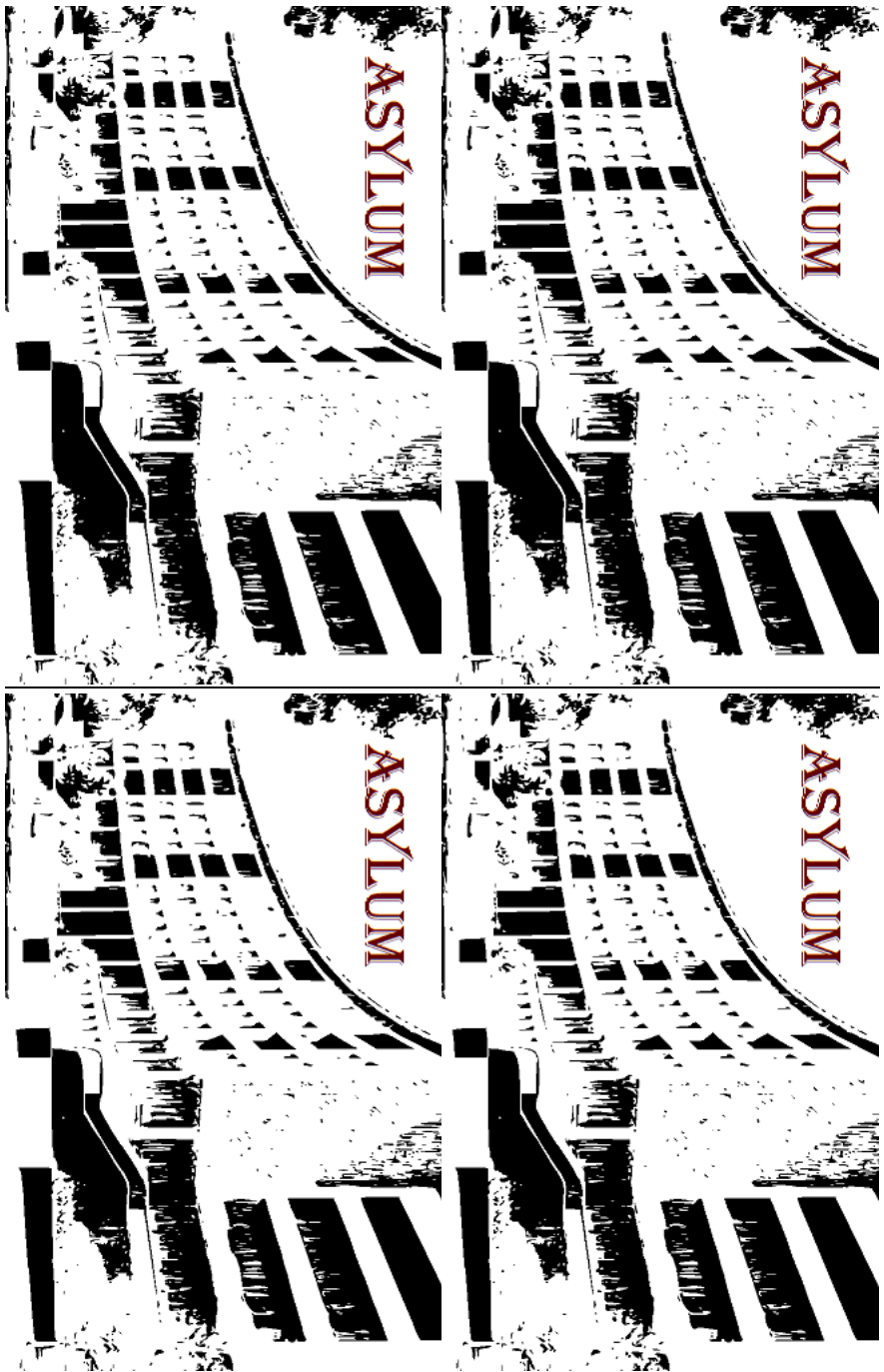


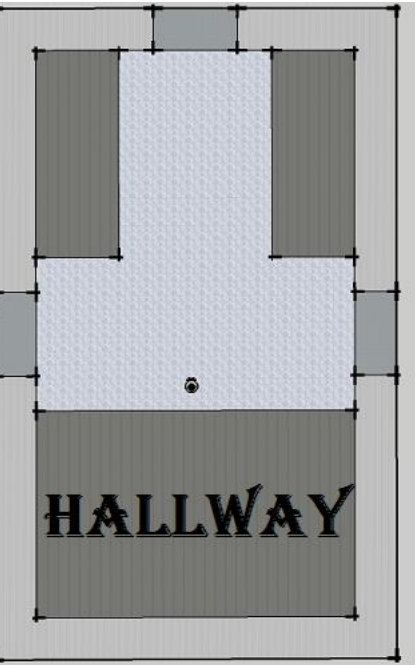
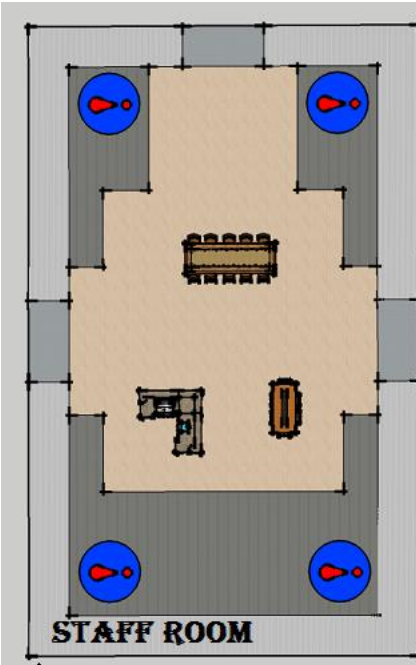
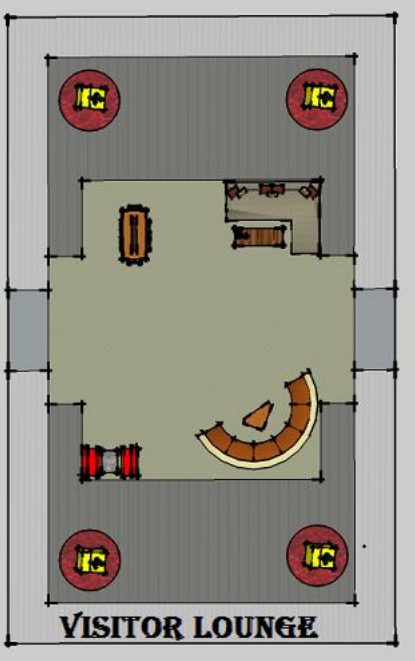
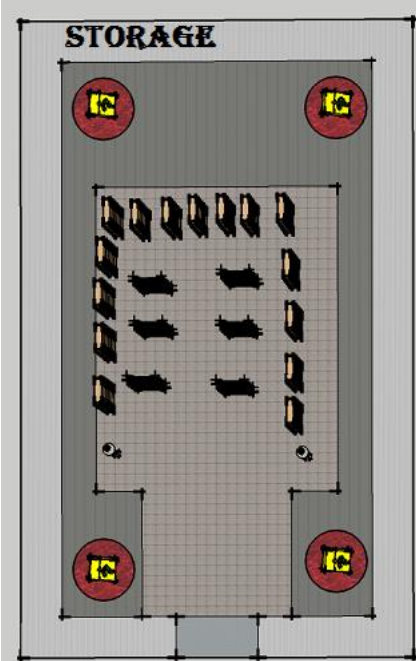




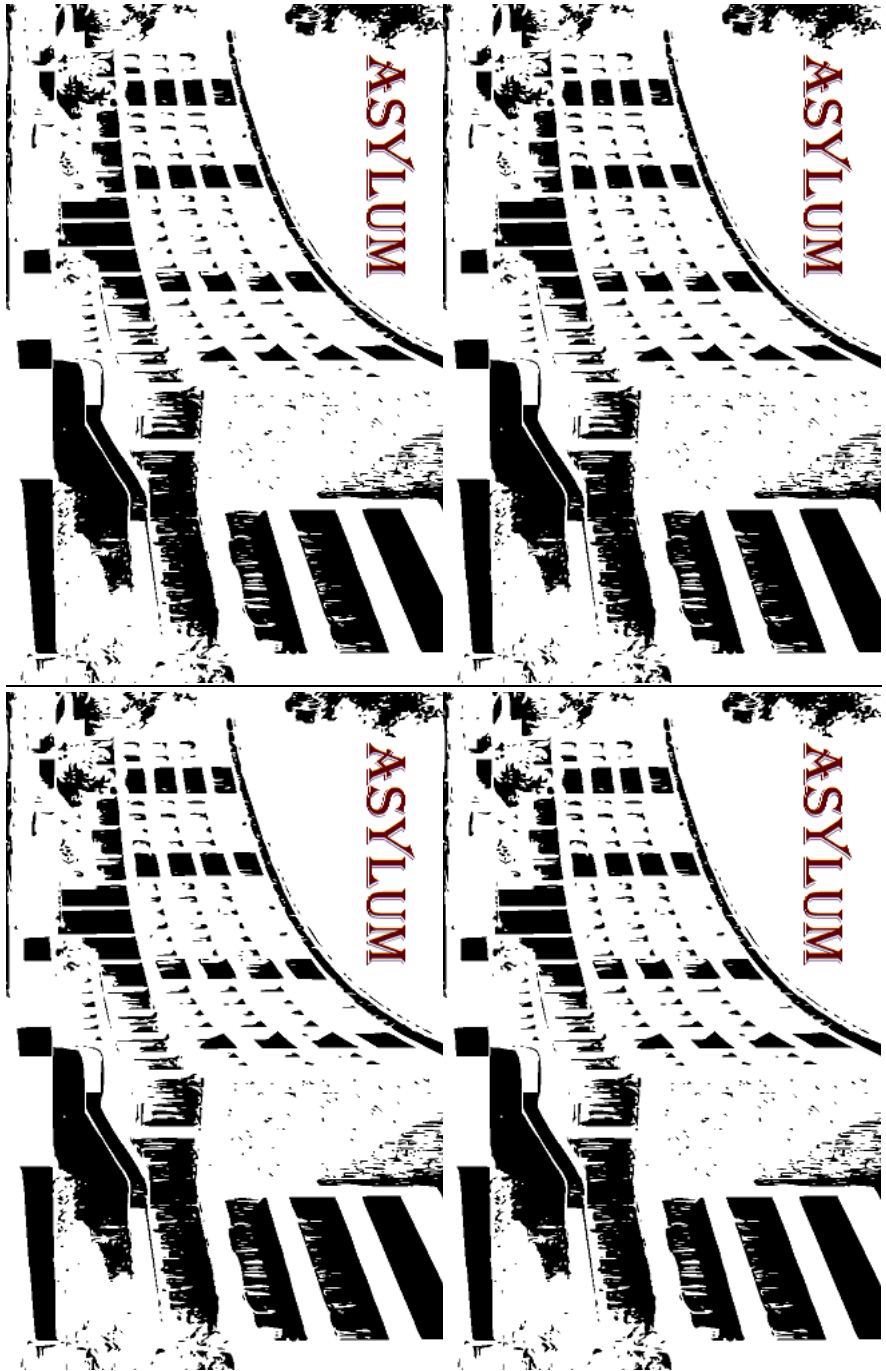


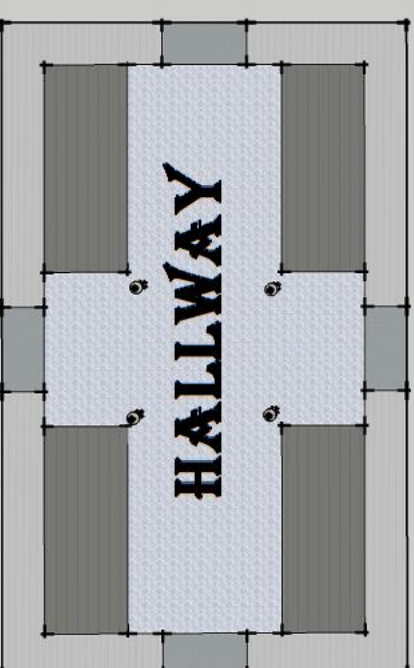
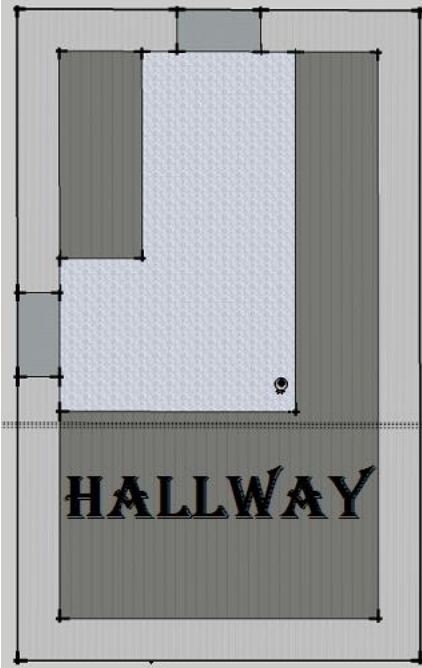
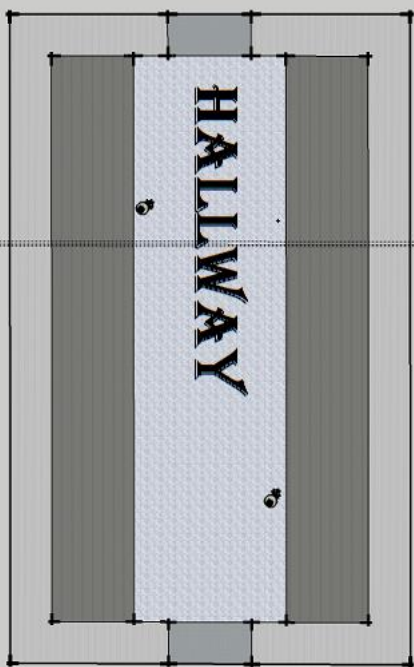
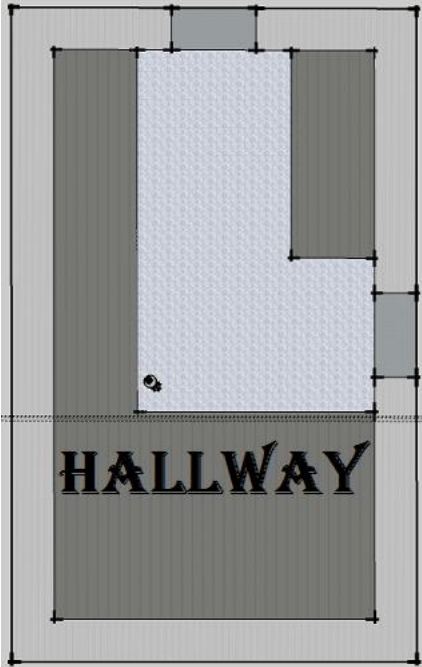


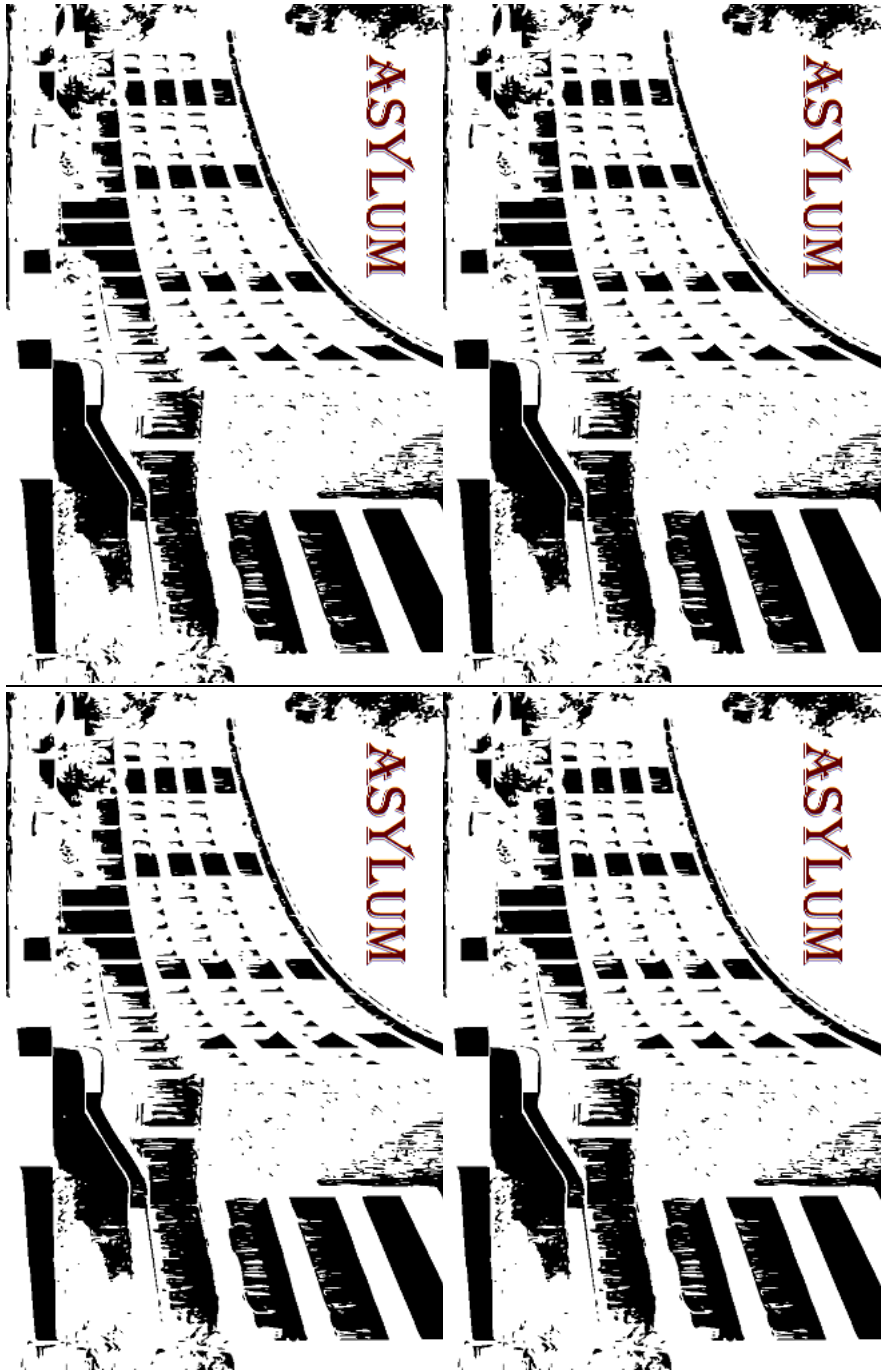












**KILLER**

**PROTAGONIST**

**PROTAGONIST**

**PROTAGONIST**

**PROTAGONIST**

**PROTAGONIST**

PHASE ONE



ROLE

CARD

PHASE ONE



ROLE

CARD

PHASE ONE



ROLE

CARD

PHASE ONE



ROLE

CARD

PHASE ONE



ROLE

CARD

PHASE ONE



ROLE

CARD

**PROTAGONIST**

**PROTAGONIST**

PHASE ONE



ROLE

CARD

PHASE ONE



ROLE

CARD

**ACCOMPLICE**

**PROTAGONIST**

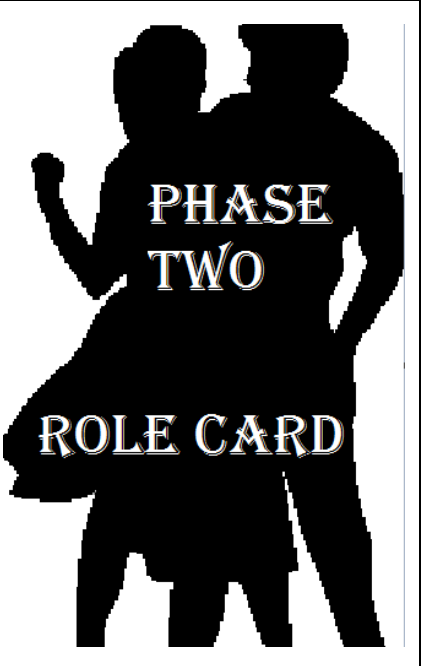
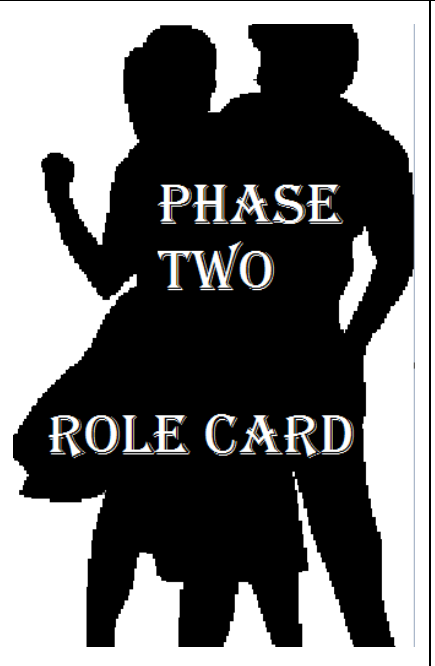
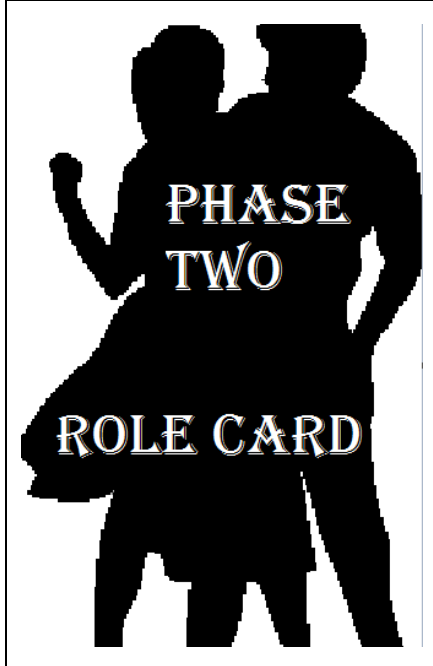
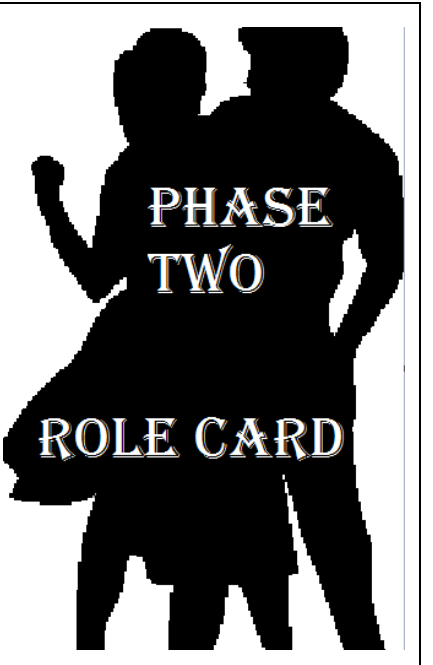
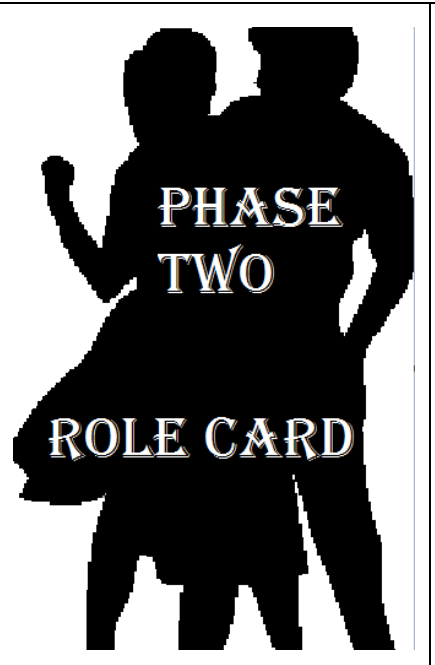
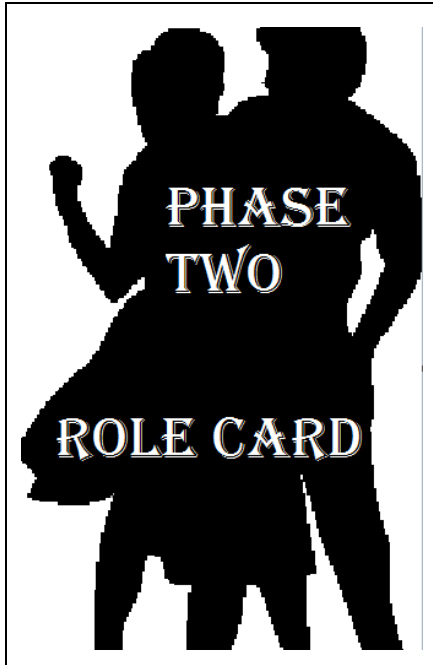
**PROTAGONIST**

**PROTAGONIST**

**PROTAGONIST**

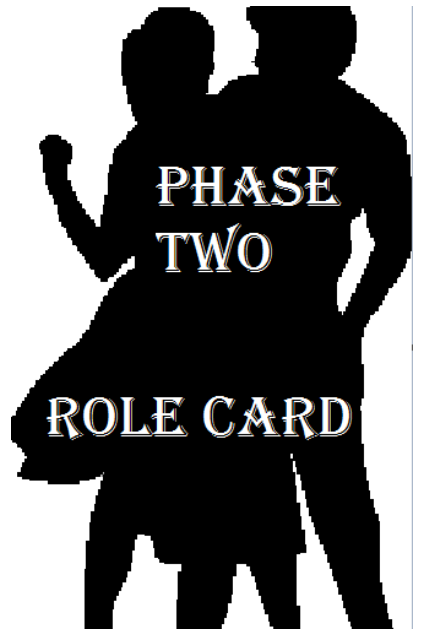
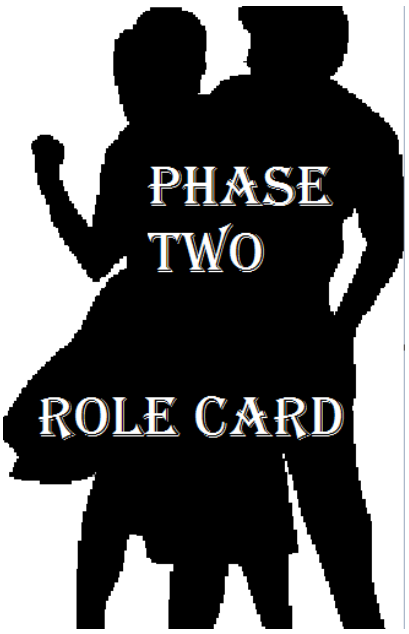
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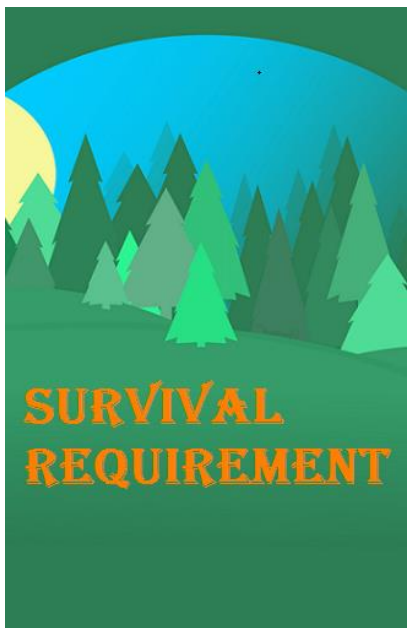
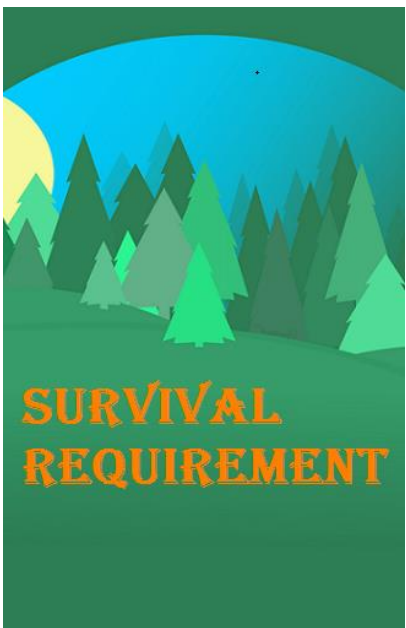
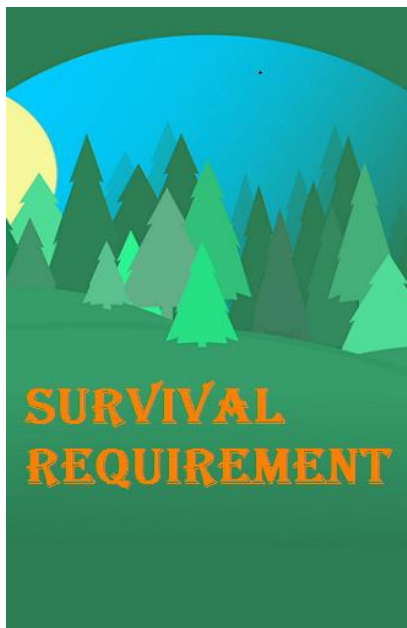
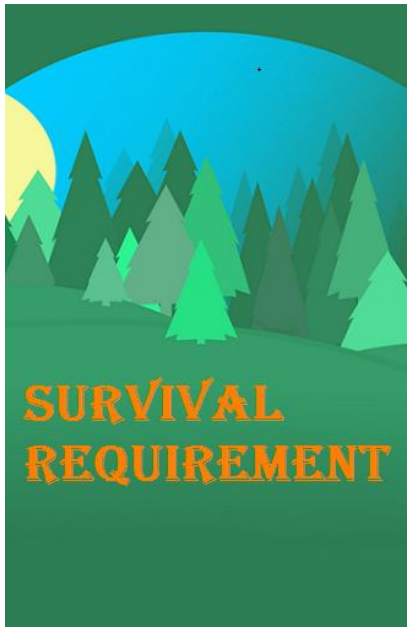
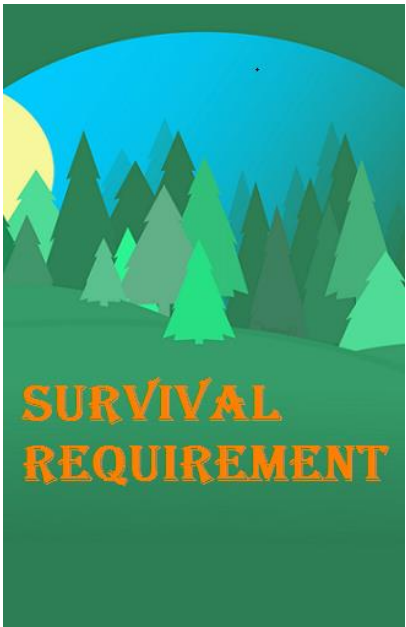
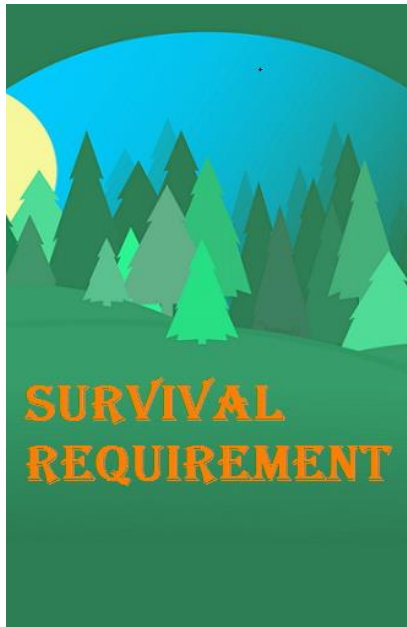


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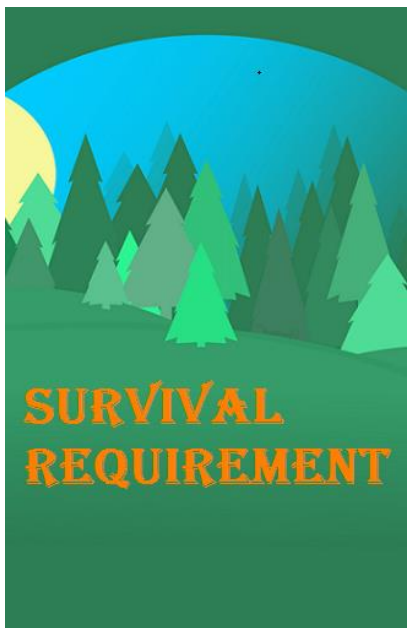
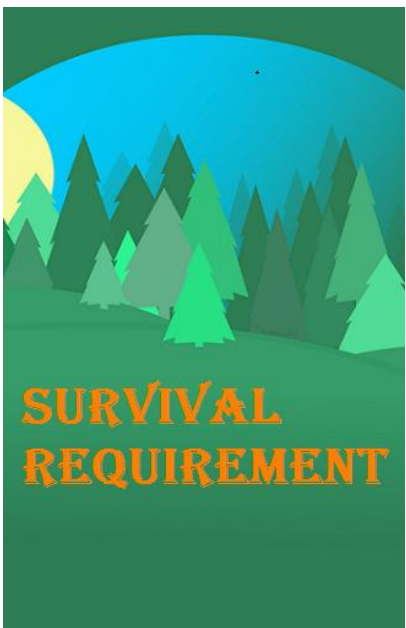
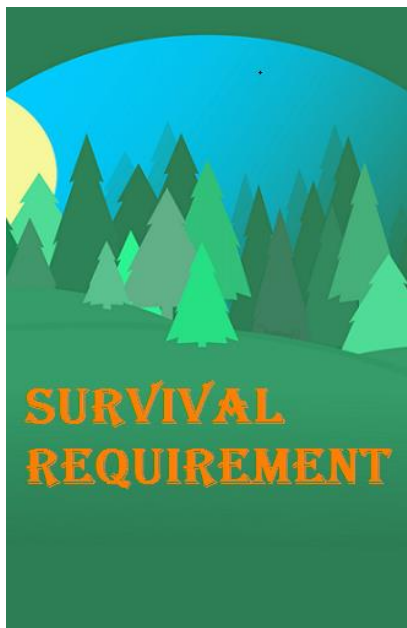
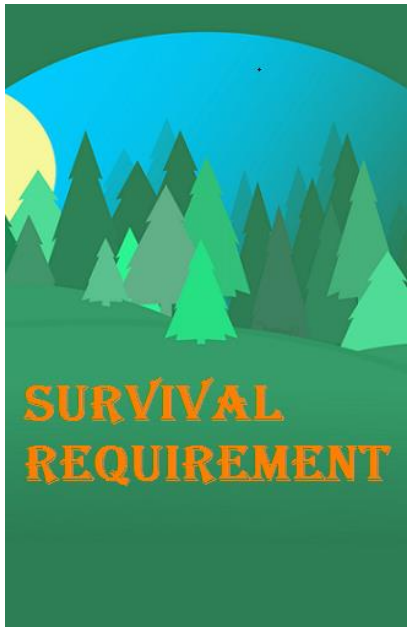
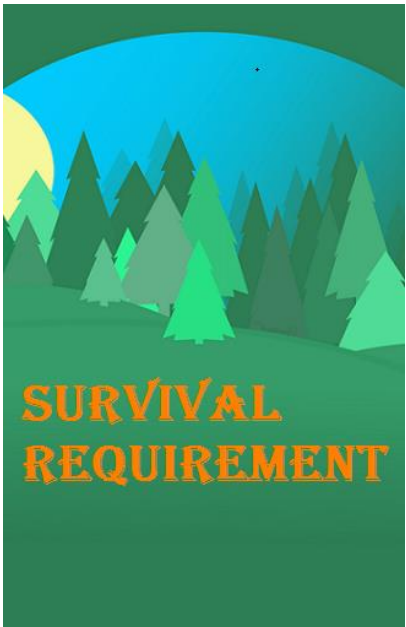
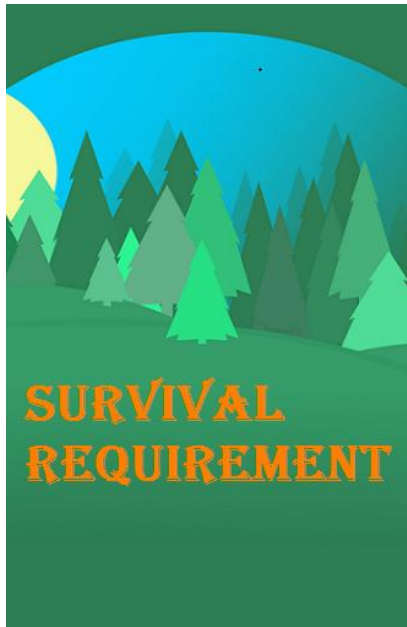
**PROTAGONIST**



<p style="text-align: center;"><b>4 Food</b> <b>3 Wood</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Lose an item card</p>	<p style="text-align: center;"><b>3 Food</b> <b>3 Wood</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Movement reduced by 2 the next day.</p>	<p style="text-align: center;"><b>3 Water</b> <b>2 Food</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Lose special ability for the next day.</p>
<p style="text-align: center;"><b>4 Food</b> <b>3 Wood</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: All protagonists and accomplice moves back to the reception room</p>	<p style="text-align: center;"><b>3 Water</b> <b>4 Food</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Killer Gains an item</p>	<p style="text-align: center;"><b>4 Food</b> <b>2 Wood</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: For the next day, you must roll to see if you can move. must roll 4 or higher. keep card out</p>

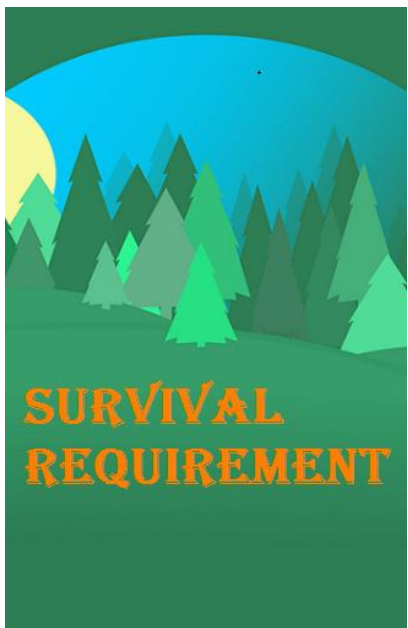
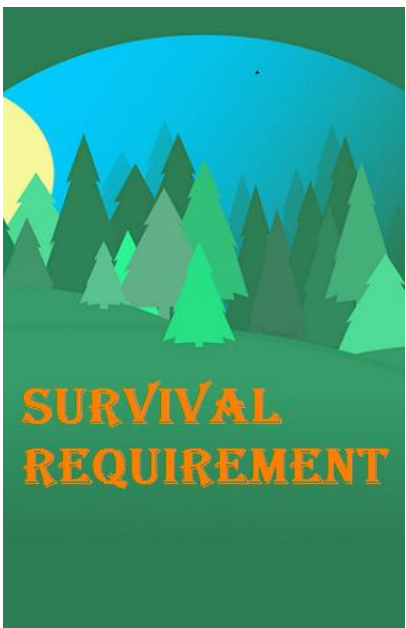
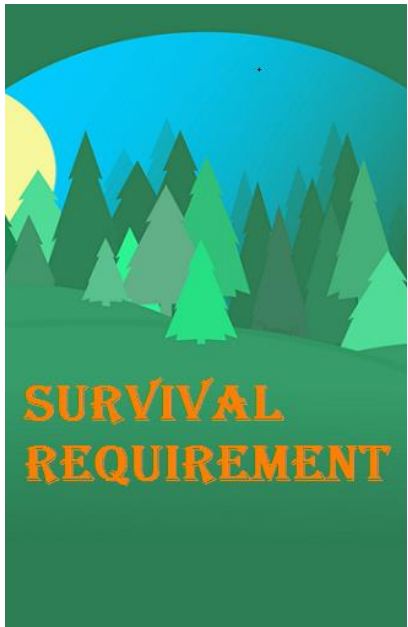
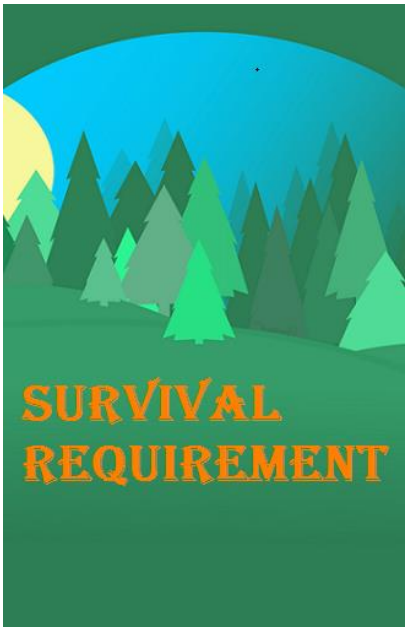
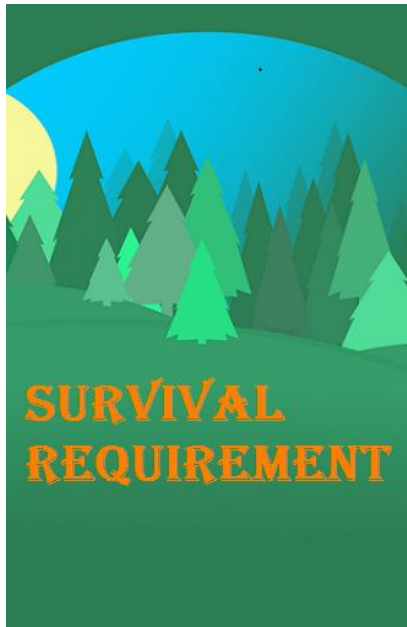


<p style="text-align: center;"><b>4 Water 3 Wood</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Players trade item card hands to their left</p>	<p style="text-align: center;"><b>2 Water 3 Food</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Every Event that occurs the next day, the effect is doubled.</p>	<p style="text-align: center;"><b>3 Water 3 Wood</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Players must discard all of their Resource Cards and Item Cards.</p>
<p style="text-align: center;"><b>4 Food 2 Wood</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Players may not draw any Items the next day, even if they draw an Event Card allowing it or land on an Item space.</p>	<p style="text-align: center;"><b>2 Water 5 Wood</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: For the next day, players may only hold 4 Resource Cards in their hand.</p>	<p style="text-align: center;"><b>2 Water 1 Wood</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Players must discard all Item Cards from their hand except for 1.</p>

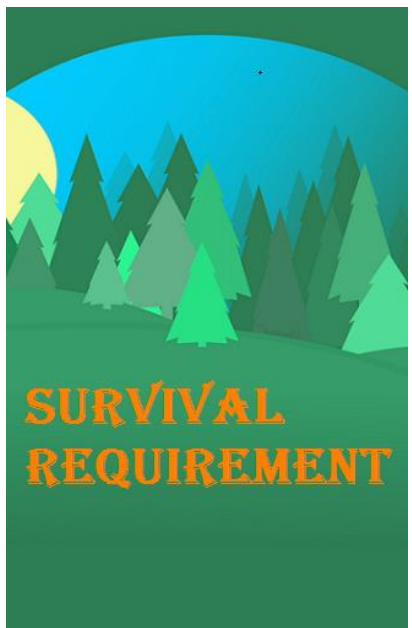
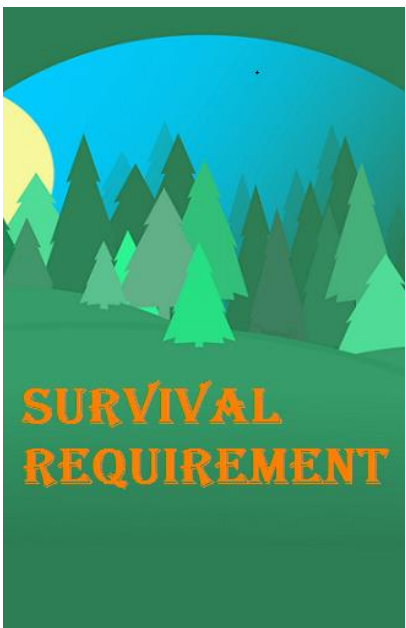
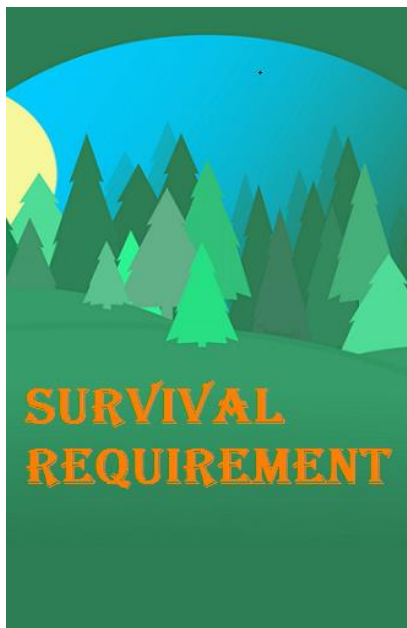
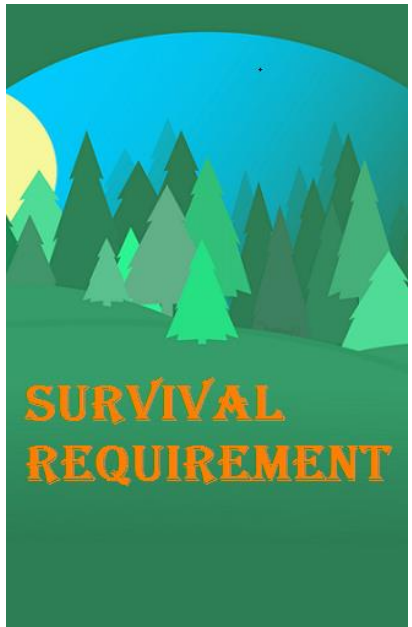
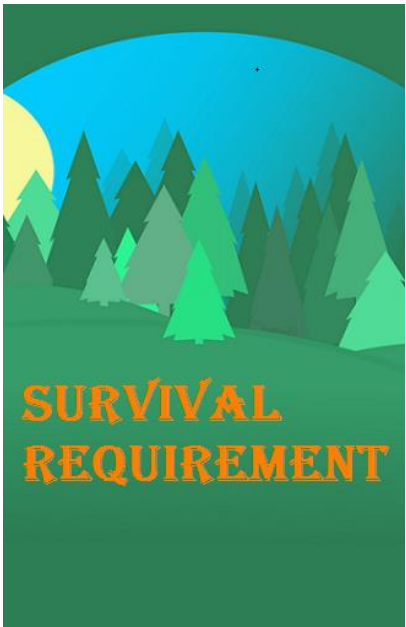
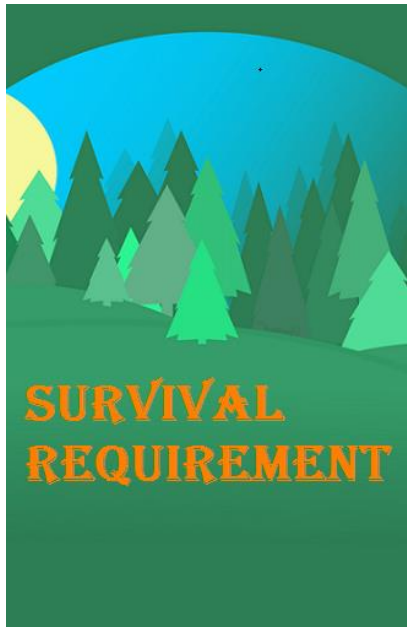




<p style="text-align: center;"><b>4 Food</b> <b>4 Wood</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Players must roll the 4 sided die. The number you roll is the number of Item Cards you must discard.</p>	<p style="text-align: center;"><b>3 Water</b> <b>3 Wood</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Each player must randomly discard an item card.</p>	<p style="text-align: center;"><b>3 Food</b> <b>3 Wood</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Each player will discard their entire item cards, and draw from the Item deck the exact number of cards that they had.</p>
<p style="text-align: center;"><b>3 Water</b> <b>5 Food</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Each person will roll a die; the player with highest number will be ban from placing Resource cards the next day (round).</p>	<p style="text-align: center;"><b>5 Food</b> <b>3 Wood</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Each player must avoid Item rooms for the next day (round).</p>	<p style="text-align: center;"><b>3 Food</b> <b>3 Wood</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Each player must surrender their highest attack or highest defense card.</p>



<p style="text-align: center;"><b>3 Water</b> <b>2 Food</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: For the next day, when rolling for Resources, players may only draw 1 Resource Card.</p>	<p style="text-align: center;"><b>3 Food</b> <b>4 Wood</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Players only have 1 Movement next round.</p>	<p style="text-align: center;"><b>2 Water</b> <b>5 Food</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Each person will roll a die; the player with the lowest number will only be able to place Food Resource Cards for his or her next turn.</p>
<p style="text-align: center;"><b>4 Food</b> <b>4 Wood</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Players must discard all their Resource Cards.</p>	<p style="text-align: center;"><b>4 Food</b> <b>2 Wood</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Next day's Survival Requirements are increased by 1 (Ex.: Wood <math>2+1 = 3</math>, Water <math>3+1 = 4</math>, Food <math>1+1 = 2</math>).</p>	<p style="text-align: center;"><b>4 Water</b> <b>5 Food</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: All players roll a 6 sided die. The player with the lowest number loses all their item cards. If any players tie then all players that tie will lose all their item cards.</p>



<p style="text-align: center;"><b>5 Water</b> <b>4 Food</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: All player move a room closer to the killer.</p>	<p style="text-align: center;"><b>4 Water</b> <b>3 Food</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: The killer can move one additional room on their next turn.</p>	<p style="text-align: center;"><b>4 Food</b> <b>3 Wood</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Players must return 1 defensive item to the Item Deck.</p>
<p style="text-align: center;"><b>3 Water</b> <b>3 Food</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Players must roll a dice. The player with the lowest number cannot leave the room they are occupying for the next day.</p>	<p style="text-align: center;"><b>3 Water</b> <b>4 Food</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Players must forfeit 1 Resource Card from their hand.</p>	<p style="text-align: center;"><b>2 Water</b> <b>4 Food</b></p> <p>Phase One: Lose a Sanity Point</p> <p>Phase Two: Player movement is reduced by 1 for the next turn.</p>

