



BLACK MASQUE

EXPANSION

OFFICIAL RULEBOOK

As this is an expansion to **Mixtape Massacre**, please read the rulebook included with **Mixtape Massacre** for standard rules of play. Rules are also available for download on www.mixtapemassacre.com.

The following rules explain the latest cards and features included in **The Black Masque Expansion**.

WHAT'S IN THE BOX?

- | | |
|------------------------------|-------------------------------|
| 2 Challenge Dice | 2 New Slashers |
| 30 Death Pegs | 2 Character Profile Cards |
| 25 Killer Scenes, Dude Cards | 2 Special Ability Tokens |
| 15 A-Bit of an Event Cards | 1 "The Beast" Character Piece |
| 15 Bonus Tracks | 1 Rulebook |
| 4 Death Tokens | 2 Quick Reference Cards |

Included with your new **Killer Scenes, Dude** cards are **3 new types of Killer Scenes**. These new cards are **Death Cards, The Final Girl Card, and Challenge Cards**.



DEATH CARDS

When drawn, the player must roll the action dice reflecting the icons presented on the card in white. Sometimes the card will require you to sacrifice a **souvenir**. *If a **souvenir** is required and you do not have one, you can only beat the card by rolling **Triple Pentagrams**, as they cancel all Death Cards, no matter what combination is presented.*

If successful in defeating the Death card, the card is moved to the discard pile and you stay in the location until your next turn. On your next turn,

draw another **Killer Scenes, Dude** card.

If you fail, remove the Health noted on the card from your player

station. Then fill those slots in with **Death Pegs**. The player returns to the nearest starting point and the **Scene Marker** is removed from the location. The Death Card is now **ACTIVE**.

ACTIVE DEATH CARDS / DEATH TOKENS

When a Death card is **Active**, the card is placed off the board face up for reference and it's corresponding **Death Token** (matching color) is placed over the current location. As Death Cards become active, players must visit the locations and defeat them. As players visit locations with **Active Death Cards**, they will continue to lose Health, **gain Death Pegs**, and return to starting points until they have defeated the cards.

Though it may seem smart to avoid locations with **Active Death Cards**, understand that locations cannot be restocked with souvenirs when **Death Tokens** are currently on the board, halting the progression of the game. ***If all four Death Cards become Active, the Game is Over.***

DEATH PEGS

Any slot in your player station filled with a Death peg **cannot be refilled with health**. The only way to remove them are with **specific Bonus Track cards** or **Special Abilities**. If any **Death Peg** is removed, it becomes a spot that can be healed once again.



If a player dies, remove all **Death Pegs** from their station. If the player is resurrected, ***they are not revived with the Death Pegs they once had.***

EVENT CARDS VS. DEATH CARDS

If an **A-Bit of an Event card** is activated and occurs in a location where a **Death Token** currently resides, the **A-Bit of an Event card takes precedence**, and removes the **Death Token** from the location, as well as moves the **Death Card** to the discard pile. The **A-Bit of an Event** card is now Active.



THE FINAL GIRL CARD

It's do or die! The player who draws this card is placed into a win-or-lose-it-all situation.

*If the player successfully rolls 2 (two) Knives, the player is awarded 1 (one) souvenir token and moves the card to the discard pile like any other Killer Scenes, Dude card. The **Triple Pentagrams** and **Triple Knives** rule can also apply to this card.*

*If unsuccessful, the player is dead. The player returns all **Souvenirs**, and **Bonus Tracks** to their respective piles (unless the Bonus Track can resurrect you). This card is also moved to the discard pile.*

***Resurrection:** A player who dies from this card may be resurrected with a **Redemption Roll, Bonus Track, or Special Ability**. However, they are not revived with any of their **Souvenirs** or **Bonus Tracks**.*

CHALLENGE CARDS & DICE

Once in a location with a **Scene Marker**, draw a card from the Killer Scenes, Dude deck. If the card has a **Green mark** with an **Engage Icon** on it, the player must first roll the **Challenge Dice** before they can attack. Possible combinations are below:

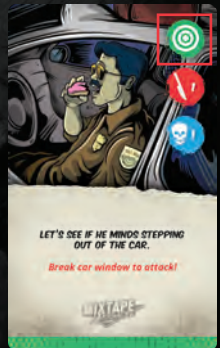
ENGAGE COMBINATIONS



*If rolled, proceed with attacking by rolling the **Action Dice** next.*



Same as above, but as a bonus, the player only needs to roll 1 (one) Knife for a successful kill no matter what Knife amount is noted on the card.



DENIED COMBINATION



You are **DENIED**. The **Killer Scenes, Dude card is cancelled** and moved to the discard pile. The player returns to the nearest starting point.

EVENT COMBINATIONS



If rolled, the **Killer Scenes, Dude card is cancelled** and moved to the discard pile. The player then draws a card from the **A-Bit of an Event** deck and follows the instructions on the card. *The player can stay in the location and draw another Killer Scene on their next turn unless the Event states otherwise.*



Same as above, but as a bonus, the **player is awarded with 1 (one) health**. *Additional Health is useless if all health spots are full or if spot is occupied by a Death Peg.*



A-BIT OF AN EVENT CARDS

If an **Event Combination** is rolled during a **Challenge Dice** roll, the player draws a card from the **A-Bit of an Event** card deck.

Read aloud and follow the instructions on the card. The player who pulled the card should keep the card with them (unless instructed otherwise) until the Event is over for reference. The Event starts when the card is drawn and lasts for as many **rounds** that are noted on the card (*i.e., 2, 3, or all game if an ∞ symbol is marked*).



A round is constituted as all players taking a turn. This starts with the player holding the card. For example, if the card is drawn, it is active but a round of the card hasn't actually occurred until that player who drew the card has rolled or taken their turn.

After the last round of the Event, the event ends and the card is moved to the discard pile. *As the game progresses, much like other cards in the game, create a discard pile. Reshuffle the pile once your deck has been exhausted.*

OPTIONAL RULES WITH THE CHALLENGE DICE

REDEMPTION ROLL

When a player dies, the **Challenge Dice** gives players a chance to *rise again (as long as 2 or more players are alive)*. As players take their turns, a dead player can use what would be their turn as a chance to roll **2 (two) Event icons** on the dice.



If successful, they return to the game with **2 (two) Health**. *Players may only revive themselves once this way, per game.*

If they fail, players can continue trying when it's their next turn.

BRAWLING WITH THE CHALLENGE DICE

With the addition of the **Challenge Dice**, players now have the ability to defend themselves during **Brawls**.

The player currently attacking during the brawl will roll the **Action Dice** like normal. The player being attacked can defend themselves with the **Challenge Dice**, trying to roll **Denied Icons**. For every **Denied Icon** rolled, the player defending can cancel one of the players knives who is attacking. *(i.e., if the player attacking rolls 2 Knives, and the player defending rolls 1 Denied Icon, the attacking player has only rolled 1 Knife).*

Then, when the **Action Dice** are passed to the opposing player, the **Challenge dice** are also exchanged, and the players continue and

compete like a usual brawl to see who rolls the most knives.

This comes in very handy in stopping an opposing player from rolling triplets.

Note: The Event and Engage icons on the Challenge Dice have no bearing during brawls.

NEW SLASHERS SPECIAL ABILITIES



CRYSTAL BLAKE - "HEARTBREAKER"

Take a chance and crush your enemies at the same time you slay your victims. Once you enter a location, the player draws a **Killer Scenes, Dude** card. If the card states the victim is open for an attack, the player can use Crystal's ability.

Her ability allows that **for every souvenir on the card**, she can remove **1 (one) health** from a player **if successful in making the kill**.

EXAMPLE: if the card allows for the player to collect **2 souvenirs**, they can choose to take **2 (two) health** away from another player of their choosing. **If the player rolls and is unsuccessful**, not only do they not collect souvenirs, but they've also forfeited their ability token. **The player must first choose to use their token and choose the player they wish to attack before rolling for the kill.**



THE CREATURE - "ADAPTATION"

Low on **Health**? Burdened with **Death Pegs**? Time to adapt. The Creature's special ability allows the player to either **heal themselves with 3 (three) Health**, **OR**, **remove ALL Death Pegs** currently afflicting them.

The player must use the ability at the start of their turn and choose to either recover health, or remove all Death pegs. Once they've used the ability, the token is forfeited and they continue their turn.

All special abilities can only be used once per game.

FULL MOON EVENT / THE BEAST

When this event is drawn from the **A-Bit of an Event** deck, not only do the effects on the card take place, but the player who draws the card also **replaces their character piece with THE BEAST** character piece while the event lasts. When the event ends, switch back to your original character piece and move the Event card to the discard pile.



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