

POLICE LINE DO NOT CROSS



# LOCKDOWN

EXPANSION

RULEBOOK

POLICE LINE DO NOT CROSS

## OVERVIEW

As this is a unique expansion that provides players with new components and mechanics for **Mixtape Massacre**, **The Black Masque Expansion**, and **Mixtape Massacre: Escape From Tall Oaks** please read and be familiar with the rulebooks included with these games for standard rules of play. Rules are also available for download on [www.mixtapemassacre.com](http://www.mixtapemassacre.com).

The following rules explain the latest cards, features and modes in the **Lockdown Expansion** broken into three unique sections for each game.



## PLAYING WITH MIXTAPE MASSACRE

Please read the rulebook included with Mixtape Massacre for standard rules of play. Rules are also available for download on [mixtapemassacre.com](http://mixtapemassacre.com)

### COMPONENTS NEEDED FOR THIS MODE OF PLAY:

|                                  |                             |
|----------------------------------|-----------------------------|
| 1 Sheriff Burton Character Piece | 1 Search Die                |
| 1 Hero Card                      | 1 Anonymous Character Piece |
| 1 Hero Tracker & Token           | 1 Anonymous Profile Card    |
| 40 Supply Cards (Slashers)       | 12 Supply Tracker Tokens    |

This mode allows you to play the original Mixtape Massacre game with an Escape From Tall Oaks twist. Slashers will still run the town, trying to make as many kills as possible — **but this time with weapons!** Be sure to watch out as the **Noise you cause will draw Sheriff Burton onto the board**, becoming your main adversary throughout the game.

### SETTING THE SCENE




Set up your **Mixtape Massacre game** as normal **but with the addition of setting up Sheriff Burton's Character Piece and Hero Tracker &**

**Token in a visible space off the board.** Lastly, place your **Slasher Supply Cards** off the board along with your Killer Scenes, Dude cards and Bonus Tracks cards in an easily accessible spot.

## LOCATION SEARCHES

Slashers can now search empty locations throughout the game with the addition of the new **Search Die** and **Supply deck**. When entering an empty location, the player must roll the Search Die in an attempt to find supplies.



|   |  |
|---|--|
|  | <i>The player may draw 1 (one) card from the Supply deck.</i>              |
|  | <i>The player finds nothing of use and their turn ends with no reward.</i> |
|  | <i>The player makes a Noise raising the Hero Meter by 1 (one).</i>         |

**NOTE:** Players cannot search an empty location twice in a row. They must leave the location and go to a different location for a new search.

## SEARCH FOR KILLER SUPPLIES!

If player has made a successful kill, not only is the Slasher awarded their souvenirs, but they may also perform a **free search** (no Search Die roll needed). Draw a card from the **Supply deck** and add it to your supply inventory. **Slashers can only hold 1 (one) supply at a time (unless noted otherwise)**. Players can swap out various supplies for more advantageous ones if they deem it necessary. Be sure to also acquire the necessary amount of **Supply Tracker Tokens** when adding supplies to your inventory.

**NOTE:** As long as the player doesn't draw the Hero (Sheriff Burton) to the board, the player continues play as normal with their Killing Spree.

## SUPPLIES

When using a **Supply card** during a Killer Scenes, Dude card, a Brawl, or a fight with a Hero, **the player must decide what Supply they want to use, and how many times they want to use it (how many tokens to spend) before rolling.** For each token spent, the player gets the amount of **Knives noted on the Supply card** and can add that to their roll. If the card generates **Noise**, it causes the amount noted on the card **for every token spent.**

**NOTE:** For example, a card with 2 (two) uses/Tracker Tokens means that if the card is worth 1 (one) Knife per use, the player could use both Tokens on the same turn for 2 (two) Knives.

**Other supplies can provide players with health, ways to come back to life, etc.**

**Examples are below** of different Supplies that can add to your rolls during Killer Scenes, Brawls, fights with a Hero, or assist you during play:



## BRAWLS

Brawls still occur like normal only **with the addition of now being able to use weapons** during your fights with other Slashers. Using a Supply during a Brawl works the same as using Supplies during a Killer Scene, only Brawls can sometimes go multiple rounds. So be careful of **Noise**.

**NOTE:** Regardless of the amount of Knives rolled during the fight or added with assistance from Supplies, if a player is the first to roll triples, they still automatically win.

## BRAWLS AND NOISE

*If Slashers use Supplies during a brawl* that cause **Noise** and draw out Sheriff Burton, **the Brawl must be settled first** and whoever wins the Brawl will fight Sheriff Burton.

## HERE COMES A HERO!

As gameplay progresses, certain **Supply cards** and the **Search Die** will create **Noise**. Anytime Noise is made, use the **Tracker Token** on the **Hero Meter** to bring the meter up or down. When the meter

reaches the **third spot**, Sheriff Burton is called onto the board and the player must roll the necessary Knives on the **Hero's Profile Card** to defeat him, bringing his meter down to zero and taking him off the board.

**If the player fails to defeat the Hero**, they lose the amount of Health and Souvenirs noted on the card and must return to the nearest starting location. **The Hero is now active and any Noise made by players will bring him to them for a fight.**





**If the player defends themselves against the Hero**, they will not lose Health or Souvenirs. The Hero Meter is lowered by one and Sheriff Burton is removed from the board.

If a player makes a successful kill and then draws a Supply card that results in the **"Here Comes A Hero" card**, that player immediately raises the Hero Meter to full and draws Sheriff Burton to them. If the player defeats Sheriff Burton, the Hero Meter goes back to zero, he is removed from the board, and the player can resume their killing spree.

**NOTE:** Weapons that cause Noise do not raise the Hero Meter during their fights. This is usually the most opportune time to use them.



Amount of Knives needed to defeat Hero

Amount of Fists needed to defend yourself

Amount of health lost if defeated

Amount of souvenirs lost if defeated

## NEW SLASHER / SPECIAL ABILITY

If players decide to choose **Anonymous** as their Slasher, you'll be able to use their unique ability.



### COPYCAT CRIMES

Anonymous' ability allows them to **copy any one player/Slasher's ability that is being played with during the current game**. The rules for the ability follow the exact rules of the Slasher that you're imitating.



## PLAYING WITH THE BLACK MASQUE

Please read the rulebook included with Mixtape Massacre and The Black Masque Expansion for standard rules of play. Rules are also available for download on [mixtapemassacre.com](http://mixtapemassacre.com)

There are only a few additional rules to note when adding the Black Masque into the mix:

### DEATH CARDS

If a player enters a location occupied by a Death card and defeats it, the player can roll the Search Die for a chance at a Supply card. **Players cannot use Supplies to defeat Death cards.** They must still roll the combination listed on the cards with the **Action and Challenge Dice**.

### A-BIT OF AN EVENT CARDS

If an Event is drawn that is **specific to a location occupied by Sheriff Burton**, the Hero Meter is lowered to zero and he is removed from the board.



## PLAYING WITH ESCAPE FROM TALL OAKS

Please read the rulebook included with Mixtape Massacre: Escape From Tall Oaks for standard rules of play. Rules are also available for download on [mixtapemassacre.com](http://mixtapemassacre.com)

### COMPONENTS NEEDED FOR THIS MODE OF PLAY:

- |                                  |                             |
|----------------------------------|-----------------------------|
| 1 Sheriff Burton Character Piece | 10 Sidetracks Cards         |
| 1 Sheriff Burton Profile Card    | 20 Supply Cards (Survivors) |
| 1 Final Scene Token              | 1 Anonymous Character Piece |

## SETTING THE SCENE

Set up your **Escape From Tall Oaks game** as normal but shuffle in **the new Survivor Supply cards** with your normal Supply deck. **Sidetracks cards** are also added to the game as their own deck.

## SIDETRACKS CARDS

If a **"Getting Sidetracked..."** card is drawn from the **Supply deck**, the player must then draw a card from the **Sidetracks 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 Sidetrack is over. The Sidetrack starts when the card is drawn and lasts for as many **rounds** that are noted on the card (*i.e., 1, 2, 3, or all game if an ∞ symbol is marked*).

# of Rounds



**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 for the card hasn't actually occurred until the player who drew the card has rolled or taken their next turn.

After the last round of the Sidetrack, the Sidetrack ends and the card is moved to the discard pile.

**NOTE:** As the game progresses, much like other cards in the game, create a discard pile. Reshuffle the pile once your deck has been exhausted.

## THE DARKNESS WITHIN SIDETRACK / ANONYMOUS

When this card is drawn from the **Sidetracks deck**, the player who draws the card will now **replace their current Character Piece** with the **Anonymous Character Piece**. That player now takes on the role of the



Slasher for the rest of the game. Gameplay will progress as normal **but now Anonymous has become the main adversary and all other Slashers remain off the board.**



**When playing as Anonymous**, the goal is to shake up gameplay for the survivors by **resetting Tasks, removing Scene Markers from locations, and eliminating the survivors.** You also have the ability to use your weapons in fights. Though still making your way around town by rolling the movement dice, you are also automatically drawn to a survivor when the Slasher Meter is full and Noise is made, just like the standard Slashers.

**This Sidetrack is infinite ∞**, meaning you remain as Anonymous until you are killed. If Anonymous is defeated, the player is dead for the rest of the game and the regular Slashers are brought back into play. **Kill or be killed.**

## ANONYMOUS AND LOCATIONS

Like standard play as a survivor, Anonymous is able to search for Supplies in empty locations, but, **if a location has a Scene Marker**, the Scene Marker is removed immediately from the location when Anonymous enters. Anonymous can then attempt a search.

Anonymous can visit any location where a Task has been completed and **undo those tasks** simply by entering the location where the Task is complete. The Task Token is flipped back onto its yellow side and the Task card is returned to the Tall Oaks Rec Center, needing to be completed again.

**NOTE:** Keep completed Task cards available off the board in case Tasks are undone by Anonymous.

## ANONYMOUS AND SUPPLIES

*If Anonymous draws the "They're Here" card*, the Slasher Meter is raised to full and any player who creates Noise moving forward will draw Anonymous to them.

**NOTE:** Much like standard play, if Anonymous is defeated by a survivor the Slasher Meter is reset back to zero. But, Anonymous returns to the nearest starting location.



## ANONYMOUS AND BRAWLS

Anonymous can engage in Brawls with other survivors ***by landing on the same space, the spaces next to each other (not diagonally), or in the same location.*** Similar to survivors making rescues in locations or fighting Slashers, ***Anonymous needs a weapon to fight survivors.***

## SURVIVORS VS ANONYMOUS:

Fights between survivors and Anonymous will be resolved much like standard play:

- ***The person who achieves the most Actions wins:*** if Anonymous wins, the survivor loses 2 (two) health. If the survivor wins, Anonymous loses 1 (one) health. **NOTE:** Weapons can be used to assist with achieving actions like in standard play.
- ***The first person to roll triples of any kind:*** If triples are rolled, the losing player removes double the health.

**NOTE:** Shields cancel out Actions when fighting i.e., if Anonymous rolls 2 (two) Actions and the survivor rolls 2 (two) Shields and 1 (one) Action, the survivor wins. Supplies can also be mixed in during rolls to achieve Shields and/or Actions.

## LOOTING

If Anonymous kills a survivor during a Brawl, Anonymous has the ability to loot through that survivor's Supply inventory and take any of their **unused Supplies** (Supplies whose tokens have not been spent).

## PLAYING WITH SHERIFF BURTON

When playing Escape From Tall Oaks with the Lockdown Expansion, you also have the option of **playing as Sheriff Burton** as one of the Survivors. He comes with his own Character Profile Card (special ability on card) as well as a Final Rescue Token.

## SIDETRACKS VS. FINAL SCENES

If a player flips their Final Scenes, Dude card and **the location on the card has been destroyed by a Sidetrack**, remove the Sidetrack card and place your Final Recue token in the location.

## FAQ's & VIDEO WALKTHROUGH AVAILABLE ON THE WEBSITE:

***[mixtapemassacre.com/extras](http://mixtapemassacre.com/extras)***

*Rules for additional modes of play are available on the website including:*

***Escape From Tall Oaks: Expanded*** which makes use of the ***additional Task Tokens and Task cards*** included in this expansion.



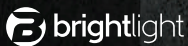
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