

MIXTAPE MASSACRE

OFFICIAL RULEBOOK





THE BIG PICTURE

Welcome to Tall Oaks, a small town with a big heart... just waiting to be torn apart.

Make your way through the town of Tall Oaks as one of 10 classic horror archetypes, dispatching victims, collecting souvenirs, and engaging in iconic brawls with other players, proving once and for all, who is the baddest of the brood.

Be the first to earn **10 souvenirs** or be the last one alive to win **Mixtape Massacre**.

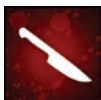
WHAT'S IN THE BOX?

- 1 Game Board
- 40 "Killer Scenes, Dude" Cards
- 30 "Bonus Tracks" Cards
- 60 Tokens: Scene Markers / Souvenirs
- 4 Dice (1 Regular + 3 Action Dice)
- 10 Killer Profile Boards
- 10 Figures with Stands
- 6 Knife Player Stations
- 36 Life Pegs (Health)
- 10 Special Ability Tokens



SETTING THE SCENE

First, place your game board in the center of the table. You can have up to 6 (six) players maximum, 2 (two) players minimum. Each player chooses a character, takes its corresponding **figure**, **profile card**, **character ability token**, **6 (six) life pegs**, and a **knife player station**. Place your character profile card in the allotted slot in your knife player station and fill in the 6 slots with your life pegs — these pegs are your **Health**.



Next, all active player pieces should be placed on a start point on the board (marked in red with a white knife). Players may choose the spot they wish to start from.



Lastly, place 1 (one) **Scene Marker** on each location on the board (12 locations total). Place the tokens '**Scene Marker**' side up. Additional tokens should be stored off the board along with the **Bonus Tracks cards** and **Killer Scenes, Dude cards** in an easily accessible spot.

TRAVELING IN TALL OAKS

PLAYING THE GAME

Players roll the red dice to determine who goes first. The player who rolls the highest number starts first.

Going counterclockwise, players roll the red dice to move their character through Tall Oaks. Players travel through the town using all squared spaces. (No diagonal movements).



These spaces include all roads and sidewalks. If a player lands in a location with a **Scene Marker**, the player draws a card from the **Killer Scenes, Dude** card deck.



NOTE: A location can only be entered and exited through an entrance space marked with arrows. These spaces count as a move (players cannot just land on the space and 'slide' in).

REANIMATION STATION



If a player lands on the Reanimation Station, they **gain back 1 (one) health**. The player must roll the amount needed to land on the space (you can't just stop).

RESTOCKING SCENE MARKERS

Once all locations have been cleared, restock **Scene Markers** in all locations except the one where the last kill took place.

EMPTY LOCATIONS

If a location is empty, the player may count the location as a move (as long as that location has multiple entrances) and use it as a shortcut for moving through the town (i.e. *Tall Oaks High School* and *Tall Oaks Town Square*).

BONUS TRACKS



If a player lands on a **Bonus Tracks** space, they draw a card from the **Bonus Tracks** card deck and perform the directions that are given on the card.

NOTE: As the game progresses, create a discard pile for your cards. Reshuffle the pile once your deck has been exhausted.

SEWER SHORTCUT SPACES



If a player lands on a **Sewer Shortcut**— they can move their character to any other sewer space with the same color.

NOTE: If the player rolls more than it takes to get to a corresponding sewer space, they count the sewer space as 1 (one) of their moves and can continue their turn from the next sewer space they move to. (The actual warp does not count as a space.) That's right: teleportation is real. Take advantage.

COLLECTING SOUVENIRS



Each player attempts to collect 10 **Souvenir** tokens. These tokens can be attained by earning a successful kill in a location or by pulling a **Bonus Tracks** card that awards the player with souvenirs. First player to 10 souvenirs wins the game.

NOTE: To extend the length of play, the souvenir token goal amount can be adjusted depending upon the amount of players.

Suggested amounts per players:

- 2 Players - 15 souvenirs
- 3 Players - 12 souvenirs
- 4 – 6 Players - 10 souvenirs

DISSECTING A "BONUS TRACKS" CARD



Example of a card a player can keep and use later.



Example of a card that effects your health.

Examples of Bonus Tracks cards and their instructions

STAYING ALIVE

Each player starts off with 6 (six) life pegs, or **Health**. There are many occurrences throughout the game where you can lose health or gain health. If you can't collect souvenirs, staying alive might be your best bet at winning the game... or die trying.

NOTE: If you're dead, you're dead. Unless you have a Bonus Track card that can resurrect you (the Sequel Card) or a character with resurrection ability (i.e. Stitches).

WINNING THE GAME

To win *Mixtape Massacre*, be the first player to collect 10 **Souvenir** tokens (or the amount agreed upon by players), or be the last one alive!

"KILLER SCENES, DUDE" CARDS

Once in a location with a **Scene Marker**, draw a card from the **Killer Scenes, Dude** deck. If the card says **This victim is open for an attack**, the player must roll the **3 Action Dice** for the amount of knives instructed on the card in order to successfully get the **Souvenir**.

The player then takes the **Scene Marker** and flips it over to show the **Souvenir** they've received for the kill. The player stores these souvenirs by their player station.



NOTE: If the kill was worth more than one souvenir token, the player can take additional tokens from the bank of tokens stored off the board.

If the player fails to roll the amount of knives required for the kill, they are sent to the nearest starting point on the board.

NOTE: Only one starting point per person. If your nearest starting point is occupied by another player, go to the nearest open starting point.

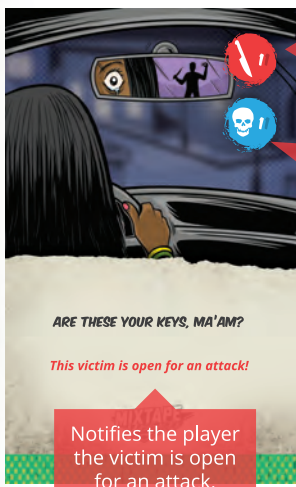


If the card says **The victim got away**, the player loses whatever amount of health the card instructs and their turn is over. To avoid the damage, roll the number of **Defense Fists** noted on the card. The player will have a chance on their next turn to draw another **Killer Scenes, Dude** card and attempt a kill. *No roll is necessary.*



NOTE: As gameplay progresses, create a discard pile for your cards. Reshuffle the pile once your deck has been exhausted.

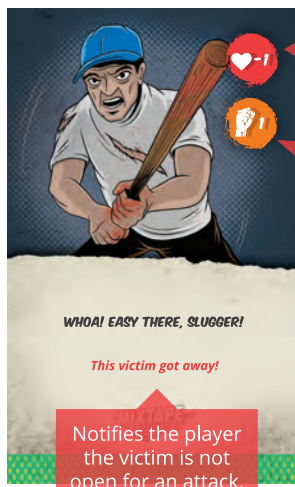
DISSECTING THE "KILLER SCENES, DUDE" CARDS



The amount of **Knives** needed for a kill

The amount of souvenirs awarded

Notifies the player the victim is open for an attack.



The amount of health the player loses.

The amount of **Defense Fists** needed to avoid losing health.

Notifies the player the victim is not open for an attack.

Examples of the two types of Killer Scenes, Dude cards.

GOT THE KILL? RAMPAGE!

A **Killing Spree** occurs if the player makes the kill. The player gets to roll again and continue their turn. While on a **Killing Spree**, the number you roll counts as double (i.e. 1=2, 2=4) until your spree ends (i.e. unable to make another kill).

ROLLING THE DICE DURING AN OPEN KILLER SCENE



Knives/Stabs needed to achieve a successful kill.



Defense/Fists needed to stop victims from attacking (when allowed) otherwise only effective if triplets are rolled.



Pentagram/Spells only effective if triplets are rolled.



Three Knives

The player is **awarded double the amount of souvenirs** instructed on their card.



Three Fists

The player not only **fails to kill the victim**, but also **loses 1 (one) health** and is **sent to the nearest starting point** on the board.



Three Pentagrams

The player is not only **successful in killing the victim**, but they are also **awarded double the amount of souvenirs** on the card.

Meanwhile, **all other players lose 1 (one) health** in this instance.

THE SURVIVOR CARD

SOMEONE IS ALWAYS TRYING TO RUIN THE FUN!

The player who draws this card must defend both themselves and their fellow players from **The Survivor** by rolling **2 (two) Defense Fists**. If rolled, the card is canceled out and put into the discard pile.

IF UNSUCCESSFUL IN DEFENDING YOURSELF:

- The current player loses **2 (two) health and 1 (one) souvenir**.
- All other players lose **1 (one) souvenir**. If the player doesn't have a souvenir, the player loses **1 (one) health** instead.
- The **Scene Marker** is removed from the location and all players must return to their nearest starting points.

ENGAGING IN BRAWLS!

Brawls occur when players land on the **same space**, the **spaces next to each other** (not diagonally), or **in the same location**. A brawl is settled only by rolling the **3 action dice** against each other. The current player rolls first in the brawl.

NOTE: If one player is inside a location and another player lands on the entrance space of the location, a brawl **DOES NOT** occur. Brawls also **CAN NOT** occur with players on starting points.

WAYS TO WIN A BRAWL

The person who rolls the most knives wins: If a brawl is settled this way, the losing player removes **1 (one) health** and returns to the nearest starting point. *Ties are unacceptable.* Players continue to roll the **3 Action Dice** until someone wins.

The first person to roll triplets of any kind: If triplets are rolled, the losing player removes **2 (two) health** and gives **1 (one) of their Souvenirs** to the winning player. The loser then returns to the nearest starting point. If the losing player has no souvenirs, no souvenirs are awarded to the winner.

BRAWLS IN A SPACE OR LOCATION

Brawl on Bonus Tracks: If a player lands on a **Bonus Tracks** space already occupied by another player, the brawl must be

DISSECTING THE SURVIVOR CARD




settled before the current player has a chance to draw a **Bonus Tracks** card. If the player loses, they do not draw a card.

Brawl in a location: If a player lands on a location already occupied by another player with a **Scene Marker** still in place, the brawl must be settled first before a **Killer Scenes, Dude** card is drawn.


- If the person currently occupying the location wins, they still must wait until their next turn to draw a **Killer Scenes, Dude** card.
- If the player who just landed on the location wins, they continue their turn and draw a **Killer Scenes, Dude** card.



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CHARACTER ABILITIES

Each character has a **special ability** token. The player is allowed to cash in that token and use their ability **once** during the game. Unless the player is **Smiley** or **Buddy**, your abilities can **not** be used in brawls. Choose wisely and wreak havoc!



THE LEGEND

"Head Over Heels" Not feeling comfortable rolling the number of knives required for the kill? Use this ability to bring the victims head to the floor and instantly slay them. No roll necessary. Collect the amount of souvenirs noted on the card.



NIGHTMARE

"Risky Business" Target any one player on the board, and **for every knife you successfully roll, the player chosen loses 1 (one) health**. (1 knife = -1 health, 2 knives = -2 health, etc). Ability must be used at the start of players turn. Once the player has rolled the action dice and the effects are made, their turn is over.



STITCHES

"Hard to Kill" In the event of death, Stitches can use his "Hard to Kill" ability to **resurrect himself with 3 (three) health**, and continue playing in the location he currently resides.



SARAH

"Blasphemy" Make your way to the Tall Oaks Cemetery. If the location is cleared (no scene marker occupying the space), Sarah can use her ability to cast a spell and cause **all players currently on the board to lose 1 (one) health**. If the location contains a scene marker, the scene marker must be removed before the player can use their ability.



PROM QUEEN

"Putting Baby in a Corner" Is the board feeling crowded? Use Prom Queen's ability to **send all opposing players back to their nearest starting points**. This ability must be used at the start of a turn. Then the player may roll the dice and continue their turn.



THORNE

"Burning Down the House" If any player is currently in the Roadhouse Bar, use this ability to burn that mother down. **The player currently in the location loses 2 (two) health**. Place the ability token in the location to note for everyone that this location is also closed for the rest of the game. This ability must be used at the start of the players turn. Then the player may roll the dice and continue their turn.



HATCHLING

"Monster Munchies" Low on health? If you successfully accomplish a kill, Hatchling can use this ability to take a bite out of his recent kill and **recover 1 (one) health** rather than collecting a souvenir (if more than 1 souvenir is collected, the player still gets the additional souvenirs, but one souvenir must be sacrificed to collect health). *This ability can only be used during a successful kill.*



SMILEY

"The Last Laugh" Did you just lose the brawl? No you didn't! Use this ability to make a triumphant come back and send the opponent packing. No additional rolling needed. No debate. **The opponent loses 1 (one) health and returns to the nearest starting point.**



BUDDY

"Dolly's Pardon" Being short has its perks. Take advantage and get out of sticky situations fast. If an opposing player initiates a brawl, use this ability to cancel the brawl immediately. If you draw a killer scene card where the victim has the ability to deal you damage, use this ability to avoid losing health.



DR. RAVENOUS

"Dr. Feel Good" Start that Killing Spree early. Pop a pill and liven things up. Use this ability at the start of your turn to **immediately jump into a killing spree and double your rolls**. But like all Killing Sprees, you need to keep the kills coming to keep it going. Don't waste a good thing.

REEEMIX!!! - ALTERNATE GAME SCENARIOS

HUNTING PARTY

The souvenir tally is raised and specific point values are given to each souvenir making the souvenirs you are awarded that more meaningful in this mode. Example, a finger is no way as valuable as a skull. Am I right?

Set-up: All *Scene Markers/Souvenirs* should be laid out on the table, scene marker side up, so no player can see what souvenirs are on the bottom. Distribute them into the different locations as you would in a normal game, but not allowing players to see the bottoms. As you restock during the game, continue this method.

Rules: Normal Mixtape Massacre rules apply. Only difference is souvenirs have point values.

Winning the Game: Players are trying to attain **60 souvenirs** in this game, where each souvenir has a point value. Either acquire **60 souvenirs**, or be the last one left alive.

THERE CAN BE ONLY ONE!

Rules: Normal Mixtape Massacre rules apply. The difference in this scenario is that souvenirs are worthless and that the only way to win is to remove all your monstrous friends from the board. **LET THE BRAWLING BEGIN!** Set the board up with Scene Markers in each location as usual.

The Good News: Now when you enter a location, instead of killing for souvenirs, **all successful kills gain you back health** (only if you do not have full health).

The Bad News: **All successful kills ONLY gain you back 1 (one) health.** Even if the souvenir amount is 2 or 3, you still only receive 1 health. When a location has been cleared, the *Scene Marker/Souvenir* is placed back with the rest of the souvenirs, off board. Once all locations have been cleared, **the board does not reset**, so play smart. All **Bonus Tracks** cards referencing "**souvenirs**" should be replaced with the word "**health**".

Winning the Game: The game is over when there is only one player left. Now get out there and kill your friends.

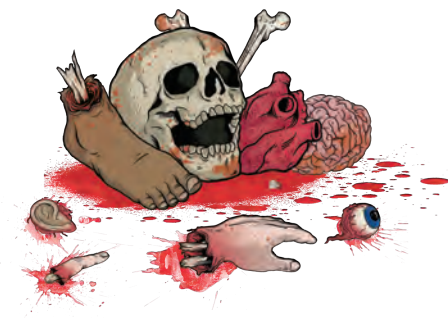
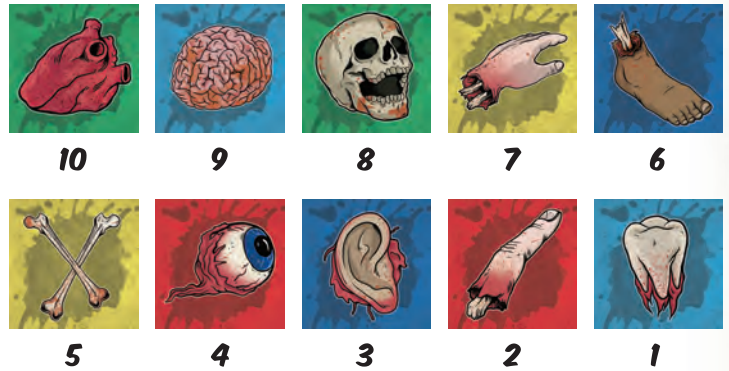
HOW TO MAKE A MONSTER?

Set-up: All *Scene Markers/Souvenirs* should be laid out on the table, scene marker side up, so no player can see what souvenirs are on the bottom. Distribute them into the different locations as you would in a normal game, but not allowing players to see the bottoms. As you restock during the game, continue this method.

Rules: Normal Mixtape Massacre rules apply, but with a twist. You can only acquire one of each souvenir, no repeats. Example: If you already have an ear and acquire another ear, you must return it to the souvenir bank off board, face down, and mix it in with the others.

Winning the Game: The game continues until a player has acquired all **10 (ten) unique souvenirs**, or until everyone else is out of the game.

SOUVENIR POINT VALUES





MIXTAPE MASSACRE

THANK YOU TO THE ORIGINAL TOWNIES OF TALL OAKS

www.mixtapemassacre.com/townies