

## 6 - 12 PLAYERS | 90+ MINS

Please read the rulebook included with **Escape From Tall Oaks** for standard set-up and rules of play as the majority of gameplay will remain the same during expanded play. Rules are also available for download on [mixtapemassacre.com](http://mixtapemassacre.com).

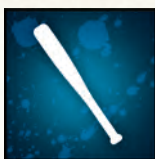
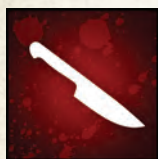
*Below are the additional notes for set-up and rules for when playing with both boards together.*

- Mixtape Massacre Game Board
- 6 Player Stations (knives) / Red Health Pegs
- Souvenir Tokens (use of these will only apply depending upon how many souvenirs you're playing towards per player)

First, connect both game boards, placing **Galaxy Comics** and the **Wishing Well** locations back to back, with the boards placed in the center of your table. All locations except the **Tall Oaks Rec Center**, should have Scene Tokens / Souvenirs placed in them at the start of the game.







## START POINTS

All active player pieces should be placed on start points on either board. Start points are marked **red with a white knife** or **blue with a white bat**. Players may choose the spot they wish to start from.

## PLAYER SET-UP / STATIONS

When setting up player stations, 6 (six) Players will use the player stations (rulers) and green pegs provided with Escape From Tall Oaks. Any additional players will need to use the player stations (rulers) and red pegs provided with Mixtape Massacre.



## TRAVELING BETWEEN BOARDS

Though the boards are connected, **Sewer Shortcuts** will be the only way to get from one side of town to the other. If a player lands on a Sewer Shortcut — they can move their character to any other sewer space with the same color, on either board (**orange or blue**).

**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 continue their turn from the next sewer space they move to. Landing on the sewer space you move to does not count as a move.



## RESTOCKING SCENE MARKERS

When all locations have been cleared on both boards (no Scene Markers), **restock Scene Markers in all locations** except the last location where the last Scene Marker was taken.

## WINNING THE GAME

In order to win the game, players must:

- Complete all 4 (four) tasks
- Collect 5 (five) rescues (individually)
- Successfully complete your **Final Scenes, Dude card** and collect your **Final Rescue token**
- Be the first person to make it to the **Tall Oaks Rec Center**
- ... and, uh, don't die.

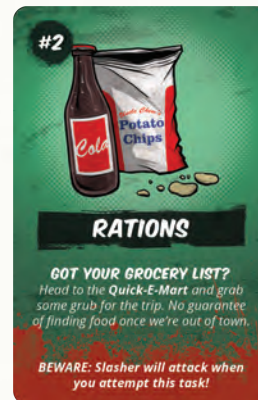
## THE LOCKDOWN EXPANSION



Own the **Lockdown Expansion**? This expansion can be mixed in and added to Escape From Tall Oaks just like it currently is, except you'll be playing with a bigger board and more friends.

### LOCKDOWN TASKS SET-UP

Four tasks will still reside in the Tall Oaks Rec Center in the middle of the board but when adding the Lockdown expansion to the game, **replace Task #2 - The Key** and **Task #4 - Matches** from Escape From Tall Oaks with **Task #2 - Rations** and **Task #4 - The Book** from the expansion. This will allow gameplay to extend tasks to the Mixtape Massacre side of the board, by placing tokens in the **Quick-E Mart** and **Tall Oaks Cemetery**.



When all tasks have been completed, **the Helipad tokens will now be added to both the Tall Oaks Rec Center and the Tall Oaks Hospital**. If a Scene Marker currently resides in the Tall Oaks hospital, remove it and replace it with the Helipad token.

Please read the rulebook included with **The Lockdown Expansion** for full rules of play and new mechanics.

***Now grab some friends and get bloody.***





