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SLASHERS VS SURVIVORS

6 - 12 PLAYERS | 90+ MINS

Play Escape from Tall Oaks with more friends and a full town. Set-up and rules below.

Please read the rulebook included with Mixtape Massacre & Escape From Tall Oaks for a basic understanding of rules, mechanics, and gameplay before playing this mode. Rules are also available for download on mixtapemassacre.com.

GAME COMPONENTS

MIXTAPE MASSACRE

- Slasher Figures w/ Stands
- Slasher Profile Cards
- Knife Player Station
- Health Pegs
- "Killer Scenes, Dude" Cards
- "Bonus Tracks" Cards
- 11 Scene Markers / Souvenirs
- Action Dice
- Game Board

ESCAPE FROM TALL OAKS

- Survivor Figures w/ Stands
- Survivor Profile Cards
- Survivor Ability Token
- Ruler Player Station
- Health Pegs
- "Killer Scenes, Dude" Cards
- "Bonus Tracks" Cards
- Supplies (No Tasks)
- Tracker Tokens
- 11 Souvenir Tokens
- Action Dice
- Search Die
- Movement Dice
- Noise Meter w/ Token

IF PLAYING WITH LOCKDOWN

- Sheriff Burton Character Piece
- Sheriff Burton Profile Card
- Anonymous Character Piece
- Anonymous Profile Card
- 40 Supply Cards (Slashers)
- 12 Supply Tracker Tokens

HOW TO PLAY

This mode of gameplay is team-based with **Slashers** facing off against **Survivors**. Players will make their way to the other side of the town either trying to rescue their friends, or slay some victims (depending on the team you're on). A fun and simple game of Us vs Them.

WINNING THE GAME

Both teams will start on their respective boards with the objective of collecting their team-specific tokens from the opposing teams board. First team to **collect all of their tokens** or **eliminate the other team**, wins the game.

SETTING THE SCENE

First, place the boards in the center of your table. **Connect the boards** where the **Galaxy Comics and Wishing Well locations meet**. Next place the **Slasher Meter** between the two boards for both teams to keep an eye on.

Place the corresponding **Tracker Token (marked red with a white knife)** near the tracker. When **Noise is made**, you'll start moving the token across the markings on the tracker, from spot to spot, just like in regular EFTO play. Take the **Supply Cards** and both sets of **Killer Scene, Dude cards** and **Bonus Tracks** and set them off the board in an easily accessible spots (preferably have the cards specific to each team within reach).

Lastly, start off by placing **1 (one) Slasher Souvenir Token** on each location on the **EFTO board (11 locations total)**. Next, place **1 (one) of the Survivors' Rescue Tokens** on each location of the **Mixtape Board except Tall Oaks Town Square (11 locations total)**. All tokens should be placed souvenir/rescue side up.



PLAYER SET-UP

You can have a maximum of **12 (twelve) players**, **6 (six) players minimum**, with the recommendation of an **even number of Survivors and Slashers** on both sides of the boards.

Each player chooses a character, either **Survivor** or **Slasher**, take its **corresponding figure, profile card, six life pegs**, and **player station**. Place your profile card in the allotted slot of your player station and **fill the 6 slots with your life pegs**.

All active player pieces should be placed on their respective starting points of their boards. **Slashers should be placed on a start point marked red with a white knife. Survivor should be placed on the start point marked in blue with a white bat.** Players may choose the spot they wish to start from.



SLASHERS

To start off, players randomly draw a supply from the **Supplies deck**, and grab the corresponding amount of **Tracker Tokens**. **Slashers can only hold one weapon at a time.**

NOTE: If a player draws a **Defense card** or **They're Here** card, place it back in the deck and draw again until they draw a card that can be used as a weapon. if playing with Lockdown, Slashers will have their own supply deck seperate from the Survivors deck. In this instance, cards should be drawn from Slashers Supplies deck.

SURVIVORS

Like in EFTO, each player will start with **one Baseball Bat**. **Survivors can only hold 2 (two) supplies** at a time (unless noted otherwise).

As the game progresses, Survivors can **get rid of 1 (one) of their current supplies** and **move it to the discard pile** to make room for more desirable supply cards they've just drawn.



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**). These will be very important for players as accessing the opposing side of town will be the only way for players to get to the tokens they need to win.

PLAYING THE GAME

Survivors and Slashers will alternate turns during the game. We recommend a seating arrangement of alternating survivor then slasher and so on, so that during play, slashers and survivors can easily go in the correct order.

Players **roll the 2 (two) Orange Dice (movement Dice)** to determine who goes first. This applies to both Survivors and Slashers (no Red dice needed). **A survivor should roll first, then a Slasher, and so on...**

Going counterclockwise, players **roll the Orange Dice** to move through Tall Oaks. Players can start off traveling through town attempting to get to **locations with their souvenir or rescue tokens** or by heading for the **empty location at the Tall Oaks Town Square** to search for **Supplies**.

SLASHERS

Once in a location with a Souvenir token, **draw a card from the Killer Scenes, Dude deck**. Use the **Mixtape Massacre Action Dice to Attack or Defend Yourself against the card** as you would normally do in a basic game of Mixtape Massacre. The player may also use **Supplies to assist in achieving the amount of knives** instructed on the card.



NOTE: If successful, killing sprees are omitted from this mode of play. Take your souvenir and your turn is over.



SURVIVORS

Once in a location with a Rescue token, **draw a card from the Killer Scenes, Dude deck**. Use the **EFTO Action Dice to Attempt Rescues or Defend Yourself against the card** as you would normally do in a standard game of EFTO. The player may also use **Supplies to assist in achieving the amount of actions** instructed on the card.

If the player is successful, **collect the souvenir or rescue token from the location. Both Survivors and Slashers are awarded a free search after a successful rescue or kill. Draw a card from the Supply Deck. No search roll necessary.**

Like in standard play, if the player fails a rescue or kill, they are **sent to the nearest starting point on the board they are currently on**. If the player fails to protect themselves during a Defense Card, they subtract the health noted on the card, but, they remain in the location they are currently in.

PUNISH THE OPPOSITION

If a kill or rescue is worth more than one souvenir token, players can place the additional tokens received in an already cleared space of the opposing teams board (making their job harder). Additional tokens should be grabbed from the opposing teams token bank and placed souvenir/rescue side up.

NOTE: Unique dice combos for rescues and kills are omitted from this mode of play. The amount of souvenirs or rescues noted on the Killer Scene, is the amount that the player will receive. No extras.



TEAM TOKEN BANKS

Both teams should have banks for their specific tokens. These banks are where team players should draw or place tokens during play.

NOISE

EFTO Killer Scenes as well as **certain supplies can cause Noise**. When drawn or used, these will **immediately raise the Slasher Meter by the amount noted on the card** and could lead to a **Slasher attack**.

During Slashers vs Survivors, if a Survivor raises the Slasher Meter to full, the **Survivor will bring the closest Slasher to them and the two players will engage in a brawl**.

NOTE: *Survivors can only cause noise and affect the Slasher Meter. Slashers do not make noise during Survivors vs Slasher mode.*

BRAWLS

Brawls can occur **only between a Slasher and a Survivor** if the players **land on the same space**, the **spaces next to each other**, or **in the same location**. They can also occur when a **Survivor raises the Slasher Meter to full** or they **pull the "They're Here" card** from the Supply deck.

Slashers and Survivors will **roll with their corresponding action dice during the Brawl**. **Players may use Supplies to assist in their brawl**.

The player that rolls highest number of Knives or Actions wins. If the brawl is settled this way, the losing player removes 1 (one) health and returns to the nearest starting point. If the player wins with 3+ Knives or actions, the losing player must remove 2 (two) health.

The first person to roll triples of any kind: If someone rolls triples, they are immediately declared the winner. The losing player removes 2 (two) health. The loser then returns to the nearest starting location.

NOTE: *Noises have no effect during Brawls. Survivors must have a weapon to brawl. Slashers on the other hand do not require a weapon to brawl or attack.*



THE LOCKDOWN EXPANSION

Own the **Lockdown Expansion**? This expansion can be mixed in and added to Survivors vs. Slashers Mode.

You will have two additional characters you can play with: **Sheriff Burton** and **Anonymous**. Slashers can also level the playing field by accessing their very own **Supply Deck** rather than drawing from the Survivors Supply Deck.

Now grab some friends and get bloody.

