



AGENCY: [REDACTED]

CASE NO.: 4216-TO

SUBJECT: The Tall Oaks Incident

AGENT: [REDACTED] DATE: 12-07-89

RULEBOOK | CLASSIFIED

OVERVIEW

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

The following rules explain the latest cards and features included in The Invasion Expansion.

WHAT'S IN THE BOX

25 Killer Scenes, Dude Cards

10 Sidetracks Cards

10 Supply Cards

4 Slasher Profile Cards

4 Slasher Character Pieces

4 U.F.O. Tokens

1 Rulebook

2 Survivor Profile Cards

2 Survivor Character Pieces

2 Final Rescue Tokens

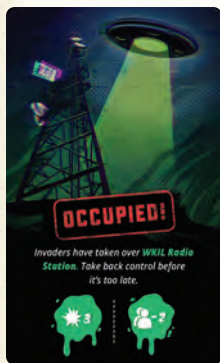
1 Invader Queen Character Piece

1 Invader Queen Profile Card

1 Slasher Profile Card + Special Ability

Token for use with *Mixtape Massacre*

Included with the new **Killer Scenes, Dude** cards are **3 new types of Killer Scenes**. These new cards are **Invasion Cards, The Cover-Up Card**, and **Dodge and Rescue Cards**.



INVASION CARDS

When an Invasion card is drawn, **the card will immediately take over the location noted on the card**. Remove the scene marker/rescue token from the location. The player's turn ends and they **remain in their current location** where they can draw another *Killer Scenes, Dude* card on their next turn.

Invasion cards restrict players from attempting rescues, completing tasks or undoing tasks that have already been

completed, **forcing players to complete tasks again**.

NOTE: If the location noted on the card has a completed Task, reset the token to its yellow side and place the Task card back in the Tall Oaks Rec Center.

Players must work together to defeat the Invasion cards and complete tasks in order to attempt their escape. **If successful** in defeating an Invasion card, the card is moved to the discard pile and the player remains in the current location until their next turn.

If a player is unsuccessful in defeating the card, **the player loses the health or rescues noted on the card**. The player also returns to the nearest starting location. The Invasion card remains active.



ACTIVE INVASION CARDS / U.F.O. TOKENS

When an Invasion card is active, the card is placed off the board face up for reference and a **U.F.O Token is placed over the current location**. If the location currently contains a scene marker/rescue token, remove it from the location. As Invasion Cards become **active**, players must visit the locations and defeat them. As players visit locations occupied by **Invasion cards**, they will continue to **lose health or rescue tokens**, and return to starting locations until they have defeated the cards.

Though it may seem smart to avoid locations **occupied by Invasion Cards**, understand that locations cannot be restocked with scene markers/rescue tokens when **U.F.O Tokens** are currently on the board, thus halting the progression of the game. The tasks in them can also not be completed.

If all four Invasion cards are activated, the Invader Queen will arrive.

NOTE: Two additional Invasion cards are included in the game (**Tall Oaks Cemetery and Quick-E-Mart**). Sub these in for two of the other Invasion Cards when playing *Escape From Tall Oaks Expanded Mode*.



THE INVADER QUEEN

There are *two ways the Invader Queen* can make an appearance in the game.

FEEDING TIME EVENT

When this event is drawn from the *Sidetracks card deck*, the slasher that is currently in play will be *replaced by the Invader Queen on the spot behind*

Johnson's Farm. The *Slasher Meter will be set to full at all times* until she is removed from the board or the event ends.

THE INVASION

When *all four Invasion Cards occupy the board*, the *Slasher Meter is set to full* and *The Invader Queen will become the main slasher*. Place her in the *Tall Oaks Rec Center* to begin with.

Players must now attempt to defeat The Invader Queen *before the game can resume as normal*. Fights occur by players moving to the location the Invader Queen currently inhabits, or by drawing her to them with noise (like normal slashers).

If she is defeated, all four Invasion cards and U.F.O. tokens are removed from the board and players can resume their attempt to escape. But be aware, as the game progresses and cards are reshuffled, both *she and the Invaders will make their return*.

Due to the level of damage inflicted by the Inavder Queen, multiple failed attempts at defeating her will likely lead to all parties being destroyed (game over). *Be smart. Be careful. Be prepared.*

DODGE + RESCUE CARDS

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 *Escape Icon* on it, the player must first roll the *Action Dice and successfully roll*

1 (one) Escape icon before they continue to attempt their rescue.

If the player is successful and rolls an **Escape icon**, they have **successfully dodged an attack** and can continue their attempt to rescue a victim by rolling the action dice again and/or using supplies if they have them.

If the player is unsuccessful at rolling the Escape Icon, **the Killer Scenes, Dude card is moved to the discard pile** and the player returns to the nearest starting location.



THE COVER-UP CARD

They're trying to hide something! The player who draws this card is placed into a **win-or-lose-it-all situation**.

If the player successfully rolls **2 (two) actions**, the player is safe and moves the card to the discard pile. The player can draw another **Killer Scenes, Dude** card on their next turn.

If unsuccessful, the player is taken away never to be seen again (dead). The player returns all **Souvenirs, Supplies**, and **Bonus Tracks** to their respective piles (*unless a Bonus Track or Supply card can resurrect you*). This Cover-Up card is also moved to the discard pile.

NOTE: Like standard **Killer Scenes, Dude** cards, supplies can be used to assist with your rolls on **Dodge cards** and **The Cover-Up** card.

SIDETRACKS CARDS

If a **"Getting Sidetracked..."** card is drawn from the **Supply deck** during a search, the player must 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 ∞ 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.

NOTE: *If a Sidetrack destroys or closes a location with a player or slasher in it, return them to the nearest starting location or white knife spot in the woods. If the Sidetrack occupies a location with a scene marker/rescue token, the Sidetrack takes precedence until the Sidetrack is over or completed. An attempt at a rescue can then be made.*

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.*

SIDETRACKS VS. FINAL SCENES

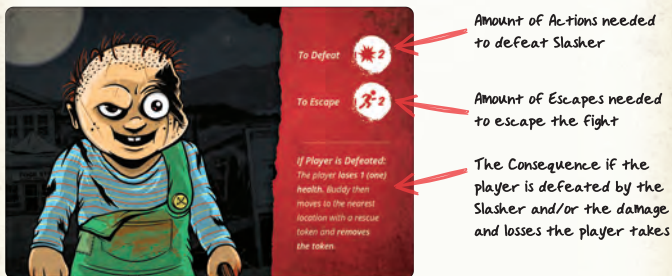
If a player flips their *Final Scenes, Dude* card and the location on the card has been destroyed or closed by a *Sidetrack*, **remove the Sidetrack card and place your Final Rescue token in the location.**

SLASHERS

Just like normal play in Escape from Tall Oaks, there will be 3 main slashers during play. With Invasion, there are **4 (four) new slashers** to mix into the rogues' gallery to keep the game interesting.

NOTE: *If players own Booster Packs or the Revenge Pack, they will have additional slashers to choose from and mix into the game.*

It's up to the players to decide which 3 slashers they want as their main enemies as well as the order in which they choose to have them appear during gameplay.



Buddy's Profile Card

SLASHER DIFFICULTY LEVELS

For this rulebook/walkthrough, we're using our **suggested orders** for characters ranging from easy to hard. Players can adjust these orders and characters as they wish.

ESCAPE

1. Smiley
2. Sarah
3. The Legend

INVASION

1. Prom Queen
2. Buddy
3. Nightmare

BLOOD BATH

1. The Legend
2. Nightmare
3. Stitches

NOTE: *Some of these orders involve characters from the Revenge Pack and Escape From Tall Oaks.*

SQUAD GOALS: WINNING THE GAME

Much like standard play in *Escape From Tall Oaks*, players must rescue 5 (five) friends, successfully complete all 4 (four) tasks, defeat the Final Slasher, and collect their Final Rescue Token before they can make their way to the Helipad/Tall Oaks Rec Center.

BUT, as *Invasion* is a group effort, players can choose to play in **Squad Goal mode**, with the only difference being, after the first survivor makes it to the Helipad, the game continues until all players have made it to the Helipad (or die trying). **Survive together or die together.**

NEW SURVIVORS

When playing *Escape From Tall Oaks* with the *Invasion* Expansion, players now have the option of **playing as Agent Jacobs** and **Chad** as one of the survivors. They come with their own Character Profile Cards as well as a Final Rescue Token.





BONUS CHARACTER: THE LEECH

The Leech joins our villains as another option for a slasher in *Escape from Tall Oaks*.

MIXTAPE MASSACRE

Players can also choose to use **The Leech** as their slasher in *Mixtape Massacre*, as his Mixtape Massacre profile card and ability token are included in the Invasion Expansion.

SPECIAL ABILITY: PARASITE (MIXTAPE MASSACRE)

The Leech's ability allows him to take advantage of those near him. At the start of the player's turn, the player can cash in his special ability by rolling the movement die to determine health loss. ***If the player rolls 1-3 on the movement die, the closest player to The Leech loses 1 (one) health. If the player rolls 4-6, all players lose 1 (one) health.***

SPECIAL THANKS TO THE T.O.A.D.S.

20 Sided Adventures • Aaron "Zanger" Quintana • Aaron K. • Aaron Maser
Adam & Kyle • Adam Bomb Bennett • Aidan Jr & Avery Arseneault • Alicia Lloyd
Aria Jones • Alyla Jade • Amy, Tyler, & Henry, Engel • Andrew Burgoon
Andrew Constant • Antonio and Misty Bivins • Austin Courtney • Barbara &
Brian Craig • Billy Engle • Bob McQueen • Bobby Jennings & Mayra Guerrer
Brandon Rahn • Brandy Carta • Brett Paulson • Brice Estes • Brock Wilbur
Bronson Richardson • Bruce Rose • Bryan "The Bryan" Norton • Bryan Gomez
Bryan S. Taylor • Bryan Shaffer • Carlos Ramirez Jr. • Carnierobber
Caroline McDonnell • Carrie F. Smith • Carter Baldwin • Cassie Roesler • Celso
and Spenser Espejo • Chris & Siobhan Hansen • Chris and Sara Kephart • Chris
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JK (JusticeZERO) • Joe Tee • Joel Acosta • John Serakas • John Wood & Shante
Miller • Jon A. Cohorn • Joseph "JustPlainJoe" Prine • Joseph Cartt • Josh and
Shelby Bumbarger • Justin Bates • Kat Caraballo-Loughman • Katrina Panozzo
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Gerney • Masked 'K' Wombat • Matt Brumfield • Matt Crofcheck • Matt
Serafini • Matthew Gioutsos • Matthew Horridge • Melly "The Alien" Gussy
Merry, Antifa's Top Scientist • Michael Kettl • Michael Preuninger Hull
Michael S Brand • Michael Tyler Langrall Haygens • Michael Whitestone
Michelle Brown (mushyb78) • Mike McGillivray • Mike Ornelas • Moarbrains

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223 • Zachary Frank • Zero Warconjuror • Zoltan & Denise Moreau

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

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 Invasion Cards included in this expansion.



Designed and Developed by Bright Light.

BRIGHT LIGHT IS: *Freddie Carlini, Matt Corrado, & Merrijoy Vicente*

4216 Howard Avenue, Suite B | Kensington, MD 20895



The logo for 'MIXTAPE MASSACRE' is centered on the page. It features the word 'MIXTAPE' in a bold, blocky, sans-serif font with a slight 3D effect. Below it, the word 'MASSACRE' is written in a more stylized, jagged font that resembles a splatter or a torn piece of paper. The entire logo is set against a background of aged, textured paper with a red border and a horizontal wire.The logo for 'brightlight' consists of a stylized 'B' inside a circle, followed by the word 'brightlight' in a lowercase, sans-serif font.

brightlight

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