



REV. ED.

1989

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BIG GAME  
HUNTER'S GUIDE

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RULEBOOK



## OVERVIEW

As this expansion provides players with new components and mechanics for **Mixtape Massacre** 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).

## WHAT'S IN THE BOX

1 Rulebook	1 Slasher Profile Card + Ability Token
1 Search Die	2 Double-Sided Location Boards
1 Camera Die	4 Photo Tokens
1 Survivor Character	6 Campsite / Footprint Tokens
1 Survivor Profile Card	6 Evidence Cards
1 Final Rescue Token	10 A-Bit of an Event Cards
1 Hero Profile Card	12 Supply Tracker Tokens
1 Hero Tracker + Token	17 Killer Scenes, Dude Cards
1 Myth Character	40 Supply Cards
1 Slasher Profile Card	<b>Extras:</b> 2 Final Scenes, Dude Cards

This expansion also expands the town for both Mixtape Massacre and Escape From Tall Oaks with four new locations: **Snider's Hardware**, **The Sundown Drive-In**, **The Woods** and **The Rollerama**.

Mixtape Massacre



Escape From Tall Oaks



The following rules explain the latest cards, features and modes included in the **Myth Expansion**, separated by game.



PART I  
**THE HUNT**

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**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 FOR THIS MODE OF PLAY:**

- |                            |                             |
|----------------------------|-----------------------------|
| 1 Search Die               | 2 Location Boards           |
| 1 Survivor Character Piece | 6 Campsite Tokens           |
| 1 Hero Profile Card        | 9 Killer Scenes, Dude Cards |
| 1 Hero Tracker + Token     | 10 A-Bit of an Event Cards  |
| 1 Myth Character Piece     | 12 Supply Tracker Tokens    |
| 1 Character Profile Card   | 40 Supply Cards             |
| 1 Special Ability Token    |                             |

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 though, as the **Noise you cause will draw Morrison onto the board**, becoming your main adversary throughout the game. This expansion also allows players to expand the town with two new locations: **Snider's Hardware** and **The Sundown Drive-In**.

## SETTING THE SCENE

Set up your **Mixtape Massacre game** as normal **but with the addition of setting up Morrison's Character Piece and Hero Tracker & Token in a visible space off the board**. Place the **Sundown Drive-In next to the Tall Oaks Motel** and the **Snider's Hardware next to Shred City Skatepark**. Lastly, place your **Slasher Supply Cards, A-Bit of an Event Cards, and Supply Tracker Tokens** off the board along with your Killer Scenes, Dude cards (add in your additional Killer Scenes included with this pack), 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.



**The player may draw 1 (one) card from the Supply deck.**



**The player finds nothing of use and their turn ends with no reward.**



**The player makes a Noise raising the Hero Meter by 1 (one).**

**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.



### TRAVELING TO EXPANDED LOCATIONS

Though the expanded locations are connected to the board, **Sewer Shortcuts will be the only way** to get to the **Sundown Drive-In** and **Snider's Hardware**. If a player lands on a Sewer Shortcut — they can move their character to any other **sewer space with the same color** on the expanded locations (**orange or blue**).

### SEARCH FOR KILLER SUPPLIES!

If a 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 (Morrison) to the board, the player continues their turn 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 if they want to use the Supply they're currently holding, 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 as well.

**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 mindful of Noise.**

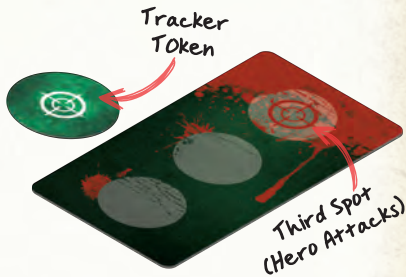
**NOTE:** When using supplies with a roll, if a player performs an attack with 6 knives or more to win, the opposing player loses 2 health. But, the first to roll triples, still automatically wins.

## BRAWLS AND NOISE

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

## 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**, Morrison 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**, the player returns to the nearest starting location, loses the health and souvenirs noted on the Hero profile card, and **a Campsite Token is placed over the location marking it captured (closed)**. Also remove Scene Marker from location.

## CAMPSITE TOKENS

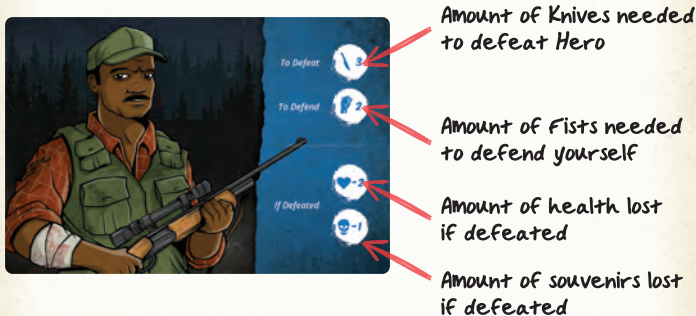
When a location is captured by Morrison, **place a Campsite Token over the current location**. As more locations become captured, players must visit the locations and fight Morrison to remove the Campsites and re-open the location. As players visit locations with Campsites, they will continue to raise the Hero meter and fight Morrison until they have defeated the Hero at those locations.

Though it may seem smart to avoid locations with **Campsite Tokens**, understand that locations cannot be restocked with souvenirs, halting the progression of the game. **If all six campsites have been activated, the game is over.**

**If the player defends themselves against the Hero**, they will not lose Health or Souvenirs. The Hero Meter is lowered by one and Morrison 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 Morrison to them. If the player defeats Morrison, 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 fights with heroes**. This is usually the most opportune time to use them.



# of Rounds



### A-BIT OF AN EVENT CARDS

If a player draws a Killer Scenes, Dude card with **Something's Happening...** on it, the player buries the Killer Scenes, Dude card and draws a card from the **A-Bit of an Event** card deck.

**NOTE:** The player can draw another **Killer Scenes, Dude card** on their next turn.



Read aloud and follow the instructions on the card. The player who pulled the card should keep the card for reference (unless instructed otherwise) until the Event is over. The Event 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**).

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

After the last round of the Event, the event ends and the card is moved to the discard pile. As the game progresses, much like other cards in the game, create a discard pile. Reshuffle the pile once your deck has been exhausted.



### EVENTS VS. CAMPSITE TOKENS

If an **A-Bit of an Event card** is activated and occurs in a location where a Campsite Token currently resides, the **A-Bit of an Event card takes precedence**, and removes the **Campsite Token** from the location. The **A-Bit of an Event card** is now active.

### PLAYING WITH THE MYTH

When playing *Mixtape Massacre* with the Myth Expansion, players have the option of playing as The Myth. It comes with it's own Character Profile Card (special ability on card) as well as a Special Ability Token.



### WINNING THE GAME

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



PART II  
**THE MYTH**

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**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 FOR THIS MODE OF PLAY:**

- |                            |                             |
|----------------------------|-----------------------------|
| 1 Camera Die               | 2 Location Boards           |
| 1 Survivor Character Piece | 4 Photo Tokens              |
| 1 Survivor Profile Card    | 6 Footprint Tokens          |
| 1 Final Rescue Token       | 6 Evidence Cards            |
| 1 Myth Character Piece     | 8 Killer Scenes, Dude Cards |
| 1 Slasher Profile Card     |                             |

**Final Scenes, Task Cards, and Slashers can stay in the box** as this mode introduces players to a brand new mission for Escape From Tall Oaks. **The Myth will be your sole slasher in this mode as players work to rescue witnesses while, as a team, collect photos** of the Myth to prove Kimmy's father's innocence and the existence of the beast. Once witnesses are collected and photos have been taken, **players must make their way to the Tall Oaks Police Dept. to successfully finish the game.**

This expansion also allows players to expand the town with two new locations: **The Rollerama** and **The Woods**.

### SETTING THE SCENE

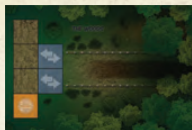
Set up your **Escape From Tall Oaks game** as you normally would (but without Final Scenes and Task Cards). In this mode, the **Tall Oaks Rec Center will be a standard location with Scene Markers** while the **Tall Oaks Police Dept. will remain empty and become a drop point location for players to drop off their Photo Tokens** when acquired.

**NOTE:** The **Tall Oaks Police Dept. will not be open for Rescues or Searches** throughout the game. It will serve only as a drop point for photos as well as the end point of the game.

Each player is now handed an **Evidence Card** at the start of the game to keep track of your Rescue Tokens (a replacement for the Final Scenes, Dude cards).

Next, **set up the Myth as the main slasher** as it will be your **sole adversary** throughout the entirety of the game. Place the Myth on the **white knife** spot **behind Johnson's Farm** at the start of the game.

Next, **place The Woods behind Johnson's Farm and the Rollerama next to the Tall Oaks Police Dept.** Finally, shuffle in the new Killer Scenes, Dude cards with your normal Killer Scenes deck as this opens up chances to unlock **Sighting cards** throughout the game.



### TRAVELING TO EXPANDED LOCATIONS

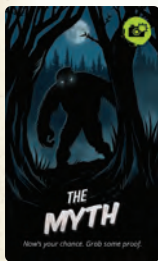
Though the expanded locations are connected to the board, ***Sewer Shortcuts will be the only way to get to The Woods and The Rollerama.*** If a player lands on a Sewer Shortcut — they can move their character to any other sewer space with the same color on the expanded locations (***orange or blue***).

### SCENE MARKERS / WITNESSES

Like normal gameplay, Scene Markers flip to become Rescue Tokens when a successful rescue is made. In this mode, each rescue made is a witness. ***Each player must collect 6 (six) rescues*** during the game. Keep track of your rescues by using the token slots on your ***Evidence cards***.



***Note:*** Players can ***only collect up to 6 (six) Tokens on this card.*** Photo Tokens and Rescues Tokens will be swapped during play.



### SIGHTING CARDS / COLLECTING PHOTOS

Along with rescuing Witnesses, ***players must also work as a team to acquire evidence of the Myth.*** This is done by ***drawing Sighting Cards*** and collecting photos. Once in a location with a Scene Marker, draw a card from the Killer Scenes, Dude deck. ***If the Card has a Camera Icon on it, the player has unlocked a chance to roll the Camera die.***



The player must roll the Camera Die with **3 (three) possible outcomes:**



**The player is awarded 1 (one) Good Photo Token (green side) and The Myth is sent back to the white knife spot. The Slasher Meter is also reset to zero.**



**The player is awarded 1 (one) Blurry Photo Token (blue side). The Slasher Meter is now full and the player must fight The Myth.**



**The Slasher Meter is now full and the player must fight The Myth.**



If a player rolls a **Good Photo** or a **Blurry Photo**, they collect a **Photo Token**. Photo tokens can be stored on your evidence card in one of the token slots for safe keeping. But to free up space for witnesses/rescues, players must eventually drop the photos at **Tall Oaks Police Dept. as evidence**. To do this, use a turn to

make your way there, enter the location, and place the token in the location. **Once all four tokens (blue side, green side, or a combination of both) have been dropped off, this portion of the game is complete and will determine the ending of the game, once the game finishes.**

If a player rolls a **Blurry Photo icon** or a **Footprint Icon**, they must fight the Slasher as they would in normal gameplay. **If a player fails to defeat The Myth**, the player returns to the nearest starting location, they lose the amount of Health and Rescue tokens noted on the Slasher profile card, and a **Footprint Token should be placed over the current location marking it conquered (closed)**.



**Once a location has been conquered, it cannot be reopened.** When the board is restocked with Scene tokens, conquered locations will not be restocked. **If all 6 (six) Footprint tokens are activated on the board, the game is over** and the town is destroyed.

### FIGHTING THE MYTH

Much like *Escape From Tall Oaks*, players also draw *The Myth* to them by creating **Noise** or drawing certain **Supply cards**. But before the fight occurs, **the player will still have an opportunity to roll the Camera Die**. Based on the results of the roll, players may collect Photo Tokens or fight *The Myth*.



### WINNING THE GAME

Once 4 (four) Photo Tokens (Good, Blurry, or a mix of both) have been dropped at the Tall Oaks Police Dept., players who have collected their 6 (six) Witnesses should make their way to

the Tall Oaks Police Dept. to finish their game. **All players need to either collect their 6 (six) witnesses or die trying.**

When the game is finished, **the amount of Good and Blurry Photos collected will determine the ending of the game.** These endings are listed on the back of the **Evidence cards**.



### PLAYING WITH MORRISON

When playing *Escape From Tall Oaks*, players now have the option of playing as Morrison as one of the Survivors. He comes with his own Character Profile Card (special ability on card) as well as a Final Rescue Token.

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

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

***Please note:***

*The two additional **Final Scenes**, **Dude cards** included with The Myth Expansion are for use when playing **a standard game of Escape from Tall Oaks** while also utilizing the two additional locations included with the expansion, i.e. **The Woods** and **Rollerama**.*

*Rules for additional modes of play are available on the website including combining The Myth Expansion with:*

***The Lockdown and Black Masque Expansions.***



*Designed and Developed by Bright Light.*

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