



MIXTAPE
MASSACRE

HALLOW'S EVE

EXPANSION

RULEBOOK



HALLOW'S EVE

EXPANSION

A TALE FROM TALL OAKS

PROLOGUE

It has existed since the dawn of time. Buried beneath the Earth's surface. Brewing in pockets around the world. Destroying all who dare to build their civilizations upon it. A glowing green substance known only as ***"The Rotting."***

Given the name by the Druids, it has toppled empires and driven humans to the brink of madness. Wherever it is found, it will slowly destroy and corrupt anything it touches. And those that will not be corrupted, will find no escape from its polluted grounds.

The Indigenous American's rose against this evil and trapped it below totems. With the Rotting confined, a great peace was enjoyed... until the colonists arrived. They ravaged the lands, murdered its inhabitants, and in the process, destroyed the totems, freeing the Rotting.

The Town of Tall Oaks was founded on these very lands by Jacob Rothman. As the years have passed, and the Rothman's have expanded their corporate empire, the evil has slowly seeped out and spread throughout the town. But now, with the opening of the Sucko Powerplant, the town has no idea what has been released, polluting their land and citizens.

With the Rotting free, its hunger to corrupt and feed has grown insatiable. So it has sent its servant, The Scare, to convert or destroy anything in its path.

Hallow's Eve has begun...

OVERVIEW

As this expansion provides players with new components and mechanics for **Mixtape Massacre**, please read and be familiar with the rulebook included with the base game for standard rules of play. Rules are also available for download on www.mixtapemassacre.com.

WHAT'S IN THE BOX

1 Rulebook

1 Search Die

1 Scare Character Piece

1 Attack Meter + Tracker Token

2 Slasher Character Pieces

2 Special Ability Tokens

3 Spawn Character Pieces

4 Character Profile Cards

7 Red Stands

12 Supply Tracker Tokens

12 Killer Scenes, Dude Cards

20 Supply Cards

Bonus: 2 Slasher Profile Cards for use with **Escape From Tall Oaks**

The following rules explain the latest components and features included in the **Hallow's Eve Expansion**.

SETTING THE SCENE

Set up your **Mixtape Massacre game** like normal **but with the addition of setting up the Attack Meter and Tracker Token in a visible space off the board**. Lastly, add in your additional Killer Scenes, Dude cards and Supply Cards (included with this expansion) with your existing decks and place them off the board with the Bonus Tracks cards in an easily accessible spot.




NOTE: If playing with **Mixtape Massacre: Director's Cut**, as there are no heroes in this mode of play, remove the Hero Tracker and token as well as all "Here Comes A Hero" and "Full Moon" cards from the supplies deck. Then add your **Hallow's Eve Supply Cards** to the deck.

If playing with the first edition of **Mixtape Massacre**, it is recommended to use a Supply Card deck either from the **Lockdown Expansion** or **Myth Expansion** for optimal play, then follow the same instructions above for **Mixtape Massacre: Director's Cut**.

LOCATION SEARCHES

Slashers can search empty locations throughout the game with the use of the **Search Die** and **Supply deck**. When entering an empty location, the player must roll the Search Die in an attempt to find supplies.



	<i>The player may draw 1 (one) card from the Supply deck.</i>
	<i>The player finds nothing of use and their turn ends with no reward.</i>
	<i>The player makes a Noise raising the Attack Meter by 1 (one).</i>

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.

SEARCH FOR KILLER SUPPLIES!

If a player makes a successful kill, not only is the Slasher awarded 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)**. As searches occur throughout the game, 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 an enemy to the board during their search, the player continues their turn as normal.

SUPPLIES

When using a Supply card during a Killer Scenes, Dude card, a Brawl, or a fight with enemies like the Spawns and the Scare, **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/Supply 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, plus whatever they roll with the Action dice. Other supplies can provide players with health, resurrections, and more.

Examples below are of different Supplies that can add to your rolls during Killer Scenes, Brawls, fights with enemies, or assist you during play:



Knives
per use

Noise made
per use



Health awarded
per use

How many times
it can be used
(How many Supply
Tracker Tokens)



MASK CARDS

When searching, Slashers may be lucky enough to draw a **Mask card** from the supplies deck. These masks allow players to adopt new abilities during play. As these cards have infinite uses and do not count as inventory, players may keep these cards with them for as long as they wish. **But watch out for the Maskmaker, as his ghost is searching for his creations...**



THE MASKMAKER

Within the new **Killer Scenes**, **Dude** cards lie brand new cards solely there to ruin the fun of those slashers currently in possession of a mask.



Actions that occur when a player draws **The Maskmaker card**:

- If the player who drew the card is wearing a mask, they lose the health noted on the card as well as their mask
- All other players who currently have a mask also lose their masks
- All mask cards confiscated from players are put back into the current supplies deck, the deck is reshuffled (sans any buried cards), and the game continues

NOTE: If the player who draws the Maskmaker card does not possess a mask, they are unaffected. But affected or unaffected, the player remains in the location and can draw another card on their next turn.

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.**

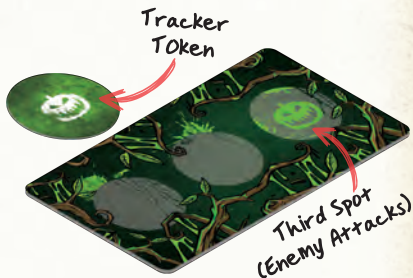
NOTE: When using supplies during a brawl, if a player performs an attack with 6 (six) knives or more to win, the opposing player loses 2 (two) health. But, the first player to roll triples, still automatically wins.

BRAWLS AND NOISE

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

THE SPAWNS

As gameplay progresses, the **Search Die** and certain **Supply cards** will create **Noise**. Anytime Noise is made, use the **Tracker Token** on the **Attack Meter** to bring the meter up or down. When the meter reaches the **third spot**, the first Spawn is called onto the board and the player must roll the necessary Knives to defeat it, bringing the meter down to zero and taking it off the board.



If the player fails to defeat the Spawn, the player loses the health noted on the card and returns to the nearest starting point. **A new Spawn will then emerge onto the board in the same location.**



THE MORE, THE DEADLIER

If the meter is full and any Spawns are currently active, **additional spawns can be drawn to the board by losing to a Spawn, or by drawing a Spawn card from the supply card deck.**

As additional noise is made, the Spawn nearest to the current player will move to them and attack.

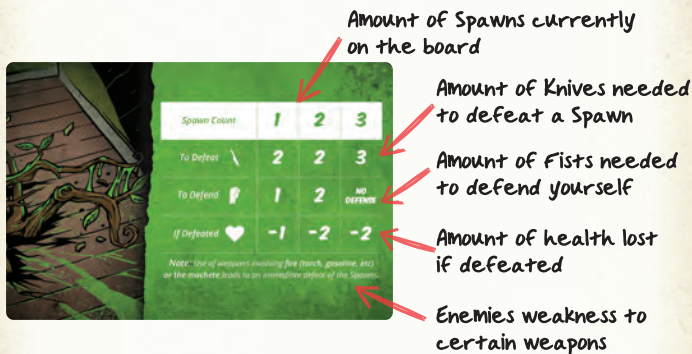
This allows the Spawns to occupy multiple locations at one time, making it harder to clear the board or make kills.

NOTE: At first when multiple Spawns emerge on the board, they will be in the same location. When noise is made, if multiple Spawns are on the board, only one moves to attack the player. From there, based on proximity, the nearest Spawn to the player making noise will move and attack, while the additional Spawns stay in their locations, awaiting Slashers near them to make Noise.

FIGHTING SPAWNS

As multiple Spawns become active on the board, ***their power grows and diminishes based upon how many of them are on the board.***

Though fighting one at a time, their stats are still based on the amount of Spawns currently inhabiting the board:



Spawn Count	1	2	3
To Defeat	2	2	3
To Defend	1	2	NO DEFENSE
If Defeated	-1	-2	-2

NOTE: Use of weapons involving fire (torch, gasoline, etc) or the machete leads to an immediate defeat of the Spawns.

Amount of Spawns currently on the board

Amount of Knives needed to defeat a Spawn

Amount of Fists needed to defend yourself

Amount of health lost if defeated

Enemies weakness to certain weapons

NOTE: If more than one Spawn is present on the board, defeating one Spawn does not bring the meter down. Only once all Spawns are defeated, will the meter reset.

HERE COMES THE SCARE

When all three Spawns are active and either a player loses to a Spawn or another Spawn card is drawn, The Scare will attack the player in the current location. All Spawns are removed from the board and The Scare is now the main enemy. Players must now roll the necessary Knives on the Scare's profile card to defeat it.

NOTE: The Scare will also be called to the board from time to time by drawing a **Tall Oaks Trick or Treaters card**. If drawn, the Scare will attack the player and the Spawns will be removed from the board.

If the player defeats The Scare, the Attack Meter goes back to zero and The Scare is removed from the board.

If the player fails to defeat The Scare, the player loses the health noted on the Scare's profile card, and The Scare remains active, ready to attack the next player who draws a Spawn card or makes noise.

NOTE: Weapons that cause Noise **do not raise the Attack Meter during fights with Spawns and The Scare**. This is usually the most opportune time to use them.



Amount of Knives needed to defeat The Scare

Amount of health lost if defeated

Enemies weakness to certain weapons

WINNING THE GAME

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

**FAQ's & VIDEO WALKTHROUGH AVAILABLE
ON THE WEBSITE:
mixtapemassacre.com/extras**

Please note:

*The two additional **Slasher Profile Cards** included with *The Hallow's Eve Expansion* are for using the *Sludge* and *Mari* during **a standard game of *Escape from Tall Oaks***.*

Additional modes of play available on the website.



Designed and Developed by Bright Light.

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

4216 Howard Avenue, Suite B | Kensington, MD 20895



ALWAYS A *KILLER* TIME™

MIXTAPE
MASSACRE



©2021 Bright Light Media, LLC. All rights reserved.
mixtapemassacre.com