

DIRECTOR'S CUT

MIXTAPE MASSACRE

WHAT'S IN THE BOX?

1 Rulebook • 1 Tall Oaks Game Board • 1 Search Die • 2 Standard D6 Dice • 3 Action Dice
3 Hero Figures • 3 Hero Profile Cards • 6 Knife Player Stations • 10 Plastic Stands • 10 Slasher Figures
10 Slasher Profile Cards • 10 Special Ability Tokens • 14 Lock Tokens • 16 Supply Tracker Tokens
30 "Bonus Tracks" Cards • 36 Life Pegs (Health) • 40 Supply Cards • 50 "Killer Scenes, Dude" Cards
66 Scene Markers / Souvenir Tokens

BONUS:

2 Survivor Profile Cards • 2 Final Rescue Tokens
(For use when playing Escape From Tall Oaks with Kirk or Linda)

RULEBOOK / 2 - 6 PLAYERS / AGES 17+ / 45+ MINS

SETTING THE SCENE

First, place your game board in the center of the table.

Place **Linda's Character Pieces and Profile Cards** (or the hero of your choice) and the **Hero Meter** in a visible spot off the board. Place the **corresponding Tracker Token (marked red with a white gun)** near the tracker. When **Noise** is made, you'll start moving the token across the markings on the tracker, from spot to spot. The tracker will tell you when the off board Hero will attack.

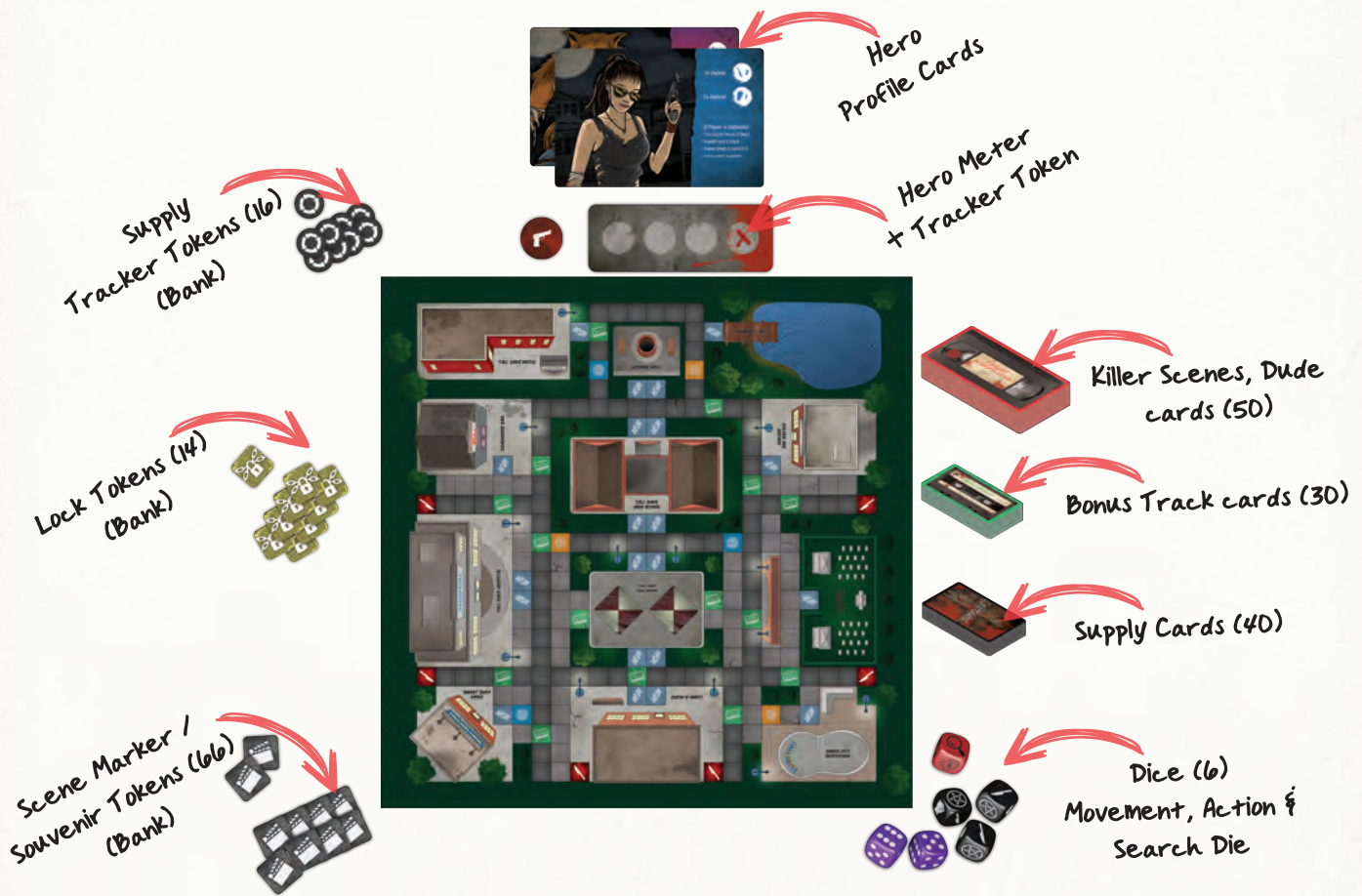


Next, all active player pieces should be placed on a starting location on the board (marked in red with a white knife). Players may choose the spot they wish to start from.

Lastly, **place 1 (one) Scene Marker in each location on the board (12 locations total)**. Place the tokens **Scene Marker side up**. Additional tokens should be stored off the board (Scene Marker side up to avoid seeing what's underneath) along with the Bonus Track cards, Killer Scenes, Dude cards, Supply Cards, Lock Tokens, and Supply Tracker Tokens, in easily accessible spots.



NOTE: Two Heroes are included with the base game. If playing with Kirk instead of Linda (or any other Hero included in an expansion or booster pack), you'll want to remove the Full Moon cards from the deck, as those are specific to Linda and her Wolf Profile Card/Character Piece.



PLAYER SET-UP

Mixtape Massacre allows for up to **6 (six) players maximum, 2 (two) players minimum**.

Each player **chooses a character and takes their corresponding figure, profile card** (with special ability on the card), **6 (six) health pegs**, **1 (one) corresponding Special Ability token**, and a **Player Station** (a knife). Place your character profile card in the allotted slot in your player station and fill in the 6 (six) holes with your health pegs — these will track your health throughout the game.



SPECIAL ABILITIES

Each character has a Special Ability they can use once per game. When the ability has been used, **the player flips their Special Ability token over to the "X" side**, to note their ability has been used.

BEGINNING THE GAME

Players roll the **2 (two) purple movement dice to determine who goes first**. The player who rolls the **highest number starts first**. The same player will also **roll 1 (one) of the purple die to determine the amount of Locked location entrances** the game will start with. Depending on the number rolled, **the player takes the corresponding number of Lock Tokens and places them in the entrance spaces of any locations of their choosing, yellow side up**.

EXAMPLE: If a 5 (five) is rolled, 5 (five) Lock Tokens should be placed on the board. For entrances with double entrance spaces, place the Lock Token in the middle of the spaces (i.e. Tall Oaks Hospital).



TRAVELING IN TALL OAKS

Going counterclockwise, players **roll the purple dice to move their characters throughout Tall Oaks**. Players travel the town using the squared roads and sidewalk spaces attempting to get to locations. Active players move each turn either forward or backwards (not both or diagonally). Players must move the entire amount rolled (you cannot just stop). If a player lands in a location with a Scene Marker, the player draws a card from the Killer Scenes, Dude card deck.

NOTE: The only time you do not need to move the amount rolled is if you land in a location or on a locked entrance (i.e., if you need to move 2 spaces to land on a location or locked entrance, but roll 4, obviously you'd only need to move the 2 spaces to be in the location or on the locked entrance.)



LOCATION ENTRANCES

Locations can only be entered and exited through an entrance space marked with arrows. These spaces count as a move (players cannot just land on the space and 'slide' in). These are also the spaces where **Lock Tokens** should be placed when an entrance becomes locked.

KILLER SCENES, DUDE CARDS

Once in a location with a **Scene Marker**, draw a card from the **Killer Scenes, Dude** deck.

ATTEMPTING A KILL

If the card says "This victim is open for an attack!", the player must roll the **3 (three) Action Dice** for the **amount of Knives noted in the red circle** on the card in order to successfully make the kill. **The player may also use Supplies** to assist in achieving the amount of knives noted on the card.

If **successful**, the player takes the **Scene Marker** and flips it over to show the souvenir they've received for the kill. The player also receives a **Free Search** and is now on a **Killing Spree**.

NOTE: If the kill was worth more than 1 (one) souvenir token, the player can take additional tokens from the bank of tokens stored off the board.

RUNNING SCARED

If the player **fails** to roll the amount of knives required for the kill, they bury the Killer Scenes, Dude card and remain in the location. **The Scene Marker, however, makes a run for it. The Scene Marker moves (runs) to a nearby location.** Move the token 1 (one) location up, left, down, or right from its current location (opposing players choose the location).

NOISE

Some Killer Scenes include a **yellow circle with a Noise icon and amount noted**. When drawn, these immediately raise the **Hero Meter** by the amount noted and could lead to a **Hero attack**, halting your kill.

DEFENDING YOURSELF

If the card says "This victim got away!", the player loses the amount of health noted on the card and their turn is over. To avoid damage, roll the number of **Fists noted on the card in the orange circle**. The player may also use **Supplies** to assist in defending themselves. **But not all cards will allow for defense.**

Whether the player is able to defend against the card or not, the card is moved to the discard pile and the player remains in the location. They will have a chance on their next turn to draw another Killer Scenes, Dude card and attempt a kill.

NOTE: As the game progresses, create a discard pile for your Killer Scenes, Dude cards. Reshuffle the pile when the deck has been exhausted.

Knives needed for a successful kill

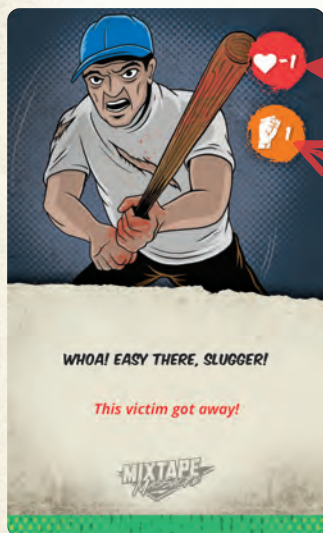


Example: Attack Card

Souvenir Tokens awarded

Noise Made by drawing card

Amount of health to be lost by player



Example: Defense Card

Fist needed to cancel health loss



Knives Needed



Health Loss



The Survivor Card



Souvenir Tokens Awarded



Fists Needed



Noise Made

LOCATIONS WITH MULTIPLE TOKENS

As Scene Marker tokens are moved to new locations, the tokens will begin to stack up. Players will make attempts for these tokens as usual, **but with a couple twists:**

If the player draws a Killer Scenes, Dude card and is successful in making the kill, they collect one of the tokens in the location and begin their Killing Spree. The player can begin their Killing Spree in the same location and draw another Killer Scene to attempt for the remaining token(s) in that location.

NOTE: *If the kill was worth more than one souvenir token, the player takes the additional tokens from the current location. If there are not enough tokens in the location, the player takes any additional tokens from the bank of tokens stored off the board.*

If the player is unsuccessful in a location with multiple tokens, the player remains in the location, and **only one of the tokens** is moved to a nearby location. The player can make an attempt for the other tokens in the location on their next turn.

KILLING SPREE(S)

A player's **Killing Spree** begins after they are successful in making a kill. **A Killing Spree grants the player another roll with the movement dice to continue their turn.** If the player is able to reach another location and make another kill, the spree continues. The spree ends when the player is unable to make a kill on their turn.

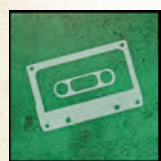
RESTOCKING SCENE MARKERS

When all locations have been cleared/emptied, restock Scene Markers in all locations except the one where the last kill took place.

RUNNER TOKENS

After a successful kill, **if a player turns over their souvenir token to reveal a runner,** the player loses their kill and the souvenir token gets mixed back into the token bank, ending their turn. The player remains in the location until their next turn. **If a kill is worth more than one souvenir,** the player returns the Runner token to the bank and can take the remaining souvenirs awarded from the bank. But their turn still ends.

NOTE: *When a runner token has been drawn, regardless of the amount of souvenirs won, the player's killing spree and free search have been canceled.*



BONUS TRACKS

If a player lands on a **Bonus Tracks** space, they draw a card from the **Bonus Tracks** card deck and follow the directions on the card. **NOTE:** *As the game progresses, create a discard pile for the different types of cards. Reshuffle the piles once your deck has been exhausted.*



SEWER SHORTCUTS

If a player lands on a Sewer Shortcut— they can move their character to any other sewer space with the same color. **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 can 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.*

LOCKED ENTRANCES & LOCK TOKENS

Throughout the game, players will run into **Locked Entrances**, keeping them from entering locations. Players must break into the locations by **getting rid of the locks with the Action Dice or Supplies**.



There are three ways locations can acquire Lock Tokens:

- The player who begins the game will first roll one of the movement die to determine the number of locked entrances the game will start with
- Players draw certain Bonus Tracks that add either yellow or red Lock Tokens to specific locations
- Heroes who defeat players add Lock Tokens to locations

When activated, **Lock Tokens should be placed over the Entrance Space** of the location.

NOTE: Locations with two entrances will still be accessible if both entrances haven't been locked.

UNLOCKING DOORS

Players will make their way to Locked Entrances to attempt to remove Lock Tokens.

- If the entrance of the location contains a **yellow-sided lock token**, the player must roll **1 (one) knife** to unlock the door.
- If it contains a **red-sided lock**, the player must roll **2 (two) knives** to unlock it.
- **Supplies can also be used** to achieve the knives needed to remove the locks.

If successful in removing the lock, the player can enter the location or continue their turn.

If unsuccessful, the player's turn is over. They can attempt again on their next turn or leave the location locked and move on.

EMPTY LOCATIONS

If a location is empty, the player may count the location as a move (as long as that location has multiple entrances) and use it as a shortcut for moving through the town (i.e. Tall Oaks High School and Tall Oaks Town Square). **They may also use empty locations to search for supplies using the Search Die.**

SEARCHING

When kills have been made, locations become empty. **Players can search empty locations (locations without a Scene Marker token)** throughout the game. Once a player enters an empty location, the player rolls the **Search Die** and if it lands on the **Search icon**, the player can draw a card from the **Supply deck**. If a player rolls the **Denied icon**, nothing is found and their turn ends. If the player rolls a **Noise icon**, the **Hero Meter goes up by 1 (one)**.

NOTE: Players cannot search an empty location twice in a row. They must leave the location and go to another vacant location for a new search before returning to the previous location.



FREE SEARCHES AFTER KILLS

Players are given an automatic/free search after any successful kill. Draw a card from the Supply deck. No search roll is necessary. As long as the card isn't a "Here Comes A Hero" card, the player can begin/continue their **Killing Spree**.

SUPPLIES

Once a player has made a successful kill or rolled a **Search icon** in an empty location, the player draws a card from the **Supply deck**. If the card is a supply, they can add it to their inventory. **Players can only hold 1 (one) supply at a time (unless noted otherwise)**, so if needed, players can get rid of their current supply and move it to the discard pile to make room for a more desirable supply card they've just drawn.

WHEN TO USE SUPPLIES

Supplies can be used to assist a player in attempting a kill, brawls, defending themselves, or fighting a hero or enemy. When using a supply, the player must choose to use the supply before they roll for an attack, defend themselves, or brawl with another slasher.

SUPPLY CARD BREAKDOWN

Examples below of how different supplies can add to your different rolls during the game or assist you during play:

CHAINSAW
MAKING A MESS...
Rev up your chainsaw and let's get chopping. The only thing louder than the saw will be the screams.
Action points per use: +3
Noise made per use: +2
Turns/Use: 2

FIRST AID KIT
AIN'T GOT TIME TO BLEED...
Use now or at the start of any turn to heal yourself with the health noted, then continue your turn.
Health awarded per use: +2
Turns/Use: 1

SKELETON KEY
A KEY TO THE CITY...
Use this key to enter any location with a Locked Token at its entry. Remove the locks once you enter. (Does not count as inventory)
Turns/Use: ∞

Action points per use
Noise made per use
Health awarded per use
How many times it can be used (How many supply tracker tokens)
A card that does not count as inventory
Infinite means no tokens needed for tracking

SUPPLY TRACKER TOKENS

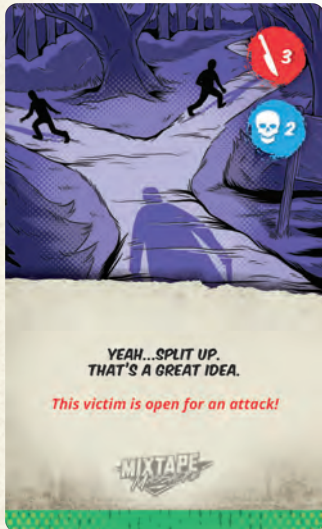


When a supply card is drawn, one of the icons at the bottom notes **Turns/Use** (as seen above). Players should take **Supply Tracker Tokens** in the amount noted on the card to keep track of how many times they can use that supply for an assist before it is exhausted and must be discarded.

NOTE: Some items may contain a ∞ meaning the Supply will stay in your inventory until you lose it or decide to discard it. No tokens are needed for tracking. Some of these can be very advantageous to have.

USING A SUPPLY CARD/TOKEN WHEN ROLLING

When using a supply during a Killer Scenes, Dude card, or during a fight with another Slasher, **the player must decide what supply they want to use, 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 **Knife, Fist, or Pentagram** noted on the card and can add that to their roll. If the card generates **Noise**, it causes the amount noted on the card **for every Supply Tracker token spent.**



EXAMPLES:

(1) The following **Killer Scene** requires the player to achieve **3 (three) Knives** to successfully kill the victims. For our example, our player will be holding a **Drill** in their inventory. As the Drill supply card shows, it allows the player **1 (one) knife** for every time they use it, but, the player will also cause **1 (one) Noise** for every time they use it.

If the player decides to, they could just **spend all of their Supply Tracker tokens** for the **Drill** during this turn which would give them **3 (three) knives**. But this would also mean that the **Hero Meter would be raised by 3 (three) Noises** (which means, depending on where the Tracker Token is on the Hero Meter, this could cause the Hero to attack after the player collects their souvenirs). The other issue is the player will now be weaponless when the Hero attacks. Good luck!

(2) The other option the player has is to spend **2 (two)** of their **3 (three) Supply Tracker tokens** and **roll the Action Dice** for the additional knives needed to achieve a successful kill. In this case, they'd get **2 (two) knives** from the Drill, and only cause **2 (two) Noise**. They then take the risk and attempt a roll for the final knife needed with the **Action Dice**. If successful, they'd still have the Drill for further attacks and would also receive a **free search** for another possible supply.

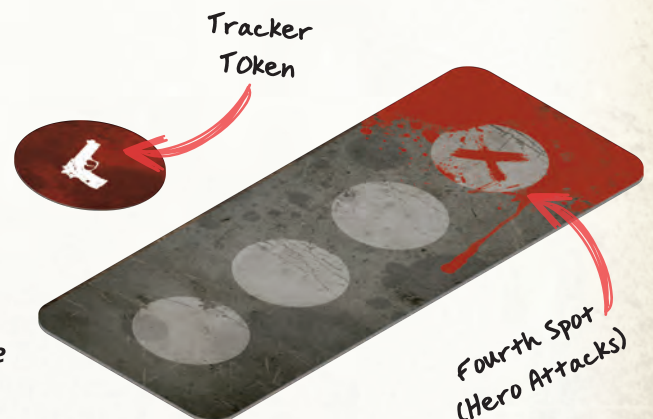
(3) Lastly, the final option the player has is to **not spend any tokens** and **roll for all 3 (three) Knives**. In an example like this where there are 3 (three) Knives needed, it's probably more beneficial to use a weapon as an assist and roll for maybe 1 (one) knife. But if it were 1 (one) or 2 (two) Knives needed, the odds would be safer to just use your bloody bare hands and roll for the knives needed, holding onto your weapon and Supply Tracker Tokens for harder situations.



HEROES / HERO METER & NOISE

As gameplay progresses, **certain cards ("Here Comes A Hero!"), Dice combinations, and Supplies will create Noise raising the Hero Meter or immediately draw the Hero to the board.** Anytime Noise is made, place the **Tracker Token** on the Hero Meter spots. As Noise is continually made, the **Tracker Token** gradually moves up a spot.

When the meter reaches the fourth spot, the Hero is called onto the board and the player must roll the necessary Knives on the Hero's Profile Card to defeat them, bringing their meter down to zero and removing them from the board.





Linda's Profile Card

Amount of Knives needed to defeat Hero

Amount of Fists needed to defend yourself

Consequences if the player is defeated

FIGHTING HEROES

If the player fails to defeat the Hero, they face the consequences noted on the card under "If player is defeated" (loss of health, loss of souvenirs, etc) and return to the nearest starting point. **The Hero is now active and any Noise made by players will bring the Hero to that player's location on the board for a fight.**

If the player defends themselves against the Hero, they face no consequences on the profile card. The **Hero Meter is lowered by one** and the Hero 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 the Hero to them. If the player defeats the Hero, the Hero Meter goes back to zero, they are 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 them. This is usually the most opportune time to use weapons to achieve the knives needed and defeat the Hero.



HERO ATTACKS DURING KILLER SCENES

If the player draws a **Killer Scenes, Dude card** with **Noise** that brings the Hero to them, the player sets aside the current Killer Scenes, Dude card and must first fight the Hero.

If the player fails to defeat the Hero, the Killer Scenes, Dude card is moved to the discard pile and the player must return to the nearest starting location, ending their turn. **The Hero is now active and any noise made will bring them to players.**

If the player successfully defeats the Hero, the Hero is **removed from the board** and their **meter is reset back to zero**. The player can then continue with the Killer Scenes, Dude card they drew and attempt a kill or defend themselves.

FIGHTING HEROES CONTINUED...

HERO ATTACKS IN PROXIMITY TO A PLAYER

There are rare occasions where a Hero is active on the board, outside of a location. If a player lands on the **same space** as the Hero or on **spaces next to each other** (not diagonally), they must fight the Hero.

USING SUPPLIES THAT DRAW A HERO

The same sequence occurs if a player uses a **Supply card** that makes **Noise** during a **Killer Scenes, Dude card**. If the **Noise** leads to a Hero attacking, the **Killer Scenes, Dude card** is moved to the discard pile, the player takes the noted **Souvenir Tokens** for a successful kill, and then must fight the current Hero.

NOTE: There are also unique combinations that can be rolled during fights with Heroes that can lead to other resolutions. Refer to the *Dice Reference Sheet* on page 12 (twelve) for all possible combinations.

THE SURVIVOR CARD

Someone is always trying to ruin the fun!

The player who draws this card must defend both themselves and their fellow players from **The Survivor** by rolling **2 (two) Defense Fists**. If rolled, the card is canceled and moved to the discard pile.

If unsuccessful in defending yourself:

- The current player **loses 2 (two) health and any current supplies in their inventory**.
- All other players lose **1 (one) souvenir**. If players do not have a souvenir, they **lose 1 (one) health instead**.
- The **Scene Marker is removed from the current location** and **all players return to their nearest starting points**.



COLLECTING SOUVENIRS

Each player attempts to collect 10 Souvenir tokens. These tokens can be obtained by achieving successful kills and other ways during play. **The first player to 10 souvenirs wins the game.** **NOTE:** To adjust the length of play, the souvenir token goal amount can be adjusted depending upon the amount of players.

Suggested Souvenir Goals Depending Upon Player Count:

2 Players - 15 souvenirs / 3 Players - 12 souvenirs / 4 - 6 Players - 10 souvenirs

STAYING ALIVE

Each player starts with **6 (six) Health Pegs**. There are many occurrences throughout the game where you can lose health or gain health. If you can't collect souvenirs, staying alive might be your best bet at winning the game... or die trying.

NOTE: If you're dead, you are dead. The only way to return to the game after death is with a **Supply or Bonus Track card** that can resurrect you or if your character possesses a resurrection special ability (i.e. Stitches).

ENGAGING IN BRAWLS

Brawls occur when players land on the **same space**, the **spaces next to each other** (not diagonally), or in the **same location**. A brawl is **settled by rolling the 3 (three) Action dice** against each other. The current player rolls first in the brawl.



Supplies may also be used during your brawls 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 careful of Noise.**

NOTE: *If one player is inside a location and another player lands on the entrance space of the location, a brawl DOES NOT occur. Brawls also CANNOT occur with players on starting points.*

WAYS TO WIN A BRAWL

The person who rolls the most knives wins: If a brawl is settled this way, **the losing player removes 1 (one) health and returns to the nearest starting point.** Ties are unacceptable. Players continue to roll the 3 Action Dice and use Supplies until someone wins.

The first person to roll triples of any kind: If triples are rolled, the losing player removes 2 (two) health and gives 1 (one) of their Souvenirs to the winning player. The loser then returns to the nearest starting point. If the losing player has no souvenirs, no souvenirs are awarded to the winner.

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

BRAWLS IN A UNIQUE SPACE OR LOCATION

Sometimes brawls occur in a unique space or location:

Brawl on Bonus Tracks: If a player lands on a Bonus Tracks space already occupied by another player or space nearby, the brawl must be settled before the current player has a chance to draw a Bonus Tracks card. If the player loses, they do not draw a card.

Brawl in a Location: If a player lands in a location already occupied by another player and the location contains a **Scene Marker**, the brawl must be settled first before a Killer Scenes, Dude card is drawn.

- **If the person currently occupying the location wins**, the player must wait until their next turn to draw another Killer Scenes, Dude card
- **If the player who just landed in the location wins**, they continue their turn and draw a Killer Scenes, Dude card.

BRAWLS AND NOISE

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

WINNING THE GAME

Players have two ways to win the game: Be **the first to collect 10 souvenirs** (or the amount agreed upon by players) **OR** be the **last slasher standing/alive.**

Welcome to Tall Oaks. Let's get bloody, slashers!

DICE REFERENCE

A quick break down of the icons on the **Action Die** and **Search Die** as well as special combinations:



KNIFE

Knives/Stabs needed to achieve a successful kill.



FIST

Needed to defend against victims and heroes.



PENTAGRAM

For achieving hexes and other dark magic.

UNIQUE COMBOS FOR ATTACKS

	The player is awarded double the amount of souvenirs noted on their card.
	The player buries the current Killer Scenes, Dude card and can draw a new one.
	The player is not only successful in killing the victim, but they are also awarded double the amount of souvenirs on the card. Meanwhile, all other players lose 1 (one) health in this instance.

UNIQUE COMBOS VS. HEROES AND OTHER ENEMIES

	Instant defeat of the opponent. The player is also allowed to draw a free supply from the Supply deck.
	Lowers the Hero Meter by 1 (one) and moves the Hero back off the board.

UNIQUE COMBOS FOR DEFENSE

	Nothing. The player takes damage.
	The player defeats the card and can draw another Killer Scenes, Dude card.
	Nothing. The player takes damage.

UNIQUE COMBOS DURING BRAWLS

	The player who rolls triples during a brawl is immediately declared the winner. The losing player removes 2 (two) health and gives 1 (one) of their souvenirs to the winning player.
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SEARCH DIE

	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).

FAQ's & "HOW TO PLAY" VIDEO AVAILABLE ON THE WEBSITE:
mixtapemassacre.com/extras

Please note:

*The two additional **Survivor Profile Cards** and **Final Rescue Tokens** included with *Mixtape Massacre: Director's Cut* are for use when playing as Kirk or Linda 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

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ALWAYS A *KILLER* TIME™

SPECIAL THANKS TO THE REAL VILLAINS, OUR BACKERS

"Mean" Gene T. Turlington Jr. • "Savage" Ryan Coate • @Gamesforlife86 • @Geondp • @The_GillMaam • @William0406 • 171Photo • A Jordan Lambert • A. C. Bilinski • A.J. Hill
A*Ron Takestar • Aaron "Keefer" Davis • Aaron and Amber Caldwell • Aaron J. Delp • Aaron K. • Aaron Lamont • Abattoir Addams • Abby Braunsdorf • Abemeister • Abram J Zuniga
Adam & Jess Smith • Adam Azul • Adam Barker • Adam Barraclough • Adam Meanor • Adam Nelson • Adam Wawszczak • Aden Ciarabellini • Adrian Mallari • Aelia Petro • Afterman
Aiden Clark • Aiko • Alan M Hill • Alejandro "Aeyt" Santos-McHugh • Alejandro Victoria • Alex Cooke • Alex Ourique • Alex Phillips • Alexander Barton • Alexander Horter • Alexander Miley
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Anthony Chavez • Anthony Ganci • Anthony Noll • Anthony Pipitone • Antonio and Misty Bivins • Antonio Leccese • Appendix N Entertainment • Ari Strozenberg • Arick Szymeccki
Ariel Keener • Art & Susie Dominguez • Asa Bromenschenkel • Ashekente • Ashley and Austin Flanders • Ashley Cohen • Ashlyn Gilson • Auður Harpa • Austin Hemmestad
Austin Iogatto • Badmug • Barlett and Highland Family • Barlow the Magnifi • Barry Morgan • Bassments&Addicts • Bear & Emmy Rullo • Bee McKenzie • Ben Barr • Ben Felker
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Bristol Buffington • Brittani Tuttle • Brittany • Bronson J. Richardson • Brooks "Hell" Hamer • Bruce "Chins Can Kill" Rose • Bruce Guy • Bryan Coms • Bryan Koepp • Bryan Psycho Shaffer
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Chase and Jessie Gorman • Chaz Aguila • ChitChatXD • Chloe Emerson • Chris "KillrGruve" Olsen • Chris "Squirrel" Hasten • Chris & Krisy Werner • Chris & Sara Kephart
Chris & Siobhan Hansen • Chris & Steven Uhrig • Chris Creamer • Chris DeKalb • Chris DelRaso • Chris Greenfield • Chris Houck • Chris Jojola • Chris Keener • Chris L • Chris Marshall
Chris S • Chris Scott Chris Wallend • Chris Yankauskas • Chris, Saraya & The Ghouls • Christa Garrick • Christian B. Coy • Christian Caviccio • Christian Juventino Martin
Christine Crowley • Christine Hettrick • Christopher Carpenter • Christopher M. Jimenez • Christopher Rivera • Christopher Westerheide • Christy Apps • Chuck Case • Chuck Destruction
Cindy Bahls • Cliff Garcia • Cliff Plummer • Clinton Jordan • Clyde Bandit • CmptVir • Cody Franch • Colin Bentley • Colin Moore • Conner Cooksey • Corbin Shade • Corey & Melissa
Corey Bacetty • Corey J Wood • Cory • Cory Stevens • Courtney McKenzie • Courtney Sutherland • Creepychris • CrispyForever • Cristian Cortez • Cupcake & Coffee • D.C.! • Dakota Day
•Dakota Reinhart • Dale Peterson • Damian Regalado • Dan "DracoNocturne" Gomez • Dan Burke • Dana Pedersen • Dana Schoonmaker • Dane Thrasher • Daniel Barcus
Daniel Guerrero • Daniel L Davis • Daniel Leavitt • Daniel Mayhem • Daniel Rogers • Danny R. Case • Danny Rucci • Danny Stevenson • Dante' • Dark carnivalreject • Dark Notes Press, LLC
Darlene Erlingheuser-Marks • Daryl McLaurine, PhD. • Dave Richards • Daven Estacado • David & Liz • David Aquino • David Aranda • David Bjorne • David Dove • David Karoski
David L. Sann • David LaSalle • David Linder • David S. Robinson • David Salinas • David Straube • David Weatherbee FD55 • Deadly Deanna Greif & Alex "Local Ghoul" Smith
Dennis J Trombley II • Dennis J. Elliott • Dennis Yommer • Derek and Aimee Crouch • Derek Evanoff • Derek R • Derek Smith • Derek Sotak • Derek Welch • Derek Wilcox
Derrick "Decisive Strike" Varney • Devin Muckensturm • Diana and Joseph Koke • DILLON GARNETTE • Dillon Scott Taylor • Dominick Elio • Don Aivan Walker
Donald "The Silent But Deadly Assassin" Thames • Donald Broschart • Donald E. Murray II • Douglas C Forster • Dr Fumbles • Dr. MylknBean, Eater of 32 Worlds • Dr. Schneeby
Draven Klamm • Drew Picard • Drewcifer Sevcik • Drewsalem • Duane Brown • Duke Daring & Rotting Princess • Dustin Dustan • Dustin Goodman • Dustin Mauk • Dustin Turner
Dylan J. Lee • Dylan Wright • E Michael Whitmore • E.J. Dzierza • Eddie Coulter • Edgar Lopez • Edward Kirick • Edward Zorich • Edwin Gilbert • ElderOfChaos28 • Elessara
Eli, Denise, Socks, Bravo, Zoë • Elizabeth M Gibson • Elizabeth Waldron • Emily Oakes and Joe Glading • Enrique Munoz Jr • Eric & Alyssa Blum • Eric Christensen • Eric James Pline
Eric Medina • Eric Serna • Eric Strauss • Eric Thompson • Erik Campbell • Erin and Jenn Katalinic • Erin Leah • Ernest Lozano • Erwin Squire • Esurille • Evans "MiniSyphnx" Pincomb
Evie Seibert • Fanboy (Orillia,ON) • Felicia Sible • FieryFangbanger • Flippin Jeremy • FortyDeuce • Freddy A • Fredpool Cosplay (Paul T. Phillips) • GameKeeper • Garrett Edward Spears
Garrett Sampson • Garrett Suarez • Gary & Denise Reynolds • Gary Berg • Gary Hensley-Laurd • Gavin Harrison • Gavin Schill • Geoff McNulty • Geoffrey and Jacqi Burr
Geoffrey Osborne • George G. Cappello, Esq. • Get Your Fun On • Gid & Joesef Chavez • Gindesperger Clan • Glen Bratton • Gollihar Family • Gonna Need a Bigger Boat • Goofyboots
Graham Gillless • Gray Eser • Greg Stanley • Guillermo A Sanchez • Gungho Bradley • Gus Jones • Guyel S • h0rr0r_sh0w • Hadleigh Ryan • HaiKulture
Hatchet Heidi Hoiseck and Murdering Matt Hoiseck • Havok the Neck Cutta • Haydyn Barry • Heather Martin • Hernan Sanchez • Homer P • House of Copperman
Ian and Janet Brubaker • Ian Lovecraft • Imelda Guzman • J "Murder Shed" Smith • J & Missa • J. Boyer • Jack James King • Jacob "J-Frogg" Moore • Jacob Foucault
Jake "Killer Hedgehog" Rudzik • Jake Kennelly • Jake Nugent • JaKnowWa • Jamaal Lewis • James A. Hart, DSc • James Conley • James Crandall • James Doll • James Homan • James Krull
James L. Woods • James M Evans • James McCormick • James Thompson • Jami D Poje • Jared Blau • Jared Mann aka Evil • Jared Nielsen • Jarrod Bridgeman • Jash • Jason Allen
Jason Connerley • Jason Garrett • Jason Maultsby • Jason Ray Bumgarner • Jason Setley • Jasonix Martin • Jaxon • Jaz Harris • Jebus Crisp • Jeff Beavers • Jeff Bobick • Jeff Ignatowski
Jeff Kerstetter • Jeff O'Brien • Jeff Schulmeister • Jeffrey L Alderman • Jelly BoehmNUT • Jenn and Eric • Jenn Stoll • Jennifer Greer • Jennifer Visnesky • Jenny (PenguinGirl) • JennyJ
Jeremiah Supon • Jeremy Barr • Jeremy R. Gibson • Jericho • Jerry K Parsons • Jersh Berkwaze • Jesi Hessong-Brown • Jess Brito • Jess Gado • Jessa Blackthorne • Jesse Collins
Jesse Elliott of The Knife Shift • Jessica "Still Babby" Norton • Jessica Musselman • Jesus Santiago, Jr. • Jimmy Egri-Brumback • Jimmy Mullamphy • Jimmy Parker • Jirhon Armstrong • Jjmy
JMack • Jo Lemoine • Joanna B. • JoAnna Hopkins • Joe Harris • Joe McGee • Joe Ostrowski • Joe Teed • Joey • Joey Ochoa • John and Shante Wood • John Anderson • John Brodie
John Ferland • John Frankenstein Ferris • JOHN HALL (ROLLERS OF R'LYEH) • John Mcle • John Mihan • John Serakas • John Toth • John Vargas • John Wright Jr. • Johnathon Bui
Johnny C Johnson • JoJo "The Process" Myers-Johnson • Jon "Untr0ned" Baez • Jon A. Cohorn • Jonathan & Bekah Eaton • Jonathan & Heather Swinney • Jonathan D Moser
Jonathan JSPOT Spottswood • Jonathan Mahoney • Jordan good theriault • Jordan Wood • Jordy Wing • Jose G Santiago • Jose Hinojosa • Jose L Rodriguez • Jose Luna • Jose Zamora
Joseph "JustPlainJoe" Prine • Joseph C. Miller • Joseph Canistro • Joseph Cartt • Joseph Houff • Joseph J. Gonda • Joseph Schutte • Joseph Silas Adams • Josh "Zing" Smith
Josh and Brooke Godwin • Josh Bunker • Josh Gates • Josh Jarvis • Josh Lawson • Josh Whitlock • Joshua "Megatron" Thayer • Joshua "Rukus" Patino • Joshua Caspers • Joshua Rojas Jr.
JoxTraex • Joy & Eric Dietz • JP Lavelle • Jude Hess • Judith Guevara • Julianna West Johnson • Justin Bates • Justin Drew • Justin Feeney • Justin Jaeger • Justin Tindell • Justus Casino • K!
Kain Nevill • Karl "Wombat" K • Kassie Castaneda • Kat Caraballo-Loughman • Kate Shaw • Katee and Jack Kennedy • Katie, Eddie, Ireland & Brady Binkowski • Katrina Leber
Katrina Panoz • Kayla and Gabriel Hanlon • Kayla Savell • Kcee Calderwood • Keith Wilcoxon • Keith Woodson • Kelly Rodrigues • Kelmo • Ken V Hudak • Kenneth Alfonso

THE REAL VILLAINS CONTINUED...

Kenneth Jeffers • Kevin M. Williams • Kevin Priest • Kevin Shipe • Khalid McPherson • Khara Lukancic • Kier Duros • Killer Kirby • Kirk Bideau • Kody V Timm • Kory Rhodes • Kris Brown
Kristanne McG • Kristin Mickel • Kristin T & Andrew B • Kristina Clark • Kurt Blanco • Kyerstin • Kyle A Mares • Kyle O'Hagan • Kyle Parker • Kyle Reed • Kyle Tursich • Kyle Benzel
Kylie & Hannah • L. Kinder • L.J. GALVAN • L&A Loftus • LaAnkou • Largo621 • Larry & Temujin Taylor • Larry Shuping • Lars "I'll haunt your dreams" Johnson • Lea & Zach Guinn
Lee Carter • Lee Spargur • Leif Conti-Groome • Les Valenzuela • Lexi Fonte • Lisa Dion • Lisa Timberlake • Liz Claridge • Logan R • Logan Stewart • Louie F. Lanford IV • Lowell Greenblatt
Luc Brissette • Lucas & Victor Pennachi • Luis Delatorre • Luis Plascencia • Luke Franklin • Lycani • M. Sean Molley • Maegan Clark • Mannie M • Marc K. Adamoyurka • Mariah Marino
Mark "Ropey" Crosson • Mark Acueto • Mark C. Butler • Mark J. Gonzales • Mark J. Patryl • Mark Montez • mark rodriguez • Mark Romaniw • Mark Stogdill • Mark W Greaves
Markky & Kari Karloff • Martin E Brown • Marvin Campbell • Mary Kozlowski • Mathew Bonta • Matt & Fi Carter • Matt Hartman • Matt Hernandez • Matt Leamy • Matt MacLeod
Matt Morris • Matt Noel • Matt Olsen and Jessie Armstrong • Matt Serafini • Matt Stafford • Matt Topolski • Matt Will • Matthew "Dutch Meyers" Jenkins • Matthew & Tara Schomer
Matthew A. Schrader • Matthew Antunez • Matthew Bauer • Matthew Buchanan • Matthew Chang • Matthew Crofcheck • Matthew Frentz • Matthew Gioutsos • Matthew Horridge
Matthew Poole • Matthew Ransom • Matthew S Goode • Matty Reda • Maxime Bouchard • Maya Depies • Meghan&Auron&Peyton Cuza • Mel & Jason • Melonie Rowland
Michael Aiello • Michael Bausor • Michael Bialobzeski • Michael Contestato • Michael Coughran • Michael D. Colburn (he/him) MD, MED • Michael Egan • Michael Erwin
Michael MacDuff • Michael McNett • MICHAEL MEYER • Michael Miley • Michael O'Rorke • Michael Thomas Calkins • Michael Vaughan • Michelle and Bobby Greene • Mickey Galie
Mihai Petre • Mikal Ford • Mike "El-J" Byrd • Mike "scooter" thorp • Mike & Carolyn ODea • Mike & Dani Bonfilio • Mike D. • Mike Galligan • Mike Grasso • Mike Martineau • Mike Ornelas
Mike Rea • Mike Scott • Mike Von Lutz • Mike Wachel • Mike Webb • Mike, Josie, Lucas, Sid and Ernie Stec • Millenia Molitor • Mindlessly Loitering Matt Law • Mindy Bernhardt
MinMaxGuru • Mitch Thayer • Mix Master Marc • MixMastaKillaRobSix • MJ Gradney • Moarbrains • Mocha Bear • Molly Henery • Moody Mori • Moth • Mr. Mayhem Movies • Mr. Smeash
Mr.Hoovy • MrFrAnK • Munkee Dragon • Mytherious • N&A Mosley • Nancy Kalinowski • Nat & Sam Gaumond • Nathan Allan • Nathan Magee • Neil Hufford • Nerdbird
Nicholas Andrew • Nicholas bishop • Nicholas Manzoni • Nick Crum • Nick DeLancey • Nick Desjardins • Nick Girling • Nick Grammats • Nick Moore • Nick Richards • Nickolas Streiff
Sandra Streiff • Nickolis Strafford • Nicky "Stix" Garcia • Nicole and Billy Deming • Nikateen Green • Nikko Vincent • Niko Gurule • Nina Farris • Nino G • NIVATION • Noah Hetzer
Noah McLean • NoneWillJudgeMe • Nova Rift & Bannec • Obi-Jim Roberts • Oddleif Wraithchild • Olivia and Aspen • Otillia Jones • Pablo Pedroza • Paige Lisko • Pat Jeral • Patch2339
Patrick "Scarabus" Hanna • Patrick & Cindy Newman • Patrick Ame • Patrick Craycraft • Patrick Higgins • Patrick Palmer • Paul "SomeBed" Wolfe • Paul & Stefanie Walls • Paul Jaretsky
Paul Petyo • Paxton Humble • Pedro & Brandyn Carral • Peggy & Fernando Trujillo • Pepe Pesante • Pete Gerasia • Philie "Vanillie" Godsey • Philip W Rogers Jr • Pietro Angelica
Pooty Appewater • Powerberry • Preston "Abysscuit" Jeffery • Priest Porferio • Prince Landon • Q Fortier • Qtara (Tara Keeth) • Quinlan Degen • R.D. DeMoss • R.J. Placko • Ra-V-en
Rachel Tara Ramirez • Rachel Todd • Rachel Walker • Rando Calrissian and Troy • Randy C. Buckley, Jr. • Randy Watson • Raven Homicide • Ray Morse • Raymond Petro • Raynecitten
Rebekkah Owens • Red Eyes and Popsickle • Renee Wright • Renfrodo • Rich (The Shape) Palij • Richard Barnhouse III • Richard Leahy • Richard R. Houck • Ricky "Urban Evasion" Bruner
Riggins Family • Rikastashia • Ritsuka • Riyan Littlefield • RJ & Shana Garvey • RJ Barkelew • RK, Osiris and Jesk • Rob & Maria McCrandall • Rob Dean • Rob Escoto • Rob Walsh
Robbie Riley • Robert "Shirtless" Perry • Robert "Zombi" Cruz • Robert Cullen-Keel • Robert Mckay • Robert Nevels • Robert Zollo • Rodney Crain • Rodney Leary • Roger Barbey
Ron Burroughs JR • Ron Norlin • Ronnie "BOOST!" Whittaker III • Ruben Torres Jr • Rubin Harvey • Ruby Wilson • Rumours Johnson • Russ & Mo Good
Russel Hall and Kevin "KMart" Martin • Russell Jurmanovich • Rusty Durio • Rusty Nailz • Ryan "Ryze" Gonzalez • Ryan Bard • Ryan Bradley Deer • Ryan Cook • Ryan Darbrow • Ryan Diaz
Ryan Fogarty • Ryan Hayes • Ryan LeDrew • Ryan Muddiman • Ryan Puddin' Lewis • Ryan Rawhead Kakeh • Ryan Rohan • Ryan Thomas • Ryan Turek • Ryan, DJ, Mason & Brooke Pauley
Rylan Bernadette • Salem Bishop • Sam & Tony • Sam and Sara Ayres • Sam Miller • Samantha and Emkv S-T • Samantha Prater • Samantha Rose • Sampson Chonker • Samuel Vinci
Sandro Pelle • Sarah Brede • Saul Cabrera • Savannah • Scary Larry Dwyer • SCOLEBANDIT • Scott Berardi • Scott C. Ingram • Scott Cload • Scott Forte • Scott Foster • Scott Racer
Scott Turk • Scott Van Hook Wilson • Sean (Beamer) Jensen • Sean Dreuth • Sean Duregger • Sean Gatcom • Sean Looney • Sean McConkey • Sean Peltier • Sean Sweeny • Seaver Klassen
Serena Ezra • Serenity619 • Seth D • Shammon JacReady • Shane and Kristin Hargrafen • Shane La Drigue • Shane Scully • Shanna Broussard • Shanna Hutchinson • ShapeShifterFX
Shaun F Noworyta • Shaun McGuire • Shawn "Lotsokids" Grubaugh • Shawn McCullum • Shawn Tighe • SHODANFreeman • Silvia and Jökull Jónsson • SilvyRain • Simbu Darkfang
Sir lazywolf • Sir MA Ricks • SirKnick • Skim Beeble • Skinny Meow Champion • Skip Pacheco • Sky Dehonor • Slasher Steuwie • SMOnter • Solatso • Sorensen Fam • Spencer Mazur
Spooky Mizu • Stanley Cammack • Stephanie & Derek Nordling • Stephanie Campbell • Stephanie Griffin • Stephanie Koser • Stephanie Shewbert • Stephen Chamberlai
Stephen L. Martinez • Stephen P. Campbell • Steve & Bridget Hoeker • Steve Bergdorf Jr. • Steve Campbell • Steve Deering • Steven Friedrichsen • Steven Hergert • Steven Kuhl
Steven Maxwell • Steven Verbr • Steven Wheeler • SupaU • T.J. Hamilton • Tabbatha Warren-Weir • Tal the Otter • Tanner Birch • Taylor H. • Ted Endicott and Jewel Brooks • Teddy Day
Terrance Iepere • Terry England • Tesla McCoy • Thashtoast • The A of J • The Archduke of Trout • The Bloss Family • The Bruce Clan! • The Cord-oskins • The Creepy Crew
The G6 Family • The Ginger Giant Art • The Hughes Family • The Irvine Family • The Jrod is here • The Kelce Family • The lajti's • The Landeros Family • The Mallory's • The Miggz
The Moseley Family • The Padded Room Podcast • The Rayyan family • The Rise of Casey Ryan • The Rohwers • The Shie Family: Charles, Melissa, Charlie, and Cate • The Smoots
The Trio • The Warner Family • theNotoriousHBG • ThiccBootyBobby • Thom Muccillo • Thomas & Andrea Erdahl • Thomas, Megan and Lucy Sprague • Tiffany Emmert • Tiffany Lee
Nettles • Tim 'Springwood' Rutar • Tim "Twilight Stalker" Rhodes • Tim and Andrea Mudd • Tim Peele • Tim Strange • Tim Winton (CARADOC) • Timothy A Wolfe • Tison Hiland • TJ Smith
TJ Stevens • TK Haunts • Todd & Michelle Holbrook • Tom & Brenda Marshall • Tom MacDonald • Tommy England • Tommy Naumiec (Tom_Zombie) • Tony (Two Shot) Aguilar
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Tyler Winsborrow • Tyler+Nicole Shay • Urob • Vance Johnson & Family • Vans Gnarly • Victor "The152Cat" Campa • Vincent "V" Fields Jr. • Vincent Baskerville • Vinnie Scalco
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SPECIAL THANKS TO: Meagan Navarro, John Squires, & Brad Miska (Bloody Disgusting), Jonathan James & Heather Wixson (Daily Dead),
Jessica Safavimehr & Meredith Borders (Fangoria), Scott Wampler (The Kingcast), Terry Mesnard (Gayly Dreadful),
and Adam Frazier (Slash Film) for continually spreading the love for Mixtape Massacre.

