



# Psychopath

**RULES OF PLAY**

*They say there's a hermit that stalks the area surrounding Camp Quietus. His name is Johnny - a murderous psycho determined to protect his territory from partiers and fornicators. You see, Camp Quietus is his home. He was born and raised there. He studied law school there. He killed his mommy there! Now all he wants is peace and quiet. But Johnny's in for a busy weekend...*

*Josh, the overconfident showoff, thought it would be a good idea to celebrate their golden youth in a camping trip with his girlfriend Lissie, the clueless airhead; her cousin Robert, the nerdy conspiracist; and Shannon, the resilient bookworm. "This is the perfect place for an alien abduction," Robert said, excited. "We might even get probed!" "Don't be silly, the only thing we're likely to get probed by out here is a psycho with a pitchfork," Shannon corrected. "As long as he's cute, he can probe me with whatever he wants," Lissie*

*swooned as Josh grinned with confusion. For these four hapless Campers, fate has not been kind to them for choosing a little party time at the isolated Camp Quietus. What should have been a weekend of fun and revelry will soon turn into a terrifying fight for their lives. Will they be able to survive the Psychopath's murderous rampage? Or will they end up impaled on the blade of Johnny's Meat Knife like so many before?*

#### **About This Game:**

Psychopath is a 'one vs. many' card game where one player acts as the Psychopath - a deranged killer attempting to hunt down and kill the Camper players using a variety of Actions and Items at his disposal. The Camper players try to survive the Psychopath's attacks and hope for rescue using the Actions, Items, Allies and Skills available in their deck of cards. If the Psychopath manages to kill all the Campers, he wins the game. If at least one Camper survives or manages to become rescued, however, the Campers win. Psychopath can also be played as a Campaign, with both sides scoring points over a predetermined number of games.

***Warning: The Psychopath card game contains realistic-looking scenes of Blood and Violence. Although the game is presented in a humorous B-Horror Movie fashion, the scenes depicted on the cards may be offensive to some. Viewer discretion is advised!***

#### **5<sup>th</sup> Camper Expansion Rules:**

For players' convenience, the rules for the 5<sup>th</sup> Camper Expansion are also included at the end of this rulebook for those that dare possess it.

#### **Choosing Game Type and How to Win:**

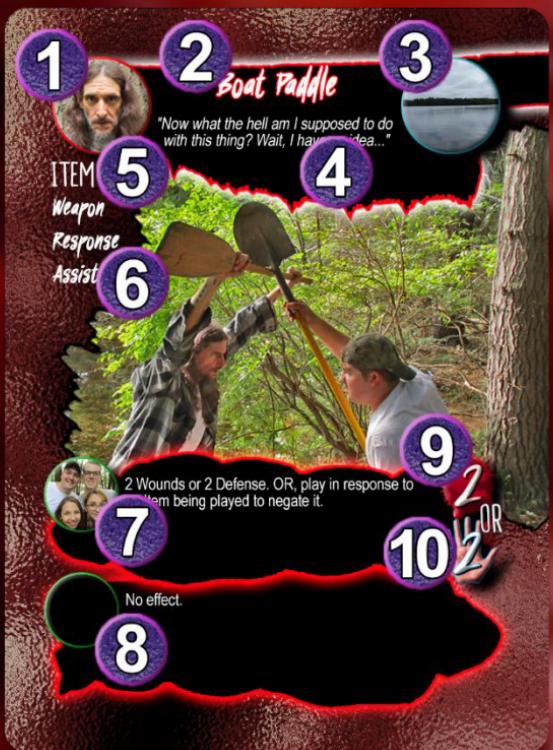
Psychopath can either be played as a Single Game or as a Campaign, with the Psychopath and Campers scoring points over the course of any number of games:

##### ***Single Game:***

The Psychopath wins the game if he manages to kill all the Campers. A Camper is killed if they ever take more Wounds than the number of cards they hold in their hand, or if they ever must play or discard a card from their hand and they have none. The Campers win if one or more Campers become rescued, or if the Psychopath has no cards in his deck at the start of the draw phase and at least one Camper remains alive.

##### ***Campaign:***

The players agree on a predetermined number of games that will be played before adding up all scores, or a predetermined score that the Campers or the Psychopath must reach first to win the game. At the end of every single game, the Campers score 1 point for each Camper that survived or was rescued. The Psychopath scores 1 point for each Camper he killed.



### Card Anatomy

(1) **Player Icon:** Indicates which deck the card belongs to; the Camper deck, or the Psychopath Deck. Cards are also separated by color; Green for the Camper deck and Red for the Psychopath deck.

(2) **Title:** The name of the card.

(3) **Location Icon:** When played as your Starting Card, this shows the Location you are at; the Woods, the Cabin, the Shed, or the Lake.

(4) **Hilarious Flavor Text:** A delightful sprinkling of blood-soaked humor designed to immerse you in the mood of the game. We recommend reading the text aloud when playing your cards for an engaging dramatic effect!

(5) **Card Type:** There are four types of cards; Action, Ally, Item, and Skill:

**Action:** Action cards enable the player to perform an action, such as make an attack, defend or escape.

**Ally:** Allies are those foolish enough to be hanging around the area of Camp Quietus. When played, they are typically kept faceup in front of the player that played the card and benefit the player in some way. Allies can be affected by players' cards. If an Ally suffers 1 or more Wounds after resolving a Struggle, the Ally is killed and removed from the game. Allies are considered to be at the same Location as

the Camper that controls them.

**Item:** Items are the weapons and equipment used by the Campers to help them survive or to become rescued, and for the Psychopath to find and attack the Campers.

**Skill:** Skills are kept in play faceup in front of the player that played the card, providing them with some sort of benefit.

(6) **Traits:** Traits are important game terms that are sometimes referenced in a card's text.

(7) **Same Location:** When the Psychopath is at the same Location as one or more Campers, only the text in this section of his card is used. Likewise, any Campers that are at the same Location as the Psychopath use only the text in this section of their card.

(8) **Different Location:** When the Psychopath is not at the same Location as any Campers, only the text in this section of his card is used. Likewise, Campers that are not at the same Location as the Psychopath use only the text in this section of their card.

(9) **Wound Icon:** Some cards have a *red blood drop* icon with a number on it that indicates the number of Wounds that card will cause in a Struggle.

(10) **Defense Icon:** Some cards have a *blue-outlined hand* icon with a number on it that indicates the number of Wounds that card will prevent in a Struggle; these are also known as Defense cards.

## Setup:

First, separate the Camper cards from the Psychopath cards. Then:

### The Camper Players:

1. Look through the Camper cards and select 2 of them for each Camper playing the game that they wish to keep and set them aside.
2. Shuffle the remaining Camper cards and, without looking at them, add enough of them to the cards that were set aside to total the following:
  - > 56 cards for a game with 4 Campers, 48 cards for 3 Campers, 36 cards for 2 Campers, or 24 cards for 1 Camper. Any remaining Camper cards are placed back in the box - they will not be used during the game.
3. Shuffle the Camper cards and place them facedown near the Camper players.
4. Each Camper player draws cards from the Camper deck to form their hand:
  - > Camper players draw 9 cards if there is 1 Camper in the game, 8 cards each for 2 Campers, 7 cards each for 3 Campers, or 6 cards each if there are 4 Campers.



**Important:** Camper players cannot share knowledge of their cards with each other, either verbally or visually, and cannot discuss strategy or give advice to each other during the game, except when Collaborating (explained later).

### The Psychopath Player:

1. The Psychopath player looks through the Psychopath cards and selects 5 of them that he wishes to keep for each Camper playing the game and sets them aside. *In a game with 4 Campers, the Psychopath player does not need to do this, as he will be using all 60 cards.* He then shuffles his remaining cards and, without looking at them, adds enough of them to the cards he set aside to total the following:
  - > 60 cards for a game with 4 Campers, 50 cards for 3 Campers, 40 cards for 2 Campers, or 30 cards for 1 Camper. Any remaining Psychopath cards are placed back in the box - they will not be used during the game.
2. Shuffle the Psychopath cards and place them facedown near the Psychopath player.
3. The Psychopath player draws 5 cards, plus an additional card for each Camper playing the game to form his hand; *this is his Hand Limit.*



### Sequence of Play:

1. Select Starting Cards:
  - > All players choose a card from their hand and place it facedown on the table in front of them. *If a Camper cannot play a Starting Card because they have no cards in their hand or they only have unplayable Psychopath cards in their hand, they are killed. If the Camper is not required to play a Starting Card, however, they are not killed.*
2. Reveal Starting Cards:
  - a) One by one, in any order they wish, the Camper players reveal their chosen card and call out their Location based on the Location Icon on the card they played.
  - b) The Psychopath player then reveals his chosen card and calls out his Location from the Location Icon on the card he played.
3. Resolve Starting Cards:
  - a) The Campers that are not at the Psychopath's Location, in any order they wish, resolve the text in the *Different Location* section of their Starting Card first. Their turn then ends unless they have a Keep In Play card already available on the table, which they may be able to use. *If one or more Campers somehow find themselves in the same Location as the Psychopath after their Starting Cards are resolved, they enter into a Struggle with the Psychopath (see Struggle below).*
  - b) If there are no Campers at the Psychopath's Location, the Psychopath then resolves the text in the *Different Location* section of his Starting Card. His turn then ends unless he has a Keep

In Play card already available on the table, which he may be able to use. This may allow him to move to a Camper's Location, or force one or more Campers to move to his Location, beginning a Struggle.

- c) If one or more Campers are at the *Same Location* as the Psychopath, the Psychopath resolves the text in the *Same Location* section of his Starting Card first. The Campers, in any order they wish, then resolve the text in the *Same Location* section of their Starting Cards. The Campers then enter into a Struggle with the Psychopath.

- d) Resolve Struggles.

- e) Campers Collaborate:

- > If there are two or more Campers at the same Location and they are not at the Psychopath's Location, they may Collaborate (see *Collaborating* below).

4. End of the Round:

- > All cards that have been played are sent to their respective discard piles.
- > Any cards that could be returned to a player's hand by a card's effect are returned to their hand by following the instructions on the card.
- > Any cards still in the possession of a killed Camper are sent to the Camper discard pile.
- > Any cards still in possession of a rescued Camper are returned to the box not to be used for the rest of the game.
- > Killed Allies are returned to the box not to be used for the rest of the game.

5. Draw Phase:

- a) Camper players each draw 1 card from the Camper deck.
  - > If there are no cards left in the Camper deck to draw from, shuffle the Camper discard pile to create a new deck.
- b) The Psychopath draws cards from his deck to fill his hand up to his hand limit.
  - > If the Psychopath has no cards left in his deck at the start of the draw phase, he is killed and the game ends.
  - > Prior to drawing his cards, the Psychopath may discard one card, plus an additional card for each Camper that started the game, from his hand.
  - > If the Psychopath's hand is already at or beyond its limit before drawing cards, he still must draw one card.
  - > After drawing cards, if the Psychopath is over his hand limit, he must discard enough cards to reach his hand limit.

**A Player's Turn:**

On their turn, a player may do one of the following 3 things:

1. Play a card from their hand:
  - > Cards with the *Assist* Trait may be played on another Camper or Ally
  - > The Psychopath can play a card against an Ally
  - > Playing a *Response* card does not use up a Player's turn and may be played out of turn.
  - > Keep In Play cards are placed on the table in front of the player and are now available to be used on a later turn.
2. Use a Keep In Play card:
  - > To use a Keep In Play card, it must already be available on the table, having been put there by playing the card from the player's hand on a previous turn. Simply follow the card's text to use it.
3. Pass their turn:
  - > A player who has passed their turn does nothing. As long as at least one other player does something on their turn other than passing, the player that passed can take another turn when it is their turn to do so. Every player's turn ends when all players have passed their turn in succession.

### Struggle:

1. The Psychopath first resolves his Starting Card by following the text in the *Same Location* section of his card.
2. The Campers, in any order they wish, then resolve their Starting Cards by following the text in the *Same Location* section of their card.
3. The Psychopath then takes his turn.
4. Each Camper, one at a time and in any order they wish, then takes a turn.
  - > The Location Icon on cards played or used in a Struggle is ignored since the Camper(s) and Psychopath are already at the same Location.
  - > The text in the *Same Location* section of all cards is used. The text on the Psychopath's cards always refer only to the Campers and Allies at his Location, unless a card's text refers to "surviving Campers", in which case it is referring to all Campers that remain alive in the game, regardless of their Location.
  - > Each Camper and Ally the Psychopath plays or uses one or more cards against, or that a Camper has played or used against the Psychopath, is considered a separate Struggle.
  - > If a Camper ever must play or discard a card from their hand and they have none, they are killed.
5. Play continues in this fashion until the players have all passed in succession. Once this occurs, each player's turn ends.
6. Resolve Struggles: If there is more than one Struggle, the Psychopath decides the order in which they are resolved:
  - a) Add up the number of Wounds against the Camper or Ally.
  - b) Reduce this number by the total Defense played on the Camper's/Ally's behalf. The Camper then suffers the number of remaining Wounds, if any. If an Ally receives one or more Wounds, the Ally is killed; return its card to the box, it is no longer used this game:
    - > Campers suffer their Wounds by discarding that number of cards from their hand.
    - > If a Camper must suffer more Wounds than the number of cards they have in their hand, they are killed and out of the game. That Camper's cards are sent to the discard pile, and the game continues without them.
    - > Campers and Allies always suffer any Wounds they receive in a Struggle, even if they escaped, were potentially rescued, or moved to another Location.
  - c) Add up the number of Wounds against the Psychopath.
  - d) Reduce this number by the total Defense played by the Psychopath. The Psychopath then suffers the number of remaining Wounds, if any:
    - > The Psychopath suffers his Wounds by discarding that number of cards from the top of his deck.
    - > The Psychopath always suffers any Wounds he receives in a Struggle, even if the Camper was killed in the Struggle or was Rescued.

### Collaborating:

At the end of the round, if two or more Campers are at the same Location and the Psychopath is not with them, those players may do any of the following:

- > Show each other the cards in their hand,
- > Give and/or trade Item and Ally cards, including Keep In Play cards that are available on the table as long as they are Items or Allies,
- > Discuss strategy.



### Traits:

Traits are important game terms that are sometimes referenced on other cards. Such cards may require a card with a specific Trait to be discarded or played in order for the text on a card to take effect. The Traits are: Assist, Escape, Food, Gun, Martial Arts, Psychotic, Response, Signal, Sharp, Trap, and Weapon.

**EXAMPLE:** The Camper Ammo Card reads: “*You may discard this card at the end of the round to take a Gun that was played at your Location and add it to your hand.*” Therefore, if a player played a card with a Gun Trait, at the end of the round the player who played the Ammo card could pick it up and add it to their hand rather than it going to the discard pile.

The majority of Traits are circumstantial and usually affected by the text of another card. There are two Traits, however, that need a closer look:

**Assist:** A card with the Assist Trait can be played or used for the benefit of another Camper or Ally. The Defense number of the card will then benefit the Ally or Camper it was played for, while any other text on the card only affects the Camper that played it.

**EXAMPLE:** The Psychopath has played a Meat Knife against Robert’s Ally, Fat Tony. On Shannon’s turn she plays Bear Crap to assist Fat Tony. Bear Crap’s text reads “*1 Defense and draw a card.*” Fat Tony receives the benefit of having 1 Defense in his Struggle with the Psychopath, while Shannon draws a card for herself.

**Response:** A Response card must be played at the moment it fits the specific situation stated in the card’s text. Playing a Response card can be done during another player’s turn and does not prevent the player that played it from taking their turn. If a card’s text indicates that a player may not take any more turns that round, they cannot play a Response card.

**EXAMPLE:** The Psychopath has just played a Spike against Josh. In Response to this, Josh plays Damn, That Was Lucky! Its text reads, “*Play in Response to a Psychopath card being played to negate it.*” This causes the Spike to be sent to the Psychopath’s discard pile without it taking effect. Because playing a card in Response does not count as a player taking their turn, Josh could still take a turn when it is his time to do so. If Josh had waited to play Damn, That Was Lucky! and another player took their turn, he would have missed his opportunity to play it since a Response card must be played at the moment it fits the situation stated on the card.

### Game Terms & Card Text:

**Attempt to be Rescued:** Some cards state that a Camper may attempt to be Rescued if they have drawn a card with a Signal Trait. In this situation, the Camper must choose whether or not they want to attempt to be Rescued. If they decide to attempt it, they must remain at their current Location the following round and do not play a Starting Card. If they survive the round, and are still in the same Location at the end of the round, they are Rescued!

**Defense Card:** A card that has a Hand Icon in the card’s effect area with a number on it is a Defense card. Defense cards are used to reduce Wounds caused in a Struggle.

**“Discard a Card”:** There are two ways to discard a card; from a player’s hand of cards or from a Keep In Play card already in play on the table. However, if a card’s text states to “*discard a card from your hand*”, it can only be discarded from the player’s hand. All discarded cards are placed on top of their respective discard piles.

- > Discarding a card is not a player’s turn, and does not cause them to lose their turn.
- > If a card in play has been discarded, any cards that have been played on it are also discarded.
- > When a card’s text indicates a player may discard one or more cards in order to modify the effects of the card that was played or used, it must be done at the time the card is played or used. If another player takes a turn or the round has ended, the player loses this opportunity.

**EXAMPLE:** The Psychopath’s Hammer card reads “*1 Wound. You may discard a Nails to cause 2 Wounds instead or a Spike to cause 4 Wounds instead.*” When the Psychopath plays the Hammer card, he must then choose to discard a Nails (which will change the number of Wounds the Hammer does from 1 to 2), or a Spike (which will change the Wounds from 1 to 4), or to do neither. If a Camper takes their turn after Hammer was played, the Psychopath no longer has the option to play a Nails or Spike.

**Escape:** When a Camper escapes, they have left the same Location as the Psychopath and have moved to a new, unknown Location. Any more turns the Psychopath takes during the round cannot affect them. Any cards that were played in a Struggle with that Camper are resolved immediately after they escape.

**“Surviving Campers”:** When a card’s text refers to “surviving Campers”, it is referring to all Campers that remain alive in the game, regardless of their Location.

**Keep In Play:** These are cards that state “KEEP IN PLAY” in a card’s text area. These cards are played faceup in front of the player and remain on the table until removed by game play (discarded, killed etc.). A Keep in Play card must be played from a player’s hand before the card can be used (on a following turn).

**EXAMPLE:** The Rabid Dog Camper card Same Location text reads “KEEP IN PLAY. 1 Defense. Once per round this card can be used to also cause 1 Wound.” The card’s effect of 1 Defense is automatic; there is nothing requiring the Camper to do anything else to activate it (such as discard a card, for example). For the other part of the effect, however, the Camper must take a separate turn to use it for the Rabid Dog to make the attack (“Once per round this can be used to...”). Therefore, on a later turn, the Camper can use it to make an attack on the Psychopath for 1 Wound.

**Negated:** A card that has been negated is immediately sent to the discard pile without its text taking effect.

**Playing Cards from the Other Deck:** When a Camper plays a Psychopath card, or the Psychopath plays a Camper card, simply switch the word “Camper” for “Psychopath” in the card’s text if it is present, and vice versa. When the card is discarded, it is discarded in the player’s discard pile that played the card. I.e. if a Camper had a Psychopath card, it is discarded to the Camper’s discard pile after being resolved.

**Rescued:** In a Single game, if a Camper becomes Rescued, the Campers win the game. In a Campaign game, the Campers instead score a point; that Camper’s cards are removed from the game, and the game continues without them. If a Camper is involved in a Struggle during the round they were Rescued, the Struggle is resolved first, and the Camper could still be killed before being Rescued.

**Resolving Card Text:** Once a card’s text has been resolved, the card cannot resolve a second time. For example, if a Camper played *Shotgun* when they were not at the Psychopath’s Location, and the Psychopath were to move to their Location afterward, the *Shotgun* would have no effect, because the text in the *Different Location* section of the card would have already been resolved.

- > If a card’s text ever conflicts with the game rules, it is the card’s text that takes precedent.
- > Whenever a card prevents another card from taking effect, the card preventing the effect takes precedence.
- > Whenever a player’s *Same Location* card text refers to more than one Camper, it is always only referring to the Campers at their Location, unless a card’s text refers to “surviving Campers”, in which case it is referring to all Campers that remain alive in the game, regardless of their Location.
- > If a card’s text requires a player to look through their deck to find one or more cards, after removing those cards the deck must be reshuffled.

**Round:** A “round” is a period of game time that begins with the Draw Phase and ends with the End of the Round.

**Starting Card:** The card that each player chooses from their hand to begin each round with. Starting Cards are kept facedown and are not revealed until all players have selected their Starting Card. Campers reveal their Starting Cards before the Psychopath reveals his.

**Wounds:** The number of cards players lose out of their hand (Campers) or deck (Psychopath) after a Struggle has been resolved. When a Camper suffers more Wounds than the number of cards in their hand, they are killed. When an Ally suffers at least one Wound, they are killed. When the Psychopath begins the draw phase and there are no cards in his deck to draw from, he is killed.

#### **Example Round of Play (5 Players):**

Prior to using this example, it can be helpful to take out the following cards and use them to follow along: From the Camper deck: *Bear Crap*, *Rabid Dog*, *Talk Him Out Of It*, *Desperate Search* (with a Cabin Location Icon), *Ammo*, *Karate Chop*, *Lighter*, *Gas*, *Damn, That Was Luckyl*, and *Bow & Arrow*. And from the Psychopath deck: *Hilarious Psychotic Comment* (with a Cabin Location Icon), *Spike*, *Hammer*, *Nail Gun*, *Axe*, *Gas*, *Nails*, and *Chainsaw*. James is playing the Psychopath, and Robert, Shannon, Josh and Lissie are each playing a Camper. After setting up the game and the Campers have drawn 6 cards each to form their hand, and The Psychopath has drawn 9 cards to form his hand, play begins. Each player selects a card from their hand to play as their Starting Card and keeps it facedown on the table until everyone has done so. The Campers reveal their cards first, then the Psychopath:

- > Robert reveals his card, *Bear Crap*, which has a **Woods** Location Icon.
- > Shannon reveals her card, *Talk Him Out Of It*, which also has a **Woods** Location Icon.
- > Josh reveals his card, *Desperate Search*, which has a **Cabin** Location Icon.
- > Lissie reveals her card, *Ammo*, which has a **Cabin** Location Icon.
- > James then reveals his card, *Hilarious Psychotic Comment*, which also has a **Cabin** Location Icon.

Robert and Shannon take their turns first (in any order they decide) since they are not at the Psychopath's Location and resolve the text in the *Different Location* section of their cards:

- > Robert's *Bear Crap* card allows him to "Draw a card", which he does from the top of his deck and adds it to his hand. *If he were involved in a Struggle with the Psychopath, he would resolve the text in the Same Location, which would also give him 1 Defense.*
- > Shannon's *Talk Him Out Of It* card shows that it has "No effect" when she is not at the Psychopath's Location, so she does nothing.
- > Josh and Lissie are both at the same Location as the Psychopath, so James, the Psychopath, takes his turn next and resolves the text in the *Same Location* section of his card. James's *Hilarious Psychotic Comment* card reads "*You may draw up to 1 card plus an additional card per Camper*", and he draws 3 cards from the top of his deck and adds them to his hand. *James could have drawn anywhere from 0-3 cards because the card indicates he "may" draw up to those amounts.*
- > Josh decides to take his turn next and resolves the text in the *Same Location* section of his card. Josh's *Desperate Search* card has "No effect" when he's at the Psychopath's Location, so he does nothing.
- > Lissie then takes her turn and resolves the text in the *Same Location* section of her card. Her *Ammo* card is only good for playing at the end of a round to return a gun to her hand, so she does nothing. *Since Lissie already played the card prior to the end of the round, she will not be able to use it at the end of the round to return a gun to her hand if one is played.*

Josh, Lissie and the Psychopath are now in a Struggle, and any further cards played by any of them will use the text in the *Same Location* section of their cards, since they are all at the same Location (the Location Icon on the cards are ignored). Since he is the Psychopath, James will play first:

- > James opts to play *Hammer* against Josh, to cause 2 Wounds. The card's text indicates he can immediately play a *Spike* to change this to 4 Wounds, and since he has one in his hand, he decides to play it. *The Wounds are not resolved until after the Struggle has ended.*
- > Lissie steps in and plays *Damn, That Was Lucky!*, a Response card, which allows her to discard a Psychopath card being played, forcing James to remove his *Hammer* from play and he places it on top of his discard pile. *The Spike is also discarded since it was attached to the Hammer.*
- > Josh then takes his turn and decides to pass. *If all of the other players were to pass as well, everyone's turn would end and the Struggles would then be resolved. However, if any of those players take a turn other than passing, Josh would still be able to take a turn.*
- > Lissie can now take her turn even though she already played a card, because playing a Response card does not prevent her from taking her turn. She plays the *Bow & Arrow* card against James, which can cause him 2 Wounds.
- > James decides to play an *Axe* against Josh, which can cause 3 Wounds and also provides James with 1 Defense.
- > Josh, worried that he is going to be taking a lot of Wounds does not want to play any more cards and passes again.
- > Lissie plays a *Karate Chop* as an Assist on Josh's behalf. Since she played it to assist Josh, he will gain the benefit of the card's Defense value of 1, while Lissie still gains the card's other benefit of drawing a card, which she takes from the top of the Camper deck and adds to her hand.



- > James is still going strong and plays a *Chainsaw* against Josh, which will cause 3 Wounds. The text for this card also indicates that James could play *Chainsaw* on another Camper if he discards Gas. It furthermore indicates he can return *Chainsaw* to his hand at the end of the round if he has *Gas* to discard. Although James does have *Gas*, he decides to hold onto it to use to get his *Chainsaw* back at the end of the round.
- > Josh, still worried about taking a lot of Wounds, and hoping that Lissie can assist him further, passes again.
- > Lissie plays the *Rabid Dog* Ally card and keeps it in play faceup in front of her, giving her 1 Defense. *Now that it is in play, it not only provides Lissie with 1 Defense, but on a later turn she can use it to make an attack on the Psychopath.*
- > James, satisfied with his attack on Josh, and having no cards to play against Lissie, decides to pass.
- > Josh passes.
- > Lissie uses her Keep In Play card, *Rabid Dog*, to make an attack on James for 1 Wound.
- > James plays a *Nail Gun* against the Rabid Dog. The card's text indicates he could discard one or more Nails to increase the number of Wounds, but James knows he only needs to cause 1 Wound to kill an Ally, so he keeps the Nails card he has in his hand for later use.
- > All three players then pass.

All three players have now passed consecutively, which brings an end to the Struggle. Now that the Struggle is over, it is time to resolve it:

- > Lissie suffers no Wounds since no cards were played against her.
- > Lissie's Rabid Dog is killed since it received 1 Wound and has no Defense to help it. *The 1 Defense indicated on its card benefits the Camper, not the Ally. The Psychopath does not score points for killing Allies.*
- > Josh has a total of 6 Wounds played against him, with 1 Defense played for him (from Lissie's *Karate Chop*), causing him a total of 5 Wounds (6 Wounds minus 1 Defense = 5 Wounds). Josh must discard a total of 5 cards from his hand. Since he only has 5 cards he discards them all, but he is not killed because he did not have to discard more cards than what he had in his hand. *If James had done just 1 more Wound, Josh would have been killed, and if they were playing a Campaign, James would have scored 1 point for killing a Camper.*
- > James has 2 Wounds played against him and has 1 Defense, therefore he suffers 1 Wound and must discard 1 card from the top of his deck.

Finally, because Robert and Shannon are at the same Location with one another (and not at the Psychopath's Location), they can Collaborate:

- > Robert and Shannon show each other their cards and Robert decides to give Shannon his *Gas* since it works in conjunction with her *Lighter*. Then they strategize, both agreeing to use a **Lake** Location as their Starting Card next round.

Now it's time to clean up the mess and all players place all the cards they played into their respective discard piles:

- > Because James has a *Gas* card in his hand, he discards it to put his *Chainsaw* back into his hand. He also has a *Nails* and discards that to put *Nail Gun* back into his hand as well.

It is now the draw phase, and all the Camper players draw a card from the top of the Camper deck to add to their hand, and the Psychopath draws enough cards from his deck to fill his hand back up to nine cards.

- > *If James wanted to, he could have discarded up to five cards from his hand (one plus one for each Camper in the game) prior to drawing to get rid of any unwanted cards.*
- > Because James still has at least 1 card in his deck when he draws his cards, he is still alive and able to keep playing. If he had no cards in his deck to draw from at the start of the draw phase, he would be killed.

A new round now begins with each player selecting a new Starting Card from their hand to play.

## Helpful Hints:

### Selecting a Starting Card:

- > Pay attention to the effects for both the *Same Location* and *Different Location* sections of the card. Since there is a less likely chance a Camper will be at the Psychopath's Location, it can often be beneficial to play cards that have beneficial effects for the *Different Location* section of the card, while effects for the *Same Location* section of the card may end up being wasted if played as a Starting Card.

### Psychopath choosing cards to keep at the start of the game:

- > Until new players get used to the combinations on the cards for the Psychopath, it is recommended to choose the most powerful Weapons to keep.

### Collaborating:

- > It can be helpful to trade items that work in combination with other items, such as putting Gas and Fireworks into the hand of the same Camper.
- > Give Items and Allies to Campers with fewer cards in their hand to keep them alive longer!
- > Be sure to discuss the Location you plan to go to next. There is strength in numbers!

### Campers attacking the Psychopath:

- > Keep in mind that as a Camper, every time you play a card against the Psychopath you are reducing your available "health" by reducing the number of cards in your hand. Although you can attack the Psychopath to improve your chances of survival by reducing the cards in his deck, you should be careful not to overextend yourself. However, if it becomes obvious you are going to be killed, attack the Psychopath with everything you've got to help out the other Campers!

### Adjusting the difficulty for the Psychopath:

- > If you find that a player is particularly strong as the Psychopath and keeps winning, you can even things out more by reducing his Hand Limit by one card, or by reducing the cards in the Psychopath's deck by five cards, or both if necessary. If a player has difficulty when playing as the Psychopath and loses most of the time, simply do the opposite by adding cards to their hand or deck.

## Core Game Credits:

### Game Design: John J. Perry Jr.

**Models:** James Boothby (*The Killer*), Robert Perry (*Camper*), Shannon O'Brien (*Camper*), Joshua Sloan (*Camper*), Larissa Bishop (*Camper*), Sheldon Perry (*Human Head Display*, *Human Torso Prop*), Victoria Perry (*Corpse*), J. Michael Cormier II (*Corpse*), Corinne Bishop (*Corpse*), Christopher Perry (*Ed the Wasted Hippie*), Ken Purdie (*Lunch Lady*), Cheeto (*Fat Tony*), Tank (*Rabid Dog*), AND Midnight Starr (*Psycho Therapist Promo Card*).

**Photography:** John J. Perry Jr., Joe Miglionico (*Photography: Psycho Therapist Promo Card*).

**Card Design:** John J. Perry Jr.

**Story:** Shannon O'Brien and John J. Perry Jr.

**Proofreading:** Victoria Perry, Robert Perry

**Play Testers:** Cameron Prior, Kevin Divoll, Robert Maki, Sheldon Perry, James Boothby, Robert Perry, Victoria Perry, Mark Michaud, Christopher Perry, Shannon O'Brien, Ken Purdie, Michelle Purdie, Julie Bastille, Kelly Brahman, Laura Trulli, Kevin Vechionne, Rachel Prior, Michael Minor, Sam Parent, Lilith Parent, Jessica Woodson, Michael Vechionne, Ross Hanley, Corinne Bishop, Michael Michaud, Faith Ceriello, Joshua Sloan, J. Michael Cormier II, Noah Cormier, Raven Perry, Daisy Michaud, Lisa Evans, Joe Sanderson, Ethan Evans.

A Big Thank You to everyone that contributed toward the making of this game. Without your help, this game definitely would not have been possible!

**Disclaimer:** *Very few people were dismembered in the making of this game!*

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*5th Camper Expansion*

*Psychopath*

**RULES OF PLAY**

## PSYCHOPATH: 5<sup>th</sup> Camper Expansion Rules

*A new camper joins the fight for survival in this 54-card Expansion for the Psychopath card game!*

### About This Expansion:

The 5<sup>th</sup> Camper Expansion adds new cards to both the Camper deck and the Psychopath deck, introduces new Situation cards that can be used to modify each game, adds a new Location (the Graveyard!), and enables play for up to 6 players!

***Warning: The Psychopath 5<sup>th</sup> Camper Expansion contains realistic-looking scenes of Blood and Violence. Although the game is presented in a humorous B-Horror Movie fashion, the scenes depicted on the cards may be offensive to some. Viewer discretion is advised!***

### New Camper and Psychopath Cards:

There are 20 new cards for the Camper deck, and 20 new cards for the Psychopath deck. These cards can simply be added to their respective decks, even if there are less than 6 players in the game. Each of these cards has a Graveyard Location icon and is identified as a 5<sup>th</sup> Camper Expansion card with the 5<sup>th</sup> Camper icon:



### Situation Cards:

There are 14 cards for his new deck. Situation cards are identified with a Teal-colored border and dripping black-blood at the top of the card. Situation cards can be used to modify game rules for an entire game. Seven of the cards are beneficial to the Camper players, and seven cards are beneficial for the Psychopath player. There are a number of ways these cards can be added to your game:

- > Use one Situation card to benefit only the Campers to give them a better chance to win.
- > Use one Situation card to benefit only the Psychopath to give him a better chance to win.
- > Use one Situation card for the Campers, and one for the Psychopath to give a benefit to both sides.
- > Randomly select one card from the Situation deck, or two cards; one that benefits the Campers and one that benefits the Psychopath.
- > Use two Situation cards to modify the difficulty of the game for one side or the other.

Situation cards should be chosen randomly at the start of the game (if choosing only from one deck or the other, simply separate the decks by the Player Icon first) and only revealed after the players have chosen their cards and have their card decks ready.

- > If there is ever a conflict, the effects of Situation cards supersede those of other cards and their effects last throughout the entire game.
- > Situation cards cannot be discarded (such as due to the effects of another card's game text) and always remain in play.
- > If using Situation cards in a Campaign, the cards can be changed out after each game to add variety.

### 6-Player Setup:

The Psychopath player looks through the Psychopath cards and selects 25 of them that he wishes to keep and sets them aside. He then shuffles his remaining cards and, without looking at them, adds enough of them to the cards he set aside to total 70 Cards. The Camper players select 10 cards in total that they wish to keep and set them aside. The remaining Camper cards are shuffled and, without looking at them, enough of them are added to the cards that were set aside to total 60 cards.

**1***familiar Surroundings*

Surely the killer has a place for you among his other acquaintances?

**2****3****4**

henever the Psychopath plays a starting card with a Graveyard location, he may draw up to 1 card per camper there.

**5****II**

*Victoria Perry).*

**Photography:** John J. Perry Jr.

**Card Design:** John J. Perry Jr.

**Proofreading:** Victoria Perry, Robert Perry

**Play Testers:** Cameron Prior, Kevin Divoll, Robert Maki, Sheldon Perry, James Boothby, Robert Perry, Victoria Perry, Mark Michaud, Christopher Perry, Shannon O'Brien, Ken Purdie, Michelle Purdie, Julie Bastille, Kelly Brahman, Laura Trulli, Kevin Vechionne, Rachel Prior, Michael Minor, Sam Parent, Lilith Parent, Jessica Woodson, Michael Vechionne, Ross Hanley, Corinne Bishop, Michael Michaud, Faith Cieriello, Joshua Sloan, J. Michael Cormier II, Noah Cormier, Raven Perry, Lisa Evans, Joe Sanderson, Ethan Evans.

**A Big Thank You** to everyone that contributed toward the making of this Expansion! Without your help, the Psychopath wouldn't have anyone left to kill!

**Disclaimer:** *Less than three liters of blood were spilled in the making of this expansion!*

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**14****Card Anatomy: Situation Cards**

- (1) **Title:** The name of the card.
- (2) **Hilarious Flavor Text:** A delightful sprinkling of blood-soaked humor designed to immerse you in the mood of the game. We recommend reading the text aloud when the card is revealed for bloodcurdling ambience!
- (3) **Player Icon:** Indicates which players the card benefits; the Campers (5<sup>th</sup> Camper icon), or the Psychopath (Psychopath icon).
- (4) **Game Effect:** Indicates how the card modifies the game.
- (5) **Location Icon:** Some cards have a Location icon on them. This is a reminder that the card's game effect takes place at that Location.

**5<sup>th</sup> Camper Expansion Credits:**

**Game Design:** John J. Perry Jr.

**Models:** James Boothby (*The Killer*),

Faith Cieriello (5<sup>th</sup> Camper), Robert Perry (Camper), Shannon O'Brien (Camper), Joshua Sloan (Camper), Larissa Bishop (Camper), Joe Sanderson (Camp Counselor), Mike Michaud (Drifter, Corpse Pile), Mark Michaud (Gravedigger, Corpse Pile), Michelle Purdie (Mommie), Michael Evans (Bait), Kevin Divol (Pervert), Jessica Woodson (Corpse), Corpse Pile (Joshua Sloan, Mark Michaud, Michael Michaud, Sheldon Perry, Raven Perry,





