

## [Night at Camp Arrowhead] – Basic Rules

2–4 Players

Setup:

- Shuffle the vehicle tiles. Place them face down on the yellow vehicle spaces.
- Shuffle Player Cards. Each player draws one at random to choose their character.
- Shuffle Slasher Cards. Draw one at random to determine your enemy.
- Roll a die to decide who goes first.
- Players place their pawns in turn order on one of the six spaces adjacent to the fire pit (only one pawn per space).
- The last player places the Slasher pawn in an empty adjacent space.

Movement Basics:

- Player pawns can pass through each other but may not end their move on the same space.
- Pawns cannot pass through the Slasher.

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### Player Turn Structure

How to win: Be the first player to reach a vehicle while holding the key for that vehicle.

Phase 1: Struggle

If the Slasher is on your space:

- Choose to Hide or Fight.
- Roll a die + your relevant stat (Hide or Fight).
- Roll a die for the Slasher + their stat (Find vs Hide, Slash vs Fight).
- Higher roll wins. Tie goes to the Slasher.

- Use one item max per roll (declare before rolling).
- If the Slasher wins, your turn ends.
- If you win, continue to Phase 2.

#### Phase 2: Move

- Roll a die + your Run score.
- Move up to that many spaces.
- Entering the Slasher's space ends your turn immediately.
- Otherwise, proceed to Phase 3.

#### Phase 3: Event

- Draw an Event Card.
  - Follow its instructions.
  - Some can be kept for later use.
  - Some may end your turn.
- If your turn continues, proceed to Phase 4.

#### Phase 4: Search

- Roll a die + your Search score.
- Slasher rolls a die + their Fear score.
- Higher roll wins. Tie goes to the Slasher.
  - If you win, draw an Item Card.
    - Max inventory: 2 items.
    - Two-handed items take up both slots.

- If full, drop one to take the new item.
- If Slasher wins, your turn ends.
- Proceed to Phase 5.

#### Phase 5: Slasher Move

- Roll a die + the Slasher's Chase score.
  - Move the Slasher up to that many spaces.
    - The Slasher cannot pass through player pawns.
    - If entering a player's space, movement ends immediately.
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End your turn. Play moves clockwise.

Neither players nor the Slasher can move through the thick lines indicating walls. Each building has one entrance. Enter if the doorway makes up one of the lines on your square, never diagonally. Certain spaces add +1 to your rolls. H is for Hide, F is for Fight, and S is for Search.