

# THE TEXAS CHAINSAW MASSACRE™

THE GAME

## RULEBOOK

1 - 4 PLAYERS • 60 MIN • AGES 14+

*This is based on a true story:*

Players work together to escape the cannibalistic Slaughter Family who will pursue them. Collect tokens from the Slaughter Family's house and the surrounding grounds and place them into the hideous draw bag. Draw tokens from the bag to perform actions. Find all of the items needed and escape to the van to win! Who will survive? And what will be left of them?

# COMPONENTS AND SETUP

## A 1 GAME BOARD

Place this in the center of the table, within easy reach of all players.

## B 1 FAMILY TRACKING BOARD

Place this to the right of the Game board.

## C 7 CHARACTER MATS

Give each player one of these, and set the rest to the side of the Game board. If your character dies, you may be forced to discard your current Character mat and select a new one.



## D 7 CHARACTER STANDEES

Place all of these on the Van space of the Game board. You control the Character standee that matches your current Character mat.



## E 4 SLAUGHTER FAMILY STANDEES



Place the Leatherface™ standee on the **Killing Room** space of the Game board.



Place the other Slaughter Family standees (Grandpa, Cook, and Hitchhiker) on the Family tracking board.

## F 1 TRUCK STANDEE



Place this on the first space of the road track (the upper-left space of the road) on the Game board.

## G 1 HIDEOUS DRAW BAG

Place this near the Game board.



## H 54 SCAVENGE TOKENS



I Place these tokens into the Hideous draw bag:

- 4 Bones
- 3 Leatherface™
- 2 Action



J Shuffle the remaining tokens face down and place them randomly on the circular spaces of the Game board.

## K 1 ENRAGED TOKEN

Set this to one side of the Family tracking board.



## L 22 SEARCH CARDS



Shuffle these into a face-down Search deck and place it beside the Game board.

## M 6 DEATH CARDS



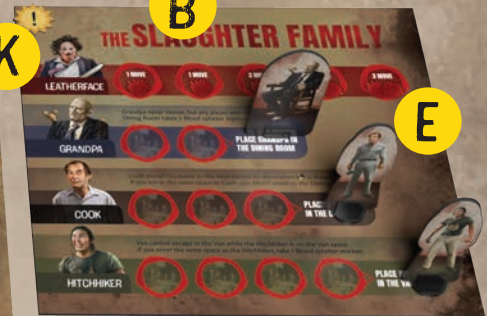
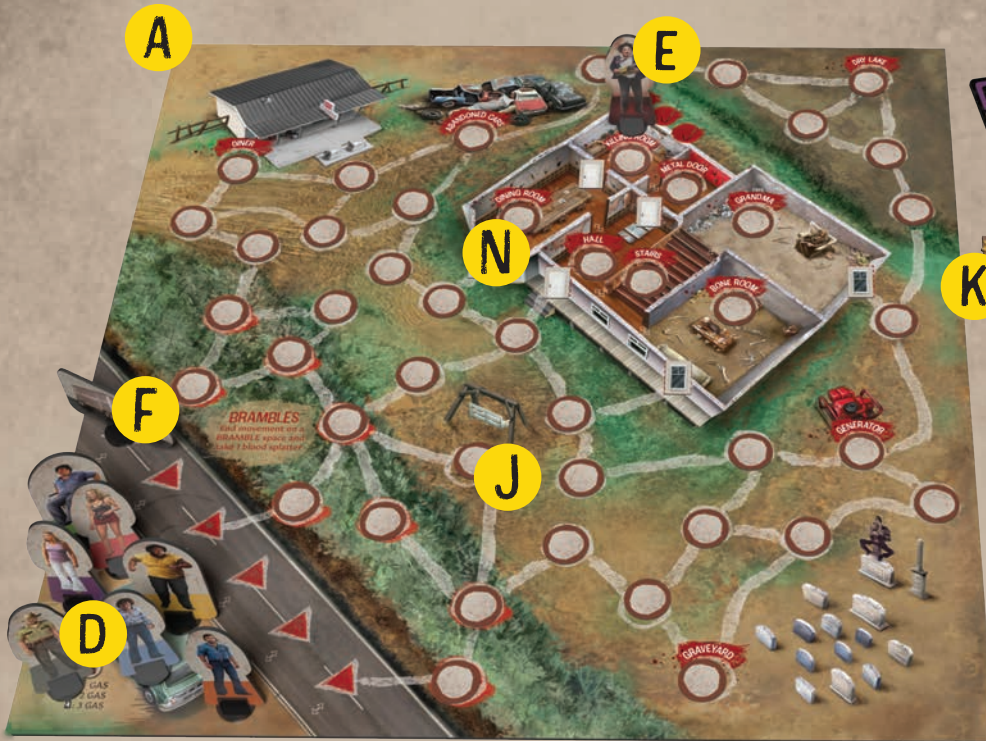
Shuffle these into a face-down Death deck and place it beside the Game board.

## 9 OBJECTIVE CARDS



If this is your first time playing, return these to the box, they will not be used this game. If everyone has played before, select a difficulty level (from 1 to 9).

Shuffle the Objective cards together, then deal out that many total Objective cards as evenly as possible to the players (it is possible for one player to have more Objectives than another, depending on the player count and difficulty selected).



**N 3 WINDOW TOKENS AND 3 DOOR TOKENS**  
Place these on the indicated spaces of the Game board, with their unbroken side face-up.



**O 20 BLOOD SPLATTER MARKERS**  
Place these in a pile next to the Game board.



**1 TOKEN TRAY**  
Give this to the player who last saw or used a chainsaw. They will be the Start Player and take the first turn of the game.



## GAMEPLAY OVERVIEW

To survive and win the game, you must all cooperate to find the van's keys and enough gas (1/2/3 Gas for 2/3/4 players) to escape Leatherface™ and the Slaughter Family! On your turn, you start by moving twice, collecting Scavenge tokens in your tray to be added to the Hideous draw bag. Push your luck by drawing those tokens from the bag for additional actions but beware, some tokens will bring the Slaughter Family into play - and they ain't too happy to see trespassers! If too many players end up on the meat hook, the game ends and everyone loses!



# GAMEPLAY IN DETAIL

If you have the Token tray, you will take the first turn. On your turn, you will perform the following 4 phases in this order:

**MOVE** – Take up to 2 free move actions.

**DRAW** – Draw tokens from the bag until you choose to stop or have drawn 3 matching non-Action tokens.

**ACTION** – If you drew any Action tokens from the bag, perform Actions now.

**CLEANUP** – Place all tokens drawn from the bag and collected in the tray from the board into the Hideous draw bag.

After the Cleanup phase, your turn ends. Pass the Token tray to the player on your left, and they will begin their turn. Players continue taking turns in this way until everyone wins or everyone loses.

## MOVE PHASE

If you have 3 or more Blood Splatter tokens on your Character mat, skip this phase.

Otherwise you may immediately take 2 Move actions. With each Move action you may move your Character standee to an adjacent space. Valid spaces include the van, triangular road spaces, circular board spaces, and rectangular window or door spaces. Spaces are considered adjacent if they have a white line connecting them, or if there is a small arrow icon between them. You may move into spaces containing other Character standees or members of the Slaughter Family, but you may not move into the space containing the Truck standee.

## DOORS AND WINDOWS

You may move into a space with a Door/Window token as if it is a normal space. Do not remove that token from the board. If the token has the “broken” side face-up, put a Blood Splatter marker on your Character mat. If you would move into a space containing a Door/Window token that DOES NOT yet have the broken side face-up, you MAY choose to “break through” that space and move directly to the next space. If you do, place 1 Blood Splatter marker on your Character mat and flip the Door/Window over to the broken side permanently.



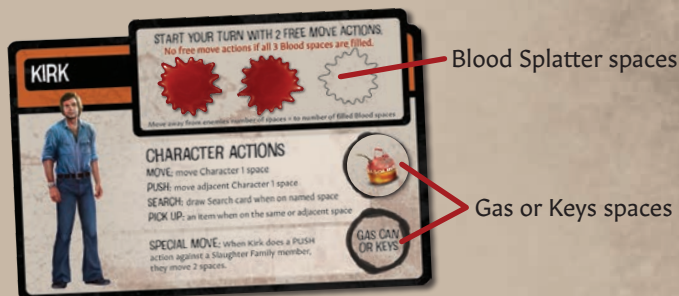
## SLAUGHTER FAMILY ENCOUNTERS

While moving if your Character standee moves (or is pushed) into a space with

- **LEATHERFACE™**: He attacks you! (see *Leatherface™ Attacks* on pg. 6)
- **GRANDPA**: Place 2 Blood Splatter markers on your Character mat - ‘cause he’s so good at killin’!
- **COOK**: He does no damage but rather takes your Character standee immediately to the Dining Room space. And if Grandpa is there waiting... well, it’s not gonna be good.
- **HITCHHIKER**: He attacks. Place 1 Blood Splatter marker on your Character mat.

## COLLECTING TOKENS

If you enter a space containing a face-down Scavenge token, immediately turn it face up. If the token is NOT Keys or Gas, place it in the Token tray. If it IS Keys or Gas, place it on your Character mat if you have a space available. If you do not have an available space, leave the Keys or Gas token face-up on the game board.



Do not resolve any other effects associated with tokens you just removed from the Game board. Only tokens drawn from the bag in the DRAW PHASE generate other effects.

If you move onto a face-up token, do not remove it from the board – you can grab it later with a PICK UP action in the Action Phase.

## REQUIRED TO WIN

If you collect all of the tokens you need to win it **ENRAGES** Leatherface™!! Place the Enraged token on the furthest left empty space on Leatherface’s™ track!



## DRAW PHASE

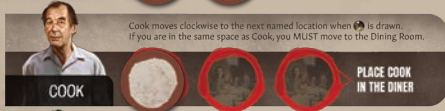
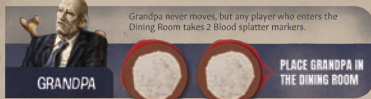
Draw tokens from the Hideous draw bag until you choose to stop or you have drawn 3 matching non-Action tokens from the bag during the same turn.

*If you choose to stop before drawing any tokens from the bag, you must move Leatherface™ towards the nearest Character standee as if you had drawn a Leatherface™ token. (See LEATHERFACE™ TOKEN)*

When you draw tokens from the bag, they will often generate effects depending on the token:




**SLAUGHTER TOKEN** – Place this token face-down on the Family Tracking board on one of the empty spaces on the Grandpa track. If the Grandpa track is full, place the token on the Cook track instead. If the Cook track is full, place it on the Hitchhiker track.



Whenever you fill up one of these tracks, immediately place the corresponding Slaughter Family standee onto the Game board.

**GRANDPA** is placed on the Dining Room space; if a Character standee is in the same space as Grandpa, put 2 Blood Splatter markers on that Character's mat.

**COOK** standee is placed on the Diner space; when a  token is drawn from the bag the Cook moves to the next named space clockwise around the board (not in the house). If a Character standee is in the space the Cook moves to, move that Character standee to the Dining Room space.

**HITCHHIKER** is placed on the Van space; you cannot escape in the van while the Hitchhiker is there. You must use a PUSH action to move him. If you enter the same space as the Hitchhiker, you put 1 Blood Splatter marker on your Character's mat.

If there are now 3 face-down tokens on the Family Tracking board, your Draw Phase immediately ends.



**ACTION TOKEN** – Place this face-up in front of you until the Action phase. **Your Draw Phase DOES NOT immediately end if you have 3 or more Action tokens in front of you.**



**BONE TOKEN** – Place this face-up in front of you. If there are now 3 Bone tokens face-up in front of you, your Draw Phase immediately ends.



**EYE TOKEN** – Place this face-up in front of you, then flip over any 1 face-down token on the Game board (leaving it in its current space). If there are now 3 Eye tokens in front of you, your Draw Phase immediately ends.



**PHOTO TOKEN** – Place this face-up in front of you, then look at the top card of the Search deck (see **TRUCK MOVES** below). You may then choose to place that card on the top or bottom of the Search deck. If there are now 3 Photo tokens face-up in front of you, you may choose to draw the top card of the Search deck, then your Draw Phase immediately ends.



### TRUCK MOVES!



Whenever you look at the top card of the Search deck, immediately move the Truck standee one space forward on the road track of the Game board. If it was

already at the end of the road track, instead move it back to the first space of the track.

- If the Truck moves into a space containing a Character standee or the Character is pushed into the Truck's space, place 1 Blood Splatter marker on that Character's mat, then the player controlling that Character moves them one space in any direction.

- If the Truck moves into a space containing Leatherface™ or Leatherface™ is pushed into the Truck's space, move the Leatherface™ standee directly back to the Killing Room, then discard the token that is furthest to the right on the Leatherface™ track (if possible).

- If the Truck moves into a space containing another member of the Slaughter Family, remove that Slaughter Family standee from the Game board permanently.



**LEATHERFACE™ TOKEN** – Place this face-up in front of you. Move the Leatherface™ standee a number of spaces indicated by the uncovered space on his track that is furthest to the left on the Family Tracking board.



If Leatherface™ enters the space of any Character standee, LEATHERFACE™ ATTACKS and deals damage! (See below for **LEATHERFACE™ ATTACKS**).

Leatherface's™ movement must be towards the nearest Character standee that is not on the Van space (Leatherface™ cannot enter the Van space and will stand still if all Characters are on the Van).

### LEATHERFACE™ ATTACKS!

If Leatherface™ moves into a space containing your Character, even if it's not your turn, immediately place a number of Blood Splatter markers on your Character mat equal to the Blood Splatters depicted on the leftmost uncovered space of the Leatherface™ track. Then your Character FLEES by moving away from Leatherface™ a number of spaces equal to the number of Blood Splatter markers on YOUR Character mat. You choose where your character moves while it flees. Do not reveal or collect any Scavenge tokens that you pass over as you flee. If Leatherface™ has remaining movement after causing you to flee, he will continue to use that movement by moving towards the next closest Character standee other than your own (he will not continue to move towards you with his current movement). However, if your Character already had 3 Blood Splatter markers prior to the Attack, place all Gas and Key tokens from your Character mat face-up onto your Character standee's current space, then move your Character standee to an empty **MEAT HOOK** space near the Killing Room.



It is important to remember that you can have 3 or more Blood Splatter markers and still perform your turn (though you do skip your Move Phase), it is only when you are attacked by Leatherface™ AND already have 3 or more Blood Splatter markers that you would be placed on a Meat Hook space.

**While moving, Leatherface™ will take the shortest route possible and follow normal Character rules for movement.**

If there are two or more Character standees which are equally close, you may choose which one he moves towards. Leatherface™ will always choose to “break through” unbroken Window/Door spaces while moving, breaking them in the process.

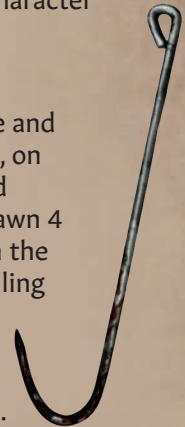
If there are now 3 Leatherface™ tokens face-up in front of you, place one of them on the uncovered space that is furthest to the left on the Leatherface™ track of the Family Tracking board. Then your Draw Phase ends.

### MEAT HOOK!

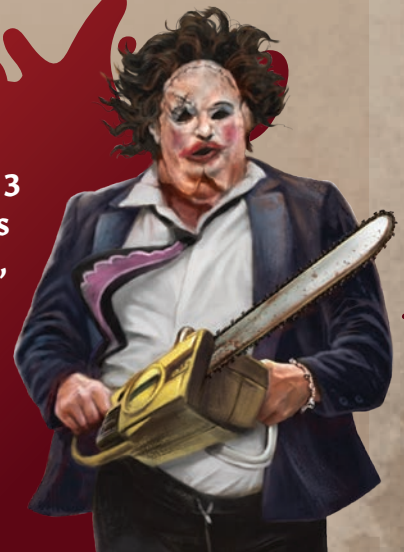
Once your character is placed on a Meat Hook space, you may choose to let that Character die. When a Character dies, leave the standee on the hook. Draw a Death card and read it aloud. Return the Character mat and Blood splatter markers to the box. Choose a new character and start them on the Van space.

**OR**

if you want to take a fighting chance and not kill off your Character (just yet!), on your next turn, you do not move and must draw tokens until you have drawn 4 Action tokens, which frees you from the Meat Hook and places you in the Killing Room... if you draw a Leatherface™ token, then that Character dies and Leatherface™ moves as normal. Draw a Death card and read it aloud. Choose a new Character and start them on the Van space.



**If there are ever 3 dead Characters on Meat Hooks, the game ends immediately and everyone loses.**




## ACTION PHASE

For each Action token that you drew during the Draw Phase, you may now perform one of the following actions:

### MOVE, SEARCH, PUSH, OR PICK UP.

You might also have the option to perform other Actions based on Search cards you have acquired, or based on the Special Move printed on your Character mat. You may choose to use multiple Actions to perform the same type of action from those available during a single turn. You are not required to use all of the actions earned this way, but if you do not use them they are not carried over to subsequent turns.

**MOVE** – Perform a Move action following the same rules as outlined in the Move Phase.

**SEARCH** – If you are on any space that has a printed name associated with it other than the Van space, you may take the Search Action to draw a card from the top of the Search deck. If you do, the Truck standee moves 1 space (following the “**TRUCK MOVES**” rules  in the Photo token section of the rules). Most cards describe how they can be used. Some will say they require spending an additional action to use, and some say they must be played immediately. If the card does not specify either of these things, you retain the card and may play it any time during your current or subsequent turns.

**PUSH** – If your character is in the same space or adjacent to any Character standee or Slaughter Family standee, you may spend an action to Push that standee to any space adjacent to it other than your own. If a Character standee is pushed into a space containing the Truck, put a Blood Splatter marker on that Character’s mat and the player who controls it must immediately move it 1 space in any direction as a “**FLEE**” movement. If you push Leatherface™ into the Truck, he is immediately moved to the Killing Room space and the token that is furthest to the right on the Leatherface™ track is discarded back to the box (if possible). If another Slaughter Family standee is pushed into the Truck, the Slaughter Family standee is permanently removed from the Game board. Being pushed is not a Move action, do not reveal or collect tokens you are pushed onto.



**PICK UP** – If your Character standee is in a space OR adjacent to a space that contains a face-up Scavenge token, you may take a Pick Up action to collect that token. If it is a Gas or Key and you do not already have 2 Gas or Key tokens on your Character mat, place the token on your Character mat. If it is another Scavenge token, place it in the Token tray. If the tokens required to win the game are all now on Character mats (1 Key and 1/2/3 Gas Tokens for 2/3/4 players), Take the Enraged token and place it on the empty space of the Leatherface™ track that is furthest to the left.

## CLEAN UP PHASE

- If there are any face-down tokens on the Family Tracking board, flip them face-up now.
- Place any tokens that are in front of you or in the Token tray into the Hideous draw bag and mix them. (Do not place Gas or Key tokens into the raw bag).
- If your Character standee is on a **BRAMBLE** space put 1 Blood Splatter marker on your Character mat.



**If there are 3 dead Character standees on Meat Hook spaces, the game ends immediately and everyone loses.**

If there are Characters who currently have the required items to win the game on the Van space, and all players have satisfied any conditions printed on Objective cards they might have been dealt, the game is over and everyone wins!



1 KEY



**2**: 1 GAS

**3**: 2 GAS

**4**: 3 GAS

### REQUIRED TO WIN

1 Key token, and a number of Gas tokens determined by the number of players.

- 1 Gas token at 2 players
- 2 Gas tokens at 3 players
- 3 Gas tokens at 4 players

It is not required for all Characters to be safely back at the Van, only that the Characters who are back at the Van have the required items. Any Characters who are “left behind” in this way may draw a Death card and read it aloud to see what their fate was.

If the game did not end, pass the Token tray to the player on your left, and they begin their turn.

# GAME END

## LOSING THE GAME

Once the third Character placed on a Meet Hook dies, you have lost the game!

## WINNING THE GAME

Characters who return to the Van space with the required Gas tokens and 1 Key token, without the Hitchhiker also being on the Van space, wins the game! If any Characters are "left behind" they must draw a Death card!

### SOLO MODE:

When you play the Texas Chainsaw Massacre the Game by yourself, choose three Characters for you to play. Each Character gets their regular move action but when drawing an Action token, you can apply that action to any Character you desire. Do not choose a new Character when one dies. If any single Character ends up dead on a Meat Hook, you lose the game! If you get back to the Van space with 1 Key and 2 Gas tokens, you win!

Check the chart below to rate how well you cooperated:

If no one survives:	The Slaughters are eatin' well tonight!
If more players die than survive:	Just another night in Hooper County, Texas!
If more players survive than die:	Count yourself lucky to be alive.
If everyone survives:	Are you sure ya'll didn't cheat?

### SLAUGHTER MODE:

For very experienced players, you may choose to make the game more difficult by using this mode.

Whenever you draw a Leatherface™ token, you must pull at least 1 additional token from the Hideous draw bag before you may choose to stop drawing tokens for the turn.

**TRICK OR TREAT**  
STUDIOS



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