

LAST FRIDAY

RETURN TO CAMP APACHE

Return to Camp Apache is an expansion for **Last Friday**, giving you new two new chapters of challenges and enriching the experience of the base game with new ways to play.

Ten years after the Camp Apache massacre, in the nearby village of Spring Forest, something awakes from deep slumber; something dark and sinister the villagers have forgotten for years. At first, they think it is the return of the Maniac from Camp Apache, but soon they discover it is an ancient Demon, able to live in dreams and transform life into nightmare.

After several suspicious deaths and the disappearance of the Sheriff, who was investigating the murders, a group of teens realize the Demon can only be fought with the help of someone who truly understands Evil. When everything seems lost, the teens discover the Sheriff is the Predestined: the only survivor of the Camp Apache massacre. After a long search, they find his car close to the abandoned camp. They also find a flyer in the car showing a missing girl. They don't know her, but rumors say she is a witch. The teens decide to look for them before it is too late, arriving at the lake where they must confront a double nightmare: a Demon and the legendary Maniac, resurrected once again.

Will they find the Sheriff? Will the Maniac and the Demon fight each other or work together? Will the Sheriff, once the Predestined, stop the horror again? Who is the mysterious girl found asleep in one of the cabins? Is she really a witch? Can her powers help stop the double menace? Who started the fire? Is this the end? These are just some of the mysteries players must resolve.

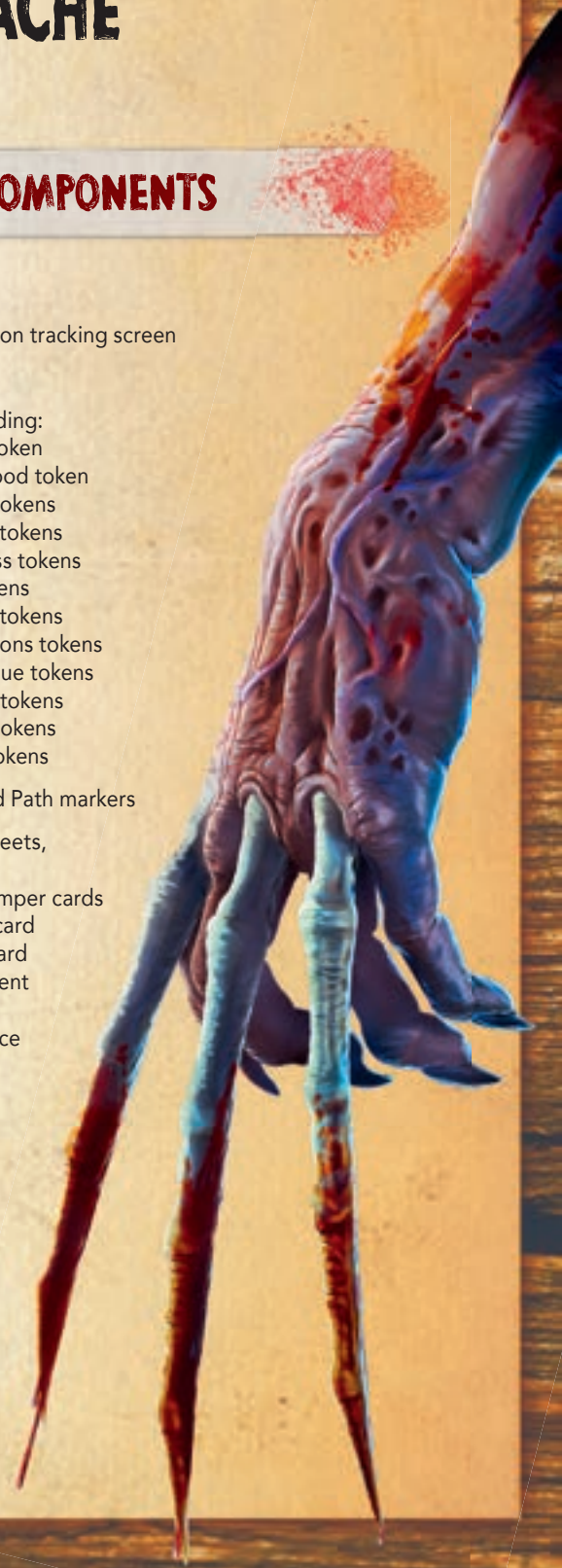
It's time to go back to Camp Apache!

WHAT'S NEW IN THIS EXPANSION?

- New challenges and missions;
- 2 psychos (Demon and Maniac) playing at the same time;
- 2 new chapters of horror and suspense, each with different mechanics;
- Survival Horror Mode, an alternate way to play the 4 chapters of the base game, for an even more engaging experience;
- 5 new campers;
- New powers and skills;
- New objects and special abilities;
- 2 new characters with special powers: the Sheriff and the Witch.

GAME COMPONENTS

- 1 rulebook
- 1 foldable Demon tracking screen
- 3 Burning tiles
- 97 tokens including:
 - 1 Chase token
 - 1 First Blood token
 - 5 Arrival tokens
 - 8 Corpse tokens
 - 3 Darkness tokens
 - 6 Fire tokens
 - 28 Flame tokens
 - 5 Revelations tokens
 - 25 new Clue tokens
 - 5 Demon tokens
 - 5 Sheriff tokens
 - 5 Witch tokens
- 10 plastic Blood Path markers
- 13 cards and sheets, including:
 - 5 new Camper cards
 - 1 Sheriff card
 - 1 Witch card
 - 5 Equipment sheets
 - 1 Reference sheet
- 1 hourglass
- 3 new wooden pawns (Demon, Witch, and Sheriff).



LAST FRIDAY

RETURN TO CAMP APACHE EXPANSION

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Author's Note: I thought I had closed my experience at Camp Apache, then I decided to improve the game and the result is what you got in your hands. Initially I was hesitant because I thought the base game experience would be enough, but I was wrong. Ideas are a sweet little honey and always come when you least look for them. Only later I realized that I could make the game I already loved even more exciting and engaging. Welcome to Camp Apache!

ENGLISH EDITION

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Warning. Not suitable for children under three years. Small parts.

COMPONENT OVERVIEW

Demon tracking screen

You need it to keep note of the Demon's secret movements, round by round.

Depending on the Chapter played, every three rounds, the Demon

must reveal his current location on the board or

the location occupied three rounds before. As with the Maniac tracking screen from the base game, the position revealed is also indicated by arrow symbols on the tracking screen, so you can play the Demon in the chapters from the base game. Chapters V and VI, and the **Return to Camp Apache** interactions, are detailed in this rulebook and summarized on the Chase token you can find in this box.



Burning tiles



One of these tiles will be placed on a part of the board at the beginning of Chapter VI and stays there until the end of the game.

Reference sheet



You can use this sheet to remember how to use all the character's tokens and powers. Keep it close to the table to review when needed.

Chase token



You can use this token as a reminder of the interactions in Chapter VI.

First blood token



Given either to the Maniac or the Demon who kills the first camper. Having this token provides advantages during the game.

Arrival tokens



These tokens must be drawn randomly to determine the starting location of the Maniac or the Demon. At the beginning of Chapter VI, randomly draw the starting locations of the new campers arriving at camp.

Corpse tokens



Each Corpse token represents a killed camper, and it is placed when a camper passes over any psychos or when any psychos pass over him.

Darkness tokens



These tokens are placed on the timeline at the beginning of Chapter VI, on the numbers where the psychos must declare their position. These tokens work differently, based on the figure shown.

Fire tokens



At the beginning of Chapter VI one of these tokens is chosen randomly. The fire starts in the zone of the chosen color (around one of the five cabins or around the lake).

Flame tokens



These tokens must be placed on the numbered circles, as long as the fire burns.

Revelation tokens



These tokens must be randomly placed face down on the five cabins at the beginning of the Chapter V.

Clue tokens



Clue tokens are left behind by any psychos as they journey through the camp, as in the base game.

Demon tokens



These tokens can only be used by the demon. The demon can only use one token in his turn. When the demon uses a token, he places it on the timeline, in the space matching the current round.

Sheriff power tokens



These tokens can only be used by the Sheriff. He can only use one token in his turn and he cannot play them on himself.

Witch power tokens



These tokens can only be used by the Witch. She can only use one token in her turn and she cannot play them on herself.

Camper cards



Five new campers you can use with the expansion or the base game.

Equipment sheets



These Equipment sheets are used to manage the new Clue tokens together with the Camper cards included in the base game. Insert the Camper cards inside the dieline cut.

Sheriff/Witch cards



Use these cards when the Sheriff and Witch enter play, and to keep track of their powers and collected tokens.

Hourglass



Used during the campers' round. Campers have only two minutes to make all their moves simultaneously.

Blood Path markers



These red plastic discs are used by the psycho in Chapter VI, when revealing his position. These discs will show the path of the three previous moves on the map, so the other psycho can check if the two have crossed paths.

Wooden pawns



The wooden pawns represent the Sheriff, the Witch, and the Demon.

GENERAL RULES

NUMBER OF PLAYERS

To play the two new chapters of this expansion, you need at least 3 players: one player each plays the Demon and the Maniac; the third player plays the campers, the Sheriff and the Witch, too. With more players at the table, you can assign a camper to each player, playing with up to 7 players.

NEW CHARACTERS

All game characters (campers, Sheriff, Witch, Maniac, and Demon) can only use one token per turn, unless otherwise specified by Special Abilities.

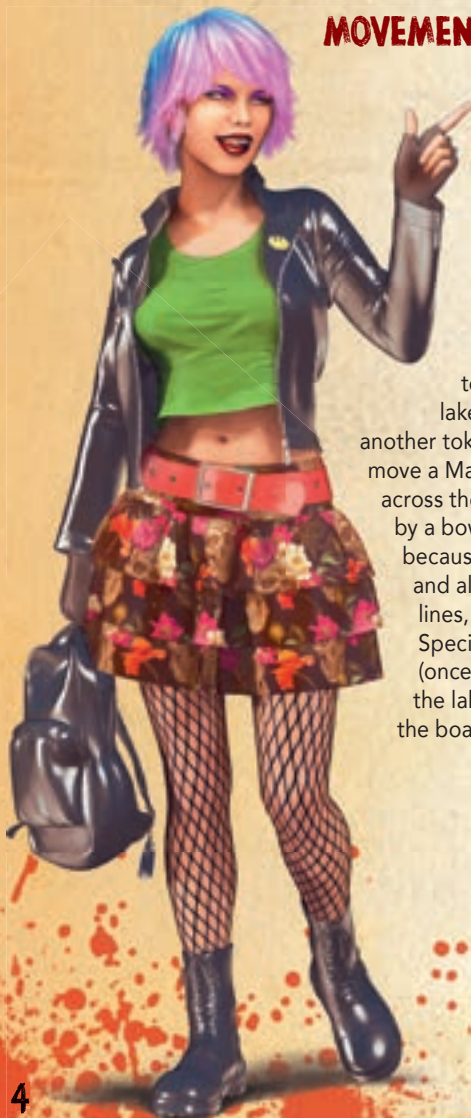
Powers affecting movement cause interactions to take place as normal.

Example: *If the Witch uses the Telepathy token in Chapter V, allowing her to move a camper two white dots, and the pawn passes over the Demon or the Maniac, the camper is eliminated.*

The Witch cannot play her powers (tokens) on herself.

MOVEMENT POWERS

Some types of powers allow you to move tokens and pawns on the board. These movements are always limited by the general rules of the game; therefore, you are not able to move a pawn and put it in the same location as another pawn; move a token from one side of the lake to another; or move over another token. In addition, you cannot move a Maniac or Demon pawn across the lake with an arrow shot by a bow or a shot from a Revolver, because the lake is a special area, and although linked by dotted lines, these are only used during Special Movements of psychos (once a chapter they can cross the lake by swimming or using the boat's movement).



MOVEMENTS AND INTERACTIONS

THE DEMON AND THE MANIAC

They move like the Maniac of the base game, including special moves such as Murderous Rage, which allows you to move to another circle after a killing; the once-per-chapter use of a secret passage; and the once-per-chapter crossing of the lake by swimming (see the paragraph *Moving and Interacting in all Chapters*, page 4 in the rules of the base game).

CAMPERS, SHERIFF AND WITCH

They move like campers of the base game, but simultaneously. To collect tokens you no longer need to stay in the exact location; you simply must pass through them. This allows you to collect more tokens in the same turn.

TOKENS AND TILES

REVELATION TOKENS

Bloodbath



The camper, Maniac, or Demon revealing this token places the corresponding Cabin tile with the Maniac side up. The Maniac (or Demon), places two Corpse tokens, as desired, on two available white dots inside the Cabin tile.

Cache



This token indicates the cache is inside the cabin. If revealed by the campers, the corresponding Cabin tile is placed with the camper side up and the camper takes all the available missing equipment tokens on his card from the general pool and places them on his card. If revealed by one of the psychos, the cache is considered destroyed for the rest of the game; the corresponding Cabin tile is placed with the Maniac side up.

Electric panel



This token indicates the electric panel is inside the cabin. It is used to switch on the lights along the piers on the lake. If revealed by the campers, the corresponding Cabin tile is placed with the camper side up and the pier lights are switched on. Place the yellow plastic tokens on the numbered circles 106, 109, 111 and 123. If revealed by one of the psychos, the panel is considered destroyed and cannot be used for the rest of the game; the corresponding Cabin tile is placed with the Maniac side up.

Sheriff



This token indicates the Sheriff is inside this cabin. Once opened, the sheriff awakens from his nightmare, but moves beginning the next round. The Sheriff always moves simultaneously with the Witch and the

other campers. When he enters play, he starts with his own card and all of his indicated special tokens. He puts his pawn on one of the available white dots inside the cabin. The Sheriff is moved by the player who awakened him. If awakened by one of the psychos, the Cabin tile is placed with the Maniac side up and the Sheriff is assigned to one of the players moving the campers. The campers should decide together who controls him, otherwise he is assigned to one of the camper players randomly.

Witch



This token indicates the Witch is inside this cabin. Once opened, the witch awakens from her nightmare, but moves beginning the next round. The Witch always moves simultaneously with the Sheriff and the other campers. When she enters play, she starts with her own card and all her indicated special tokens. She puts her pawn on one of the available white dots inside the cabin. The Witch is moved by the player who awakened her. If awakened by one of the psychos, the Cabin tile is placed with the Maniac side up and the Witch is assigned to one of the players moving the campers. The campers should decide together who controls her, otherwise she is assigned to one of the camper players randomly.

DEMON TOKENS (SINGLE USE)

Deception



This token allows the Demon to cross any pawn or token (lantern, trap, flame, campers, Sheriff, Witch, Maniac, or a lighted zone) without any interaction.

Hell claws



This token allows the Demon to break down the door of a closed cabin. The Demon must be in a location with the axe icon, adjacent to the cabin. When the Demon opens the cabin using Hell Claws, he places the corresponding Cabin tile with the Maniac side up.

Mind reading



This token requires the Maniac to secretly reveal his location from the previous round to the Demon, whispering it into his ear.

Splitting



This token can **only** be played in the rounds when the Demon must reveal his location from three rounds before (not the current one). The Demon may declare two different locations on the board: the circle he must declare as written on his tracking screen, and another one of his choice. For each location, place a Clue token on one of the white dots adjacent to the location declared.

Vision



This token allows the Demon to move one Camper pawn by two white dots on the board. During this movement, all interactions with the pawn work normally.

MANIAC TOKENS (SINGLE USE)

These tokens from the base game are not included in this expansion. The rules for some of them are modified as follows, the other rules are repeated here for convenience.

Axe



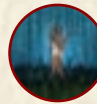
This token allows the Maniac to break down the door of a closed cabin. The Maniac must be in a location with the axe icon, adjacent to the cabin. When the Maniac opens the cabin using the axe, he places the corresponding Cabin tile with the Maniac side up.

Invisible



In **Return to Camp Apache**, this token can **only** be played in the rounds when the Maniac must reveal his location from three rounds before (not the current one). Instead of revealing his position, the Maniac places this token on the timeline, and does not reveal his location on the board.

Plot twist



This token can be played only after all players have made their fifteenth move, which marks the end of the current chapter. This token allows the Maniac to take an extra turn. It could be the winning move, so use it wisely.

Shadow



In **Return to Camp Apache**, this token can **only** be played in the rounds when the Maniac must reveal his location from three rounds before (not the current one). When the Shadow token is used, the Maniac does not reveal the exact location as required; instead he reveals either the true location or one of the numbered spaces adjacent to the true location. After making this fake appearance, the Maniac must place a Clue token on one of the white dots adjacent to the numbered location where he pretends to be.

Supernatural Speed



This token allows the Maniac to move two spaces during his turn, instead of one. The Maniac writes two numbers on the Maniac tracking screen in a single space, but the Round token still advances only one space.



CLUE TOKENS

Bow



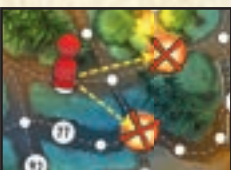
This token allows the camper to shoot an arrow and hit **one** numbered circle of your choice, to a maximum distance of two numbered circles (connected consecutively from a dotted line to your location). If any psychos are on the circle indicated, they are forced to reveal themselves. The camper may move the pawn(s) of the revealed psycho(s) to an adjacent numbered circle. The token is discarded after use, because the arrows are spent.



Extinguisher



This token allows you to put out the fire, removing two Flame tokens from two adjacent numbered circles. The token is discarded after use, because the extinguisher is spent.



Flashlight



This token allows the camper to illuminate **up to** two consecutive numbered circles connected by a dotted line to the camper's position. If any psychos are on one of these two circles, they are forced to reveal themselves. The token is discarded after use, because the batteries are depleted.



Hidden



This token is played at the start of the round and is placed under the Camper pawn using this power. The camper is momentarily invisible. The camper does not move and may not be the target of any kind of interaction. In the next round the camper will first move two white dots (representing the movement of the previous round) without any interaction with the Demon or the Maniac; then the camper moves two additional white dots more (the movement of the current round), during which normal interactions may occur with the Demon and the Maniac.



Play Dead



This token is placed under the camper's pawn using this power. No one else can interact with him until next round. He is not subject to any other tokens / powers / equipment, and other pawns moving through this location (including the Maniac and Demon) do not have any interaction. This can be very useful when you feel hunted and may potentially be the victim of an attack during the current round. This token must be discarded on the next round.



SHERIFF POWER TOKENS

Baton



Before making his move, the Sheriff declares he wants to use the baton and moves normally. If, during his move, he passes a numbered circle with any psychos, they are forced to reveal themselves. The Sheriff can move the pawn(s) of the revealed psycho(s) to an adjacent numbered circle. The token is discarded after use, because the baton is broken in the attack. At the beginning of Chapter VI, this token, if it has not been used before, must be discarded.

Revolver



This token allows the Sheriff to cover **up to** two consecutive numbered circles connected by a dotted line to the sheriff's position. If any psychos are in one of these circles, they are forced to reveal themselves. The Sheriff may move the pawn of the revealed psycho to an adjacent number circle. The token is discarded after use, because the ammo is spent.



Rifle



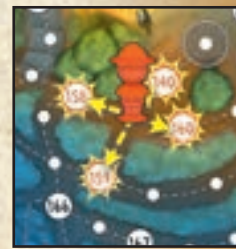
This token allows the Sheriff to shoot and hit **only one** numbered circle of your choice, to a maximum distance of three numbered circles (connected consecutively from a dotted line to your location). If any psychos are on the circle indicated, they are forced to reveal themselves. The Sheriff may move the pawn(s) of the revealed psycho(s) to an adjacent numbered circle. The token is discarded after use, because the ammo is spent.



Shotgun



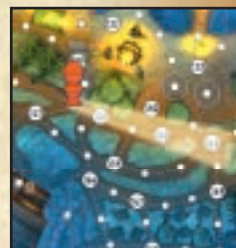
This token allows you to shoot and hit all the numbered circles connected by dotted lines with your position. If any psychos are in one of these circles, they are forced to reveal themselves. The Sheriff may move the pawn(s) of the revealed psycho(s) to an adjacent numbered circle. The token is discarded after use, because the ammo is spent.



Tactical flashlight



This token allows the Sheriff to illuminate **up to** three adjacent numbered circles connected by a dotted line to the sheriff's position. If any psychos are in one of these circles, they are forced to reveal themselves. The token is discarded after use, because the batteries are depleted.



WITCH POWER TOKENS

Levitation



This token allows a camper to cross one or more obstacles (the lake, the flames, a corpse, the Maniac, or the Demon) without any interaction. At the beginning or at the end of her turn, the Witch declares which camper receives the token and places it under the selected pawn. During the next round, the camper is able to take advantage of the power and move up to two adjacent white dots, linked by the dotted line, ignoring all obstacles on the path. The power is then discarded, even if the selected camper does not use it.

Second sight



This token must be played on a camper, allowing the camper to make a prediction. If any psychos are on a circle adjacent to the camper, they are forced to declare themselves, but are not required to reveal their exact location. If there are no psychos in the adjacent circles, nothing happens and the token is discarded; otherwise, if at least one psycho is on an adjacent circle the Witch must move the camper two white dots. During this extra movement, if the pawn goes over the Maniac or Demon, interactions take place normally.

Telekinesis



This token allows the Witch to immediately move any token on the board (not including campers) up to two white dots.

This includes moving the boat token from one pier to another. The token moved to the new position will affect new dots and creates new interactions from the new position. If you decide to move a lantern, it lights up numbered circles adjacent to its new position and not the ones it would light before. In this case, the Witch must also move the transparent yellow tokens.

Telepathy



This token allows the Witch to immediately move a Camper pawn up to two consecutive white dots. When moving, the interactions involving the pawn occur normally.

Voodoo Doll



This token allows the Witch to select any numbered circle. If any psychos are on the selected circle, they are forced to reveal themselves.

The Witch may move the pawn(s) of the revealed psycho(s) to an adjacent numbered circle. This token cannot be played if the target is currently visible (under the effect of a lantern, revealed by a flashlight, or when it shows its current position).



SURVIVAL HORROR MODE

In this expansion you will find components to add suspense and new challenges to the base game. If you have this expansion, you are certainly aware of the experience **Last Friday** offers, but we think **Return to Camp Apache**, as well as being an expansion, should enrich the first four chapters of the game.

Demon: What would you think about playing the first four chapters in the role of the Demon?

New campers: Why don't you play the role of the new campers, each with unique features?

Hourglass: Time flows and tension rises... play the first four chapters using the Hourglass for the camper's movement.

New Clue tokens: How about adding a whole lot of stuff? The new Clue tokens: Bow, Flashlight, Play Dead, Extinguisher, and Hidden can be integrated with the Clue tokens of the base game.

Here is how to play the first four chapters of the base game in Survival Horror Mode, creating a unique and exciting experience of suspense and horror.

To set up the chapters, follow the rules in the **Last Friday** base game, with the following exceptions:

1. You can choose among the available campers, adding the five new campers in this expansion.
2. The player with the psycho role may decide to play either the Maniac (with five Maniac tokens) or the Demon (with five Demon tokens) or as a Creature with great powers (selecting any five tokens from the 10 psycho tokens available and one of the tracking screens). After calculating the difference between Terror and Salvation points, if the Creature with great powers needs to choose tokens, he can choose from all available (both Demon or Maniac). So, if he is not caught in the second chapter, he will be able to equip from all available Maniac and Demon tokens.
3. Shuffle the base game Clue tokens together with those from this expansion. Choose a number from 0 to 9 and place Clue tokens, without looking at them, on all the numbered circles ending with the selected number. Then, slide the Clue tokens to an adjacent small circle. After that, set aside the other tokens that will be used by the psycho whenever he has to reveal himself.
4. The psycho keeps the hourglass at his side, and, after playing his turn, he flips it over, starting the camper's turn. The campers have two minutes to make their move, using special abilities and powers in the order they prefer, without following a predetermined order. If they disagree about a course of action, the campers must reach consensus on the movements and actions as quickly as possible, because time runs inexorably onward and they risk failing to complete their turn. The psycho is the only one who, at his discretion, can pause the hourglass by placing it horizontally to check for possible clashes and interactions between players.
5. To collect tokens, you no longer need to stay in the exact location; you simply must pass through them. This allows you to collect more tokens in the same turn.
6. At the beginning of the second chapter, start the fire that will spread and is handled according to the rules described in Chapter VI.

ESCAPE FOR SURVIVAL

The campers, escaping from the Demon, run into the woods in search of the Sheriff and the missing girl, who seems to have strange powers. All the tracks lead to Camp Apache, but the teens cannot yet know there is still an undying psycho at the camp. Now they must escape from a double threat, awakening the only ones able to put an end to this horror: the Sheriff and the Witch.

GOAL

Campers: Escape from the Maniac and Demon, while finding the keys to the cabins and awakening the Sheriff and the Witch from their eternal sleep.

Demon: Eliminate all the campers.

Maniac: Eliminate all the campers.

SETUP

1. Place the board from the base game in the center of the table.
2. One player plays the Maniac.
3. One player plays the Demon.
4. All other players play the campers. Each camper player selects one of the five colored pawns. For each of the five colors, there are four available Camper cards (including those in this box and the base game). Choose one card and place the remaining ones in the box.
5. Each player takes an Equipment sheet, inserting their own card into the appropriate space (see image).
6. Each player takes the Clue token highlighted on his Camper card. Regardless of the number of camper players, all five Camper pawns should be used, so some camper players may control more than one pawn.



Example: In a three players game, one player is the Maniac, one the Demon, and the third plays all five campers. To play the two additional chapters of this expansion, you will always need at least three players.

7. The campers place their pawns on the white dots near the lake, indicated by the respective color.
8. The Maniac and Demon take a pencil and a blank sheet of paper each, insert it into their own screens, which they will use to secretly note their movements.
9. Players mix the base game Clue tokens with the new Clue tokens contained in this expansion. Choose a number from 0 to 9 and place Clue tokens, without looking at them, on all the numbered circles ending with the selected number. Then, slide the Clue tokens to an adjacent small circle.

Example: If players choose number 2, they place Clue tokens on numbered locations 2, 12, 22, 32, 42, 52, 62, 72, 82, 92, 102, 112, 122, 132, 142, 152, 162, 172, 182, 192). After placing them all, they move all Clues to one of their adjacent white dots (all numbered circles remain empty).

10. One player shuffles the five Revelation tokens and places them face down on each cabin on the board. Each token is revealed only when its corresponding cabin is opened, either with the respective key or when destroyed by Maniac or Demon powers.
11. One of the players takes the 10 Welcome tokens from the base game and places them randomly and without looking at them on the 10 white dots indicated by large white circles, near the lake.
12. Campers decide where to place the boat, among the four piers of the lake.
13. The Maniac begins the game with the five Maniac tokens, keeping them hidden behind the tracking screen.
14. The Demon begins the game with the five Demon tokens, keeping them hidden behind the tracking screen.
15. The five Arrival tokens are shuffled and the psychos each take one. The token indicates the respective entry circles to the Camp. Each psycho writes this number in the "0" step of his tracking screen.
16. The Round token is placed on the "0" step on the timeline, printed on the board. The game is ready to start.
17. Choose the Maniac or Demon to control the hourglass, starting the game. The campers move first, then the psychos who, after writing their movement and being sure both have finished their turn, flip the hourglass, starting a new round.

Whenever the hourglass is flipped, campers have two minutes to complete their turn. At the end of that time, campers who have not moved or who have not had time to play a token, are no longer able to do so. It is up to the psychos to monitor the expiration of time and, if necessary, pause the hourglass at their discretion.

HOW TO PLAY

1. The Maniac or Demon moves the Round token to the number "1" step of the timeline and flips the hourglass, starting the game. The campers move first, using special powers and special abilities in any order they prefer. If they disagree about a course of action, the campers must reach consensus on the movements and actions as quickly as possible, because time runs inexorably onward and they risk failing to complete their turn. The Maniac and Demon are the only ones who, at their discretion, can pause the hourglass by placing it horizontally to check for possible clashes and interactions between players.
2. Once the hourglass expires, the campers' turn is complete. The Maniac and Demon move simultaneously. After seeing how the campers moved, they secretly record their first movement in position I of their tracking screen. Then, go to the next round by moving the Round token to position II and starting the second round, beginning with the campers.
3. The campers' goal is to find the keys to open the cabins, and awaken the Sheriff and Witch. At least one of them must survive. Campers can carry only one key at a time, but they can leave it at any time, putting it down on a white dot adjacent to their position (then the key can be picked up by another camper). There are five keys of different color (green, red, blue, yellow, and brown) that

open the cabin of the same color. When a camper picks up a key, place it on the dedicated space on the bottom-left of the board, matching the color of the Camper pawn, so all campers know who holds which color keys. Each camper can pick up a key of any color and open the corresponding color cabin indicated by the padlock.

4. To open a cabin, a camper must be on the white dot near the padlock icon of the same key color and end his turn there. Once opened, remove the key and look at the Revelation token placed above the cabin. Depending on the token, it will have different effects (see *Revelation tokens*, page 4). Then, place the appropriate Cabin tile, camper side up, unless the Revelation token indicates otherwise.

5. After opening a cabin, a camper can pick up another key to open another cabin. If a camper ever has two keys, he must discard one of the two and place it face up on one of the white dots adjacent to his position (since he cannot have more than one key).

On the Tracks of Evil...

In this chapter, every three rounds, the Maniac and Demon must reveal the position where they were three moves before, placing their respective pawns on the corresponding numbered circles. They will reveal position 0 in round III, position III in round VI, position VI in round IX, position IX in round XII, and position XII in round XV. Each time the Maniac and Demon reveal themselves, they must place a Clue token, face down, on one of the white dots adjacent to their respective positions.

The Clashes

If the Maniac or Demon passes over a camper or is passed over by a camper, the camper is eliminated. The same happens when a psycho passes over or is passed over by the Sheriff or Witch.

The Maniac and the Demon do not reveal their position, but replace the pawn of the camper with a Corpse token. The player who has been eliminated must place all of his collected tokens in the box and give his Camper card to the killer. If the camper had a key, it is dropped on the board on one of the white dots adjacent to the corpse.

Saved by a Miracle

If a camper, Sheriff, or Witch is eliminated at the same time by both the Demon and the Maniac, the psychos must reveal their position. The camper, Sheriff or Witch is safe and moves both the Demon and Maniac to a numbered circle adjacent to their position. The clash between the Maniac and the Demon saves their life. For the moment...



END OF THE CHAPTER

1. If, at the end of the fifteenth round, all the campers are alive and they have awakened at least the Sheriff and/or the Witch and they also survived, the game ends and the campers win.

2. If, at the end of the fifteenth round, some campers survived (but not all) and they have awakened the Sheriff and/or the Witch and at least one of the two survive, go to the next chapter.

3. If, at the end of the fifteenth round, the campers have not been able to awake the Sheriff or the Witch, the game ends with a Maniac or Demon victory, based on the psycho with the most kills. In case of a tie, the winner is the one who made the first kill (First Blood token).

4. If, at the end of the fifteenth round, all the campers, the Sheriff, and the Witch are eliminated (or were never awakened), the game ends with a Maniac or Demon victory, based on who has the most kills. In case of tie, the winner is the one who made the first kill (First Blood token).

At the end of the chapter, either the Maniac or the Demon, depending on who has the most kills, is declared the Predator. The other psycho is the Prey. In case of a tie, the Predator is the one who made the first kill (First Blood token). In the next chapter, the Predator chases the Prey. The Prey chases the campers.

At the end of the chapter, the Maniac and Demon each receive Maniac tokens or Demon tokens based on the difference between the Camper cards in their possession.

Example: *The Maniac has 2 Camper cards and the Demon 1: in this case, the Maniac gains 1 Maniac token. If the Maniac has 1 Camper cards and the Demon 2: in this case, the Demon gains 1 Demon token. If there were no available tokens for the psycho with more kills, neither the Maniac nor Demon receives tokens.*

At the end of the chapter, the three Darkness tokens (machete/claw) are assigned. The Predator receives two tokens, while the Prey receives one.

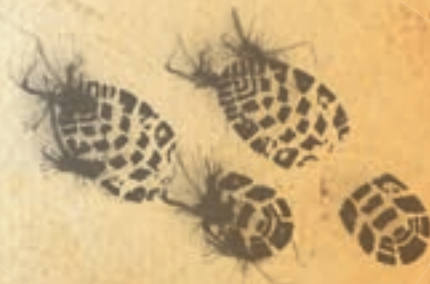
All tokens (Clue, Corpse, Revelation, and Welcome) remain on the board. Maniac and Demon tokens used and placed on the timeline are removed.

SUGGESTIONS

For the Campers: Even if it's a horror movie cliché, in this chapter you should split up to find the Sheriff and Witch as quickly as possible. Make sure they are not eliminated at the same time, thanks to the Murderous Rage, for example, of one of the two psychos.

For the Maniac: Your only goal is to kill all the campers who have dared enter Camp Apache, but be careful, because this time you are not alone. There is a Demon trying to prevent the campers from falling to your machete...

For the Demon: Take advantage of the Maniac and eliminate the most campers by using your powers, because you will be able to recover them only if you become the Predator at the end of this chapter.



THE HUNT

As if being chased by two psychos was not enough, the campers thought setting a fire could eliminate the Evil once and for all. But, the Sheriff and Witch are afraid the fire will not be enough and so they promise to end all the horrors of this cursed place.

They must track down the Evil and make sure it can never return, but in the meantime, they are vulnerable to the one crawling in the shadows and the one with a thirst for blood. In a firestorm of fear, who will survive the last night of Camp Apache? Who is the Prey and who is the Predator?

GOAL

Campers: Pursue and eliminate the psycho with the most kills in the previous chapter, the Predator. They must find him to avenge their friends and make sure he never comes back.

Maniac or Demon: The psycho with the most kills in the previous chapter becomes the **Predator**; he must chase the other psycho (the Prey): He must ensure he is the only legend remaining at Camp Apache, eliminating anyone who dares come back to the camp.

Maniac or Demon: The psycho with fewer kills in the previous chapter is the **Prey**; he must kill the campers before they kill the other psycho.

SETUP

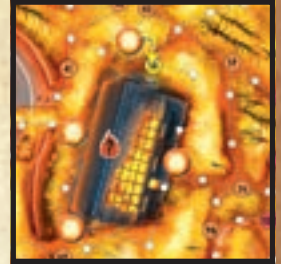
Chapter VI begins where the previous chapter ended: all the counters (Clue, Corpse, Revelation and Welcome) remain on the board in the same positions.

1. The surviving campers from the previous chapter along with the Sheriff and the Witch (if they survived) start from their last position and keep all tokens collected in the previous chapter.
2. The Sheriff and the Witch, if they were eliminated, are definitively out of the game. The campers who were eliminated are replaced by new campers chosen from the remaining cards of their respective color and equipped with their starting Clue token, collected from the general pool. Each replacement camper randomly chooses one of the Arrival tokens and, using the pawn of the same color, occupies one of the white dots adjacent to the revealed numbered circle. Therefore, each replacement camper enters Camp Apache from a different area.
3. The Maniac and Demon start from the numbered circles where they ended the previous chapter. Each writes the number on the second line of the tracking screen in the "0" position. They do not reveal themselves according to the tracking screen; instead, they reveal themselves based on how they place Darkness tokens on the timeline. Therefore, the psychos reveal themselves differently.
4. Take the three Darkness tokens and give two to the Predator and one to the Prey. First, the Predator places both tokens (showing his icon: "machete" for the Maniac, "claws" for the Demon) on the timeline by selecting two rounds (III, VI, IX, or XII). On these rounds, he must reveal his position from three rounds before (0, III, VI, or IX). Then, the Prey chooses where to place his token (showing his icon), selecting one of the two remaining

rounds. In the reveal round where there isn't a Darkness token (either III, VI, IX, or XII) and in rounds where the Darkness token does not match the psycho, the psycho must declare their current position.

5. As explained at the end of Chapter V, the Maniac or the Demon with the most kills in the previous chapter receives as many Maniac/Demon tokens as the difference between the kill amounts of the two psychos.

6. Shuffle the Fire tokens face down and draw one to see where the fire breaks out in the camp. A portion of Camp Apache (related to a colored cabin or the lake) is covered with one of the Burning tiles from this expansion. The fire destroys whatever it encounters, including the campers, the Sheriff, the Witch, the psychos, and any previously placed tokens on the board (revealed or not revealed), over three rounds. At the end of the first round of play, the fire spreads to the yellow numbers (place Flame tokens to cover these numbers) on the Burning tile. At the end of the second round, the fire spreads to the orange numbers (place Flame tokens to cover these numbers). At the end of the third round, the fire spreads to the red numbers (place Flame tokens to cover these numbers). During the first round the fire spreads, you must reveal the contents of the cabin (if it was not revealed in the previous chapter). The contents are destroyed/removed. So, if the cabin with the electric panel is located in the affected area of the map, the electric panel is destroyed and the lights on the piers turn off immediately (remove any yellow transparent tokens already placed). Likewise, the unrevealed sleeping Witch or the Sheriff in the cabin is eliminated from the game.



The fire always spreads after all players have played their turn, until the end of the third round. At the end of each of these three rounds, you must always place Flame tokens on the numbered circles indicated. Flame tokens can be eliminated later with the extinguisher (see page 6).

At the end of the third round, after all the players have made their move and after the Flame tokens have been placed, the fire stops and remains unchanged until the end of the game.

Anyone contacting the fire (going through or into a Flame token circle) is removed from the game. However, if trapped between two or more Flame tokens (therefore, unable to move), they may remain in that position until the end of the game or until released through the use of special abilities and/or powers.

Example: a reckless camper is surrounded by Flame tokens and cannot move, but, luckily, he has an extinguisher, which allows him to open a gap and escape from the mess.

If there are unopened, unburned cabins in the camp, players are able to open them and reveal their content, applying the effects as in the previous chapter. In addition, if either the Sheriff or the Witch have not yet been revealed, opening their cabins allows them to come into play with the appropriate effects — the Predator has an additional enemy to escape from, and the Prey has an additional character to eliminate, in order to win.

HOW TO PLAY

The Maniac or Demon moves the Round token to the number "1" step of the timeline and flips the hourglass, starting the game. The campers move first, using their tokens and special abilities in any order they prefer. If they disagree about a course of action, the campers must reach consensus on the movements and actions as quickly as possible, because time runs inexorably onward and they risk failing to complete their turn. The Maniac and Demon are the only ones who, at their discretion, can pause the hourglass by placing it horizontally to check for possible clashes and interactions between players.

On the Tracks of Evil...

Based on the Darkness tokens on the timeline, the Maniac and the Demon reveal their positions at different moments. When the Darkness token shows Maniac's machete, he reveals his position from three moves before and the Demon reveals its current position. The reverse situation occurs when the token shows the Demon's claw. In a round when the psychos must reveal themselves (III, VI, IX, XII) and there is no Darkness token, both psychos reveal their current position.

When the Maniac or Demon must reveal their current position, they must show everyone the path moved, starting from the numbered circle from three rounds before. Place the transparent red Blood Path markers on every numbered circle and dot he has crossed. The other psycho follows the path and declares if the paths of the two psychos crossed. If there are alternate paths between numbered circles, the psycho must choose one of the paths to highlight with markers. If, during the same round, the paths cross, the Maniac and Demon clash and the Predator wins the game.

The Maniac pawn, Demon pawn, and the Blood Path markers remain on the board until the next revelation.

The Clashes and Victory Conditions

If a camper — including the Sheriff or Witch — passes over the Predator or is passed over by him, the Predator is eliminated and the campers win the game.

If a camper — including the Sheriff or Witch — passes over the Prey or is passed over by him, the camper is eliminated. Give the Camper card to the Prey and return all the tokens on the card to the box. If the camper has a key, it should be placed on one of the white dots adjacent to his corpse.

If both the Sheriff and Witch are eliminated, the game ends with the victory of the Prey. If the camper players were only able to reveal one character (between the Sheriff and the Witch), the Prey wins the game by eliminating the character revealed and in play.

If the Maniac and Demon pawns cross paths in the same round, the Prey is eliminated and the Predator wins the game.

So, there are two possible situations: (place the Chase token on the correct side, to remind everyone of the winning conditions for this scenario).

- The Maniac (Predator) chases the Demon (Prey), the Demon chases the campers, and the campers chase the Maniac. If the Maniac eliminates the Demon, the Maniac wins. If the Demon eliminates the Sheriff and the Witch (only one, if the other has not been revealed yet or has been already eliminated), the Demon wins the game. If the campers eliminate the Maniac, the campers win the game.



- The Demon (Predator) chases the Maniac (Prey), the Maniac chases the campers, and the campers chase the Demon. If the Demon eliminates the Maniac, the Demon wins. If the Maniac eliminates the Sheriff and the Witch (only one, if the other has not been revealed yet or has been already eliminated), the Maniac wins the game. If the campers eliminate the Demon, the campers win the game.



Note: *only the roles of the Maniac and the Demon can change, based on who won the previous chapter; they switch the roles of Prey and Predator inside the interaction circle.*

THE LONG NIGHT

If, at the end of the fifteenth round, the winning conditions have not been achieved, the game ends like this:

The Campers are declared winners if both the Sheriff and Witch survive. If one of the two is dead or has not been revealed, then the **Predator** wins, if he is within two numbered circles from the Prey; otherwise, the **Prey** wins the game.

If the Campers win: They have been successful in freeing the Sheriff and Witch and joining forces, they have defeated the psychos, but is this really the end?

If the Predator wins: He has defeated his opponent and he will be the only legend of Camp Apache.

If the Prey wins: He has eliminated the only one who can stop him from increasing his power. Virtually no one will be able to face it again, even the other psycho. Some legends never die...

SUGGESTIONS

For the Campers: Immediately head toward the Predator area and try to kill him, before the other psycho can approach and sneak up on you with Murderous Rage.

For the Predator: Your only goal is to eliminate the other psycho, but the campers are on your heels. Stay in the shadows, get rid of your tracks quickly, and hit them when they are not ready. Stay away from unopened cabins, because the Sheriff or Witch might be awakened and surprise you.

For the Prey: You do not have to annihilate all the campers. Focus on the ones you're really interested in, but be careful because the other psycho is on your tracks.



SUMMARY OF CHAPTERS

CHAPTER V: ESCAPE FOR SURVIVAL

The campers must escape from the Maniac and Demon, while finding the keys to the cabins and awakening the Sheriff and the Witch from their eternal sleep.

The campers start from the respective colored dots near the lake.

- The psychos start in one of the numbered circles with a red border (2; 6; 132; 150; 196).
- The Maniac or Demon flips the hourglass, starting the game. They can pause the hourglass at their discretion. When the hourglass is turned, campers have two minutes to complete their turn.
- In a round, the campers move first, then the psychos.

If the Maniac or Demon passes over a camper or is passed over by a camper, the camper is eliminated. If any psychos pass over or are passed by the Sheriff or Witch, the latter are eliminated.

- If, at the end of the fifteenth round, all the campers are alive and they have awakened at least the Sheriff and/or the Witch and they also survived, the game ends and the campers win. If not all the campers survive and all these other conditions are met, go to the next chapter.
- If, at the end of the fifteenth round, the campers have not awakened the Sheriff and/or the Witch, the psycho who has most kills wins. If all the campers, the Sheriff and the Witch are eliminated (or never awakened), the psycho who has most kills wins.
- At the end of the chapter, either the Maniac or the Demon, depending on who has the most kills, is declared the Predator. The other psycho is the Prey. In the next chapter, the Predator chases the Prey. The Prey chases the campers.



Every three rounds, the psychos reveal the position where they were three moves before.

CHAPTER VI: THE HUNT

The campers pursue the Predator to eliminate him. The Predator must chase the Prey to eliminate it; the Prey must kill the campers before they kill the Predator.

The surviving campers, along with the surviving Sheriff and Witch, start from their last position in the previous chapter.

- The Maniac and Demon start from the numbered circles where they ended the previous chapter.
- The campers, eliminated in the previous chapter, are replaced by new campers chosen from the remained cards, starting in one of the white dots adjacent to the revealed numbered circle.
- A portion of Camp Apache is randomly covered with one of the Burning tiles. The fire destroys whatever it encounters, including any characters, and any previously placed tokens on the board over three rounds. The fire is always present until a player uses certain special abilities or powers.
- In a round, the campers move first, then the psychos.

The Predator chases the Prey, the Prey chases the campers, and the campers chase the Predator.

- If a camper, including the Sheriff and Witch, passes over the Predator or is passed over by him, the Predator is eliminated. If a camper, including the Sheriff or Witch, passes over the Prey or is passed over by him, the camper is eliminated.
- If the psycho pawns cross paths in the same round, the Prey is eliminated and the Predator wins the game.



- If the Predator eliminates the Prey, the Predator wins. If the Prey eliminates the Sheriff and the Witch, if they are in play, the Prey wins the game. If campers eliminate the Predator, the campers win the game.
- During this chapter there are four revealing rounds: the Predator reveals his position from three rounds before, based on where his two Darkness tokens are on the timeline. In the same way, the Prey reveals his position from three rounds before, based on where his Darkness token is on the timeline. In the fourth revealing round, without a Darkness token, the psychos must declare their current position. Even when the Darkness token does not match a psycho, that psycho must reveal his current position.