

SLASHER

The word "SLASHER" is written in a white, expressive brush script font. The letters are thick and have a hand-painted appearance, with some ink bleed-through and irregular edges. The word is centered horizontally and slightly tilted upwards. The background is a vibrant red with several thick, black, diagonal brush strokes that create a sense of motion and intensity. The overall aesthetic is reminiscent of a horror movie poster or a graphic design for a slasher film.

SLASHER

Players: 2 to 6

Age: 12+

Average Playtime: 20 minutes

They are all here: the Monsters and the Villains, ready to bite and stab and catch lost sheep...

Who will survive? Who will betray their friends? Who will be the evil creatures hiding in the dark? And most importantly, which Villain will manage to Slash the most?

Welcome to Slasher, the game where you play both sides of a horror film!

Content

Villains (x14)

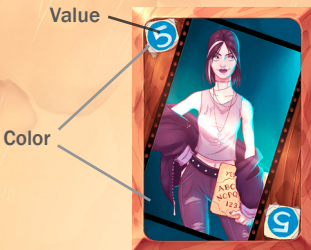
Scoring
rule icon



Initiative
value

Scoring rule

Actors (x30)



Actions (x10)



Objective

The goal of the game is to play Villain cards to score points every round. The first player to accumulate 20 Points wins the game.

You can adjust the length of the game by changing the value of the goal – try 30 Points for a longer game, or 10 Points for a shorter one.

Description of a Round

The game is divided into rounds. At the end of a round, if no one has won the game, the players start a new round.

When starting a new round, shuffle all the Villains (except those kept by players - see **SLASH!** below) and distribute one to every player. Then, shuffle all the Actor and Action cards together and distribute 6 of those to every player.

A round is divided into two phases: the **Setting**

Up phase and the SLASH! Phase.

Setting Up

During this phase, players play their Actor and Action cards, one after another.

For the first round, the first player is decided randomly between players. Afterwards, the first player is the one with the highest score. If two players share the same highest score, the first player is the one who scored the most points in the last round. If there's still a tie, decide the first player randomly among the players with the highest score.

Starting from the first player and going clockwise, each player plays one card (Actor or Action), until everyone has only one Actor or Action card in hand. Each player should end the Setting Up phase with one Actor or Action card in hand.

Actor Cards

An Actor card is played simply by putting it on the table. Actors are shared by all players. An Actor can be placed alone or can band with other Actors already on the table. You can't move already-placed Actors when playing an Actor card, but you can choose if it will be played alone or band with a Group.

An Actor card alone on the table is called a **Lonely Actor**. Otherwise, several Actors together make a **Group**.

Action Cards

Action cards are used to alter the existing Groups or Lonely Actors. When you play an Action card, you don't add an Actor to the table, but you do change the placement of already-played Actors.

When you play an Action card, do as written on the text of the card, if possible, and then dis-

card the Action card. If, for any reason, doing as written isn't possible (if there aren't enough Actor cards on the table, for example), don't do anything and simply discard the Action card. **You have to do as written if possible**; you can't choose not to use the effect of the Action card if you play it.

SLASH!

When all players have played until they have only one Actor or Action card in hand, the SLASH! Phase begins.

The SLASH! Phase is divided into parts. First, all of the players decide **at the same time** if every one of them want to play Villain cards. Each player can decide to play one, more than one, or none of their Villain cards. The players count to 3, and at 3, every player puts face down the Villain card or cards they intend to play.

Then, every player turns their Villain card or cards face up. Starting from the **lowest initia-**

tive value (the number shown in the top right corner) and going up from there, Villain cards are played one after another.

When a Villain card is played, the player who played it checks if the conditions for the Villain to Slash are met. If they are, the player Slashes Actors on the table according to the text on the Villain card and **scores as many points as Actors Slashed**. Keep note of the scores – they are added up every round for every player.

Slashed Actors are discarded. It means other Villains won't be able to Slash them. The played Villain card is also discarded.

Sometimes, a Villain is not able to Slash any Actors because the conditions are not met – most of the time because the Actors the Villain intended to Slash were already removed. In this case the Villain walks away, ashamed, and the Villain card is discarded.

When all Villain cards face up are played, every

player discards the last Actor or Action card they haven't played. **Players keep their unplayed Villain cards**, although they still draw another Villain on the next round. This means the players can have more than one Villain card in their hand. At any time, if a player has more than 3 Villain cards in hand, they must discard as many cards as needed to have 3 Villain cards in hand. If you're playing with 5 or 6 players, this maximum is lowered to 2 cards.

Gather all the Actor and Action cards along with the unkept Villains and prepare for a new round!

End game

At the end of every round, check to see if any player has reached a score of 20 (or 30 or 10 if you decided on a longer or shorter game) by adding the scores they got in all of the rounds they played. If no one has, gather all discarded cards and prepare for a new round!

If more than one player reaches the winning score in the same round, the winner is the one with the best score. If several players end the game with the same best score, they all win!

The Villains

The Mutant (Initiative: 5)

Slashes one Actor. Then, you may play your last Action or Actor card

First, the Mutant Slashes any Actor on the board, Lonely Actor or part of a group. Then, the player who played the Mutant may play their 6th Action or Actor card in hand, if they want.

The Doctor (Initiative: 10)

Slashes a group with only consecutive values.

He can Slash a group only (not a Lonely Actor). All cards in the group must be consecutive. If there are two cards of the same value, or if there's a hole in the sequence of values, the Slash isn't valid.

The Zombie (Initiative: 15)

Slash one Lonely Actor and one group with a size equal to the value of the Lonely Actor

The Zombies must Slash exactly one Lonely Actor and one group. The chosen group must have exactly the same size as the value of the Lonely Actor. You can't choose a Lonely Actor with a value of 1 and Slash another Lonely Actor.

For example, the Zombies can Slash a Lonely Actor with a value of 3 and a group with 3 cards in it.

The Alien (Initiative: 20)

Slashes all Lonely Actors.

The Alien Slashes Lonely Actors only; it can never Slash Actors in groups.

The Werewolf (Initiative: 30)

Slashes Actors in multiple groups in a sequential order.

The Werewolf Slashes one sequence of values, each card of the sequence in a different Group.

The size of the sequence must be exactly 3. For example, the Werewolf can Slash an Actor with a value of 1 in a group A, then an Actor with a value of 2 in a group B, then an Actor with a value of 3 in a group C.

The Werewolf can never Slash a Lonely Actor. Slashed Actors must be in Groups.

The Doll (Initiative: 40)

Slashes a group with exactly 5 Actors.

The Doll Slashes one Group and one Group only. The Slashed Group must have a size of precisely 5 Actor cards.

The Psycho (Initiative: 60)

Slashes a group where there are only two values.

The Group must contain only two different values. Multiple Actors in the Group may share the same value. For example, a Group with three cards with the value 5 and two cards with the value 4 is valid.

The Clown (Initiative: 90)

Slashes a group with four different colors.

Four different colors must be present in the Slashed Group. Multiple Actors in the group may share the same color.

The MasterMind (Initiative: 105)

Scores 2 points for every other player who Slashed this turn, only if every other player successfully Slashed this turn.

If one or more players decided not to Slash, or if one or more players scored no points during the Slash phase, the Mastermind scores no points. During the Slash phase, all players are supposed to decide to Slash at the same time; it is not possible to wait and see if other players decide to Slash before you decide on playing the Mastermind.

Actions

“Oh no! Not her!”

Move one Actor

Take one Actor on the table and move it. You can either take an Actor from an existing Group or a Lonely Actor, and put it back on the table so that it joins an existing Group, joins a Lonely Actor to form a Group, or is now alone as a Lonely Actor.

“Regroup in the Basement!”

Gather two groups or Lonely Actors into one group

You can take either two whole Groups, two Lonely Actors, or one whole Group and one Lonely Actor, and gather them to form a new Group. You cannot take only part of a Group; you must move all Actors in the Group at once.

“Let’s split up!”

Split one group into two groups or Lonely Actors

Take an existing Group on the table and split it into two, either as two new Groups, as one Group and one Lonely Actor, or as two Lonely Actors. Splitted Groups and Lonely Actors cannot join other existing Groups or Lonely Actors on this turn.

“Take my spot!”

Switch the position of two Actors.

Take one Actor from anywhere on the table, either from an existing Group or a Lonely Actor, and switch its position with another Actor, which can also be in an existing Group or a Lonely Actor.

Actors

“Extra” (x2)

This card can be used as a card of any value and any color

This card is played as any other Actor. During the Slash phase, for each Villain, the active player who is playing the Villain chooses which value and which color the Extra has. The Extra cannot have more than one color and more than one value. Only an existing color can be chosen (blue, purple, red or yellow). Only an existing value can be chosen (1 to 7).

The Extra earns one point if Slashed, as any other Actor.

Credits

Game Concept by Jérôme Bodin

Artwork by Antonio de Miguel Conde

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The image features the word "SLASHER" in a white, hand-painted brush script font. The letters are thick and expressive, with some ink-like splatters and bleed-through at the bottom. The text is centered horizontally and set against a vibrant red background. Several dark, diagonal, brush-stroke-like streaks cut across the red field, creating a sense of motion and intensity. The overall aesthetic is gritty and horror-themed.

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