CAMP DEATH

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SPECIAL RULES

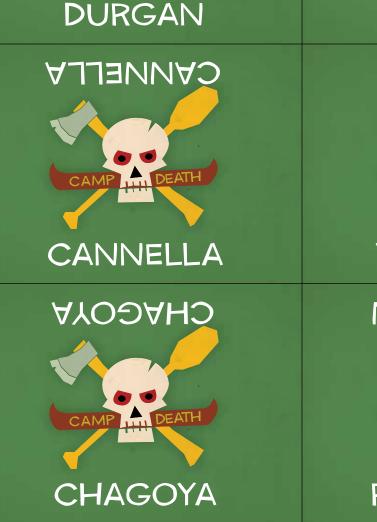**Camp Death is even campier and deadlier when you use these special rules!**

Before starting, remove the four +5 positive and negative Outcome cards, and replace them with four special Camp Death Outcome cards. You will know them by the blood spatter!

Whenever a special Outcome card is chosen to resolve a Scene, someone dies. It can be a player's character (with their consent) or a side character that totally deserves it, but it cannot be the recipient of the Outcome card!

Make the death happen off-screen and relish in the uncertainty— you never know when someone might make an unexpected reappearance.

RELATIONSHIP

FRIENDS
Friends since grade school

Camp Death FIASCO Playset
www.bullypulpitgames.com
CD01

RELATIONSHIP

FRIENDS
Coolest kid in camp and biggest admirer

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CD02

RELATIONSHIP

FRIENDS
Fellow social outcasts

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CD03

RELATIONSHIP

FRIENDS
Unlikely friends

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CD04

RELATIONSHIP

FRIENDS
Old friends reunited

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CD05

RELATIONSHIP

WORK
Dealer and pothead

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CD06

Special cards serve as perfectly normal Tilt elements and count as points in the Aftermath as usual.

Slasher films are notorious for late-movie revelations and plot twists, and Camp Death is no exception. If it isn't transparently obvious who your killer is, the player of any character who received one or more special Outcome cards might be the killer.

Just before the Aftermath, shuffle the special Outcome cards together and draw one to reveal your killer.

KICKERS

Feel free to steal one of these options for a Scene to Establish. Think about what you want for your character!

Your character and someone else's slip away for some alone time, but another character interrupts you. What's going on?

Everyone gets together around a bonfire to tell spooky stories, but your character has one about this very camp.

Your character and someone else's have a plan to unmask the killer. What is it, and why is it foolish?

Your character and someone else's need to make a life or death decision. What is it? How does that work out for you?

DURGAN

KORT

CANNELLA

VAN CLUFF

CHAGOYA

ROBERTSON

RELATIONSHIP

WORK
Fellow camp counselors

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CD07

RELATIONSHIP

WORK
Head counselor and underling

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CD08

RELATIONSHIP

ROMANCE
Obnoxious public displays of affection

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CD09

RELATIONSHIP

ROMANCE
Once mutual lust,
now mutual disgust

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CD10

RELATIONSHIP

ROMANCE
Promiscuous and wants
to be promiscuous

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CD11

RELATIONSHIP

SECRET
Bound by a dark secret

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CD12

RELATIONSHIP

SECRET
Not who they appear to be

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CD13

RELATIONSHIP

SECRET
Admiring from afar

Camp Death FIASCO Playset
www.bullypulpitgames.com

CD14

GERRARD

CAMP DEATH

GERRARD

TAUNTON

CAMP DEATH

TAUNTON

BRONNER

CAMP DEATH

BRONNER

AVERY

CAMP DEATH

AVERY

VAN CLUFF

CAMP DEATH

VAN CLUFF

GIULIANI

CAMP DEATH

GIULIANI

HOROWITZ

CAMP DEATH

HOROWITZ

WEITZ

CAMP DEATH

WEITZ

RELATIONSHIP

SECRET
Lovers behind others' backs

RELATIONSHIP

FAMILY
Cousins

RELATIONSHIP

FAMILY
Older sibling and "baby" sibling

RELATIONSHIP

LOCAL
Colorful local and camp counselor

NEED

TO GET AWAY
…from these losers

NEED

TO GET AWAY
…with the lie you've been telling

NEED

TO GET AWAY
…with murder

NEED

TO GET AWAY
…from your old life

SHIPTON

CAMP DEATH

SHIPTON

SMITH

CAMP DEATH

SMITH

RANDY

CAMP DEATH

RANDY

GOLUBOV

CAMP DEATH

GOLUBOV

JESSE

CAMP DEATH

JESSE

JUDD

CAMP DEATH

JUDD

IVAN

CAMP DEATH

IVAN

MITCH

CAMP DEATH

MITCH

NEED

TO GET LAID
…because that's what you do at summer camp

CD23

NEED

TO GET LAID
…for the first and maybe last time

CD24

NEED

TO GET RESPECT
…by showing them who's in charge

CD25

NEED

TO GET RESPECT
…by turning your life around

CD26

NEED

TO GET EVEN
…because why should they be so happy?

CD27

NEED

TO GET EVEN
…for what they did last year

CD28

NEED

TO GET IN
…with this new group of friends

CD29

NEED

TO GET OUT
…of a stifling relationship

CD30

KIP

KIP

HOUSTON

HOUSTON

LIONEL

LIONEL

"TIGER"

"TIGER"

DARREN

DARREN

DUNCAN

DUNCAN

KING

KING

"ACE"

"ACE"

NEED

TO GET OUT
…of the way

OBJECT

WEAPON
Well-used wood ax

OBJECT

WEAPON
Old, taped-up oar

OBJECT

SMUGGLED GOODS
Several ounces of
high-quality weed

OBJECT

EMBARRASSING
Unsavory reputation

OBJECT

EMBARRASSING
Sappy, undelivered love letter

OBJECT

OMINOUS FINDINGS
Roughly carved occult symbols

OBJECT

OMINOUS FINDINGS
"The power lines have been
deliberately cut!"

ANDERSON

CAMP DEATH

ANDERSON

BO

CAMP DEATH

BO

"KITTY"

CAMP DEATH

"KITTY"

DOROTHY

CAMP DEATH

DOROTHY

LAWANDA

CAMP DEATH

LAWANDA

JULIA

CAMP DEATH

JULIA

CAROLE

CAMP DEATH

CAROLE

ROSANNE

CAMP DEATH

ROSANNE

OBJECT

INFORMATION
Ridiculous, creepy camp legends

OBJECT

INFORMATION
Dusty old video reel and projector

LOCATION

THE LODGE
Camp administration office

LOCATION

THE LODGE
Locked boiler room

LOCATION

THE CABINS
Cabin 13, haunted according to camp legend

LOCATION

THE CABINS
Cabin 20, closest to the lake

LOCATION

THE LAKE
Rickety lifeguard tower

LOCATION

THE LAKE
Small island

LYNETTA

CAMP DEATH

LYNETTA

KATHY

CAMP DEATH

KATHY

NATASHA

CAMP DEATH

NATASHA

KATRINA

CAMP DEATH

KATRINA

TASHA

CAMP DEATH

TASHA

DAISY

CAMP DEATH

DAISY

CRISELDA

CAMP DEATH

CRISELDA

VONNIE

CAMP DEATH

VONNIE

LOCATION

THE WOODS
Hidden, seemingly abandoned shack

LOCATION

THE WOODS
Mounds of freshly dug earth

TILT +5

PARANOIA
Someone is hunted down

TILT +5

MAYHEM
Terror leads to a bad decision

TILT +5

INNOCENCE
Someone is mistaken for the killer

TILT +5

TRAGEDY
Someone dies and it isn't the killer's fault

JAMES

JAMES

SUSAN

SUSAN

POSITIVE

NEGATIVE

NEGATIVE

POSITIVE