

LAST FRIDAY

REVISED EDITION

Last Friday is a horror game that takes place at a cursed summer camp. It's the story of a maniac who came back from the dead...

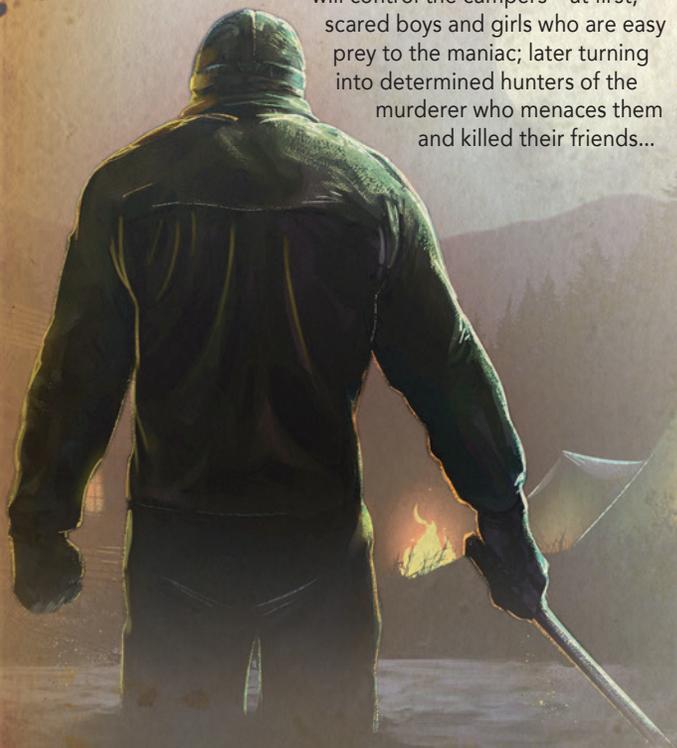
Five friends were hired as counselors by the new owners of a camp in the woods, to patch up the property in exchange for a free vacation, but they will have to go through a weekend of terror.

In the past, Camp Apache was the scene of mysterious events. Legend has it, years ago a man suspected of multiple murders drowned in the lake while escaping from the police... but his body was never discovered. Local townsfolk are convinced an undead and murderous presence haunts the camp...

Indeed, campers will soon realize something dark and hostile dwells in this place. A few days before their arrival, a heavily decomposed corpse was fished out of the lake. Authorities were not able to identify the body, before it was buried in the town cemetery nearby, despite grumbling from the local community. Some people in town say it is the body of the murderer who drowned in the lake.

When the campers arrive, the body, in fact, is no longer in the cemetery. Once again, the murderer wanders around the camp, blood-thirsty and looking for revenge.

Last Friday is a game for 2 to 6 players, with a playing time of 30 to 45 minutes per chapter. One of the players will control the murderous maniac haunting the camp, while the other players will control the campers – at first, scared boys and girls who are easy prey to the maniac; later turning into determined hunters of the murderer who menaces them and killed their friends...



GAME COMPONENTS

- 1 Rulebook
- 1 Game Board (84 x 56 cm)
- 1 foldable Maniac tracking screen
- 15 Camper cards
- 7 wooden pawns, including:
 - 5 colored Camper pawns
 - 1 white Predestined pawn
 - 1 black Maniac pawn
- 65 cardboard tiles and tokens, including:
 - 1 Round token
 - 1 Boat token
 - 5 Cabin tiles
 - 5 Maniac tokens
 - 8 Corpse tokens
 - 10 Welcome tokens
 - 35 Clue tokens
- 30 yellow transparent plastic tokens

OBJECT OF THE GAME

The campers must investigate the camp to learn more about the mystery of Camp Apache, trying to survive the murderous attacks of the maniac and, in the end, defeat him.

The maniac walks among the shadows and must eliminate all campers to make sure nobody re-opens the camp.

The game is divided into four chapters:

- **Chapter I: Arriving at the Camp!**, pages 10–11
- **Chapter II: The Chase**, page 12
- **Chapter III: The Massacre**, page 13
- **Chapter IV: The Final Chapter**, pages 14–15

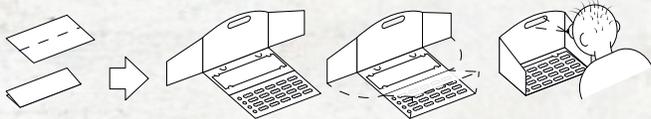
The chapters are set up consecutively, beginning with the campers arriving at the camp and leading up to the final showdown with the maniac. Each chapter has its own set of rules and goals, and can be played individually or as a part of a full game including all four chapters. To play a specific chapter without playing the full game, see the *Single chapter mode* section of each chapter description.

GAME SETUP



The game setup, shown here, is valid for both the 4–chapter full game and for Single Chapter mode:

1. Place the game board showing the camp with 201 numbered circle connected by dashed lines on the table.
2. One player, preferably the most experienced, plays the role of maniac.
3. The other players will be the campers. Distribute the five pawns and associated Camper cards of the respective pawn color to players, as evenly as possible. Select one of the Camper cards, from the three available in a given color, and put the remaining ones aside.
4. The players equip each camper with the Clue token highlighted on the card. Regardless of the number of players, there will be always be five campers in the game. Example: with two players, one player is the maniac and the other player controls all five campers.
5. The maniac takes a pencil and inserts a blank sheet (not included in the box) into the Maniac tracking screen, as shown below. To help this player to keep his moves secret, inside the screen is a complete map of the camp, a summary of the interactions between the campers for each chapter (left side), a summary table of Cabin tiles the maniac can open (right side), and a peephole through which to view the game board.



6. The maniac places the Round token on the "0" step of the timeline at the bottom of the board.
7. The maniac places the Boat token on one of the four special spaces, near the four lake piers.
8. The maniac takes all the remaining Clue tokens, shuffles them and places them face down in a pile near the game board. Whenever he needs to place a clue, he picks one at random.



Chapter I
Camper pawn
placement

Red
Camper



Brown
Camper



Chapter I
Maniac
starting points



Timeline

Corpse tokens



Key tokens



Clue tokens

Cabin tiles

Yellow Camper



Chapter I
Welcome token
placement

Green
Camper



Blue
Camper



Peephole

Camp map



Maniac tokens



Chapter interaction
reminder



Maniac tracksheet



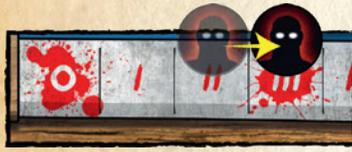
Cabin interior reminder
(Maniac side)

HOW TO PLAY

Each chapter plays in 15 rounds (or less, depending on the specific rules of the chapter). During each round, the maniac moves secretly, tracking his movement on a sheet of paper, hidden behind the Maniac tracking screen.

The campers move their pawns openly on the game board, in turn order (as indicated by the track at the bottom of the board, starting with the red camper). The order of movement between maniac and campers and the result of their interaction depends on the chapter you are playing.

When all players have completed their turn, the Round token is moved forward on the timeline to keep track of the current round.



CAMPER CARDS

Each Camper card is marked with one of the five pawn colors. At the start of the game, each Camper pawn is associated with a Camper card. If a pawn is eliminated, it returns to the game in the following chapter with a new Camper card of the same color, chosen from the ones still available.

Each camper starts the game with a special ability and is equipped with a personal token, highlighted on the card. Each token collected by the campers (maximum of one token of each kind) must be placed on the dedicated space on the card, clearly visible to all players. When a camper is eliminated, so are all of the collected tokens on the card (except keys – see Keys, page 7).

ALICE

Alice is a tough and enterprising girl. She does not have many friends and she only had one boyfriend, who she still loves. She believes in love and hopes someday she will succeed to find him. Charming. She came to Camp Apache to find herself.

CAMPER COLOR

DESCRIPTION

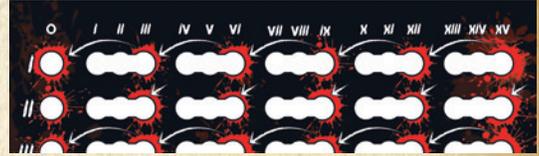
PERSONAL TOKEN

PRUDENCE
When the maniac removes a Bear Trap, she must move one white dot.

SPECIAL ABILITY

MANIAC TRACKING SCREEN

The maniac player uses the screen to record the secret movements of the maniac each turn. Every three rounds the maniac must reveal either his current location or his location from three rounds before, as indicated by the specific rules of a chapter. The position to reveal is also indicated by arrow symbols on the Maniac tracking screen.

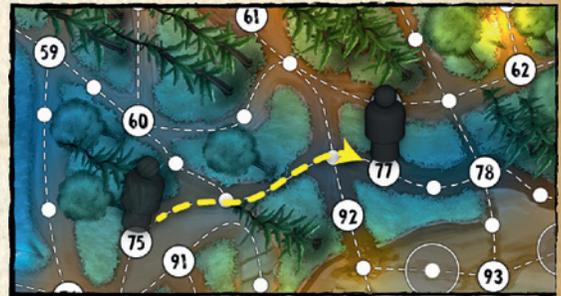


MOVING AND INTERACTING IN ALL CHAPTERS

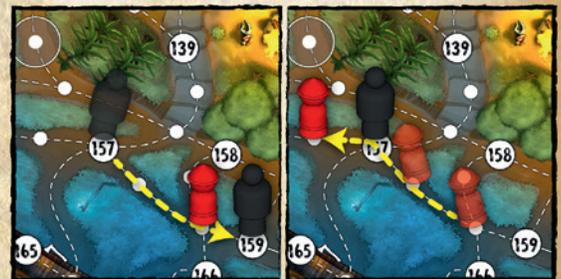
The maniac and the campers follow very different movement rules, as explained in this section.

The Maniac

- The maniac must move during his turn. He does so in secret, without placing his pawn on the board
- The maniac moves from one numbered circle to an adjacent one. Ignore white dots when you check if numbered circles are adjacent.



- To keep track of his movement, the maniac must record the number of the space he is moving to by writing the number in the space corresponding to the current round number on the Maniac tracking screen.
- When the maniac passes over a Camper pawn, or vice versa, there will be different results, depending on the current chapter (see *The Clashes* section of each chapter description).



- Every three rounds, following the indications on the Maniac tracking screen, the maniac must reveal his position (past or current, depending on the chapter played). He reveals his position immediately after his move, placing the maniac's black pawn on the appropriate numbered circle. Then, the maniac places a Clue token on one of the white dots adjacent to the revealed position (see *Clue Tokens*, page 6).

- The maniac cannot collect tokens on the board, but he can pass through and remove the Bear Trap and Lantern tokens from the game board (see page 7).
- The maniac can only use one of his tokens during his turn, either before or after making his move.

Special moves of the maniac

- **Underwater:** The maniac can cross the lake by swimming, once per chapter. This movement allows him to cross the lake, moving from one of the four locations close to the piers (106; 109; 111; 123) to another one of these locations (linked with a dashed line) in a single move.



- **Secret passage:** The maniac can use a secret passage on a Cabin tile (Maniac side), once per chapter. The secret passage allows movement from one cabin with a secret passage to another in a single move (see Cabin Tiles, page 9).



- **Murderous Rage:** In his turn, after the maniac commits a murder, he can move again. On the Maniac tracking screen, mark the two numbers in the same space, but move the round marker just one step forward on the timeline.

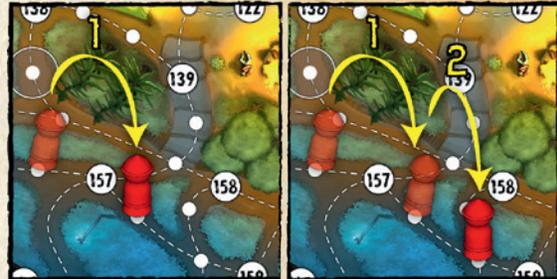
Note: If the maniac kills another camper during this extra move, he gains another move, and so on. Campers should not group together too closely...



Note: During chapters where the maniac can murder campers (either by passing over a Camper pawn, or by a Camper pawn passing over the maniac's location) the maniac does not reveal his location, but he places a Corpse token (see Corpse Tokens, page 8).

Campers

- Campers must move during their turn, unless they have no free space they may move to.
- Campers move from one white dot to an adjacent one. Ignore numbered circles when you check if white dots are adjacent. Campers move up to a maximum of two times each turn, and they are not allowed to return to previous white dots in the same turn.



- Campers cannot end their turn on the same white dot as another Camper pawn, but they can pass through it.
- Campers cannot pass or remain on a Corpse token, unless they play a Shovel token (see Shovel, page 7, and Corpse Tokens, page 8). They can decide to pass by or end the movement on any other token.
- Campers can freely decide whether or not to pick up a Clue token (see Clue Tokens, page 6) present in their white dot, during or at the end of their movement.
- At any point during the turn, campers can drop a token they own, placing it, face down, on an adjacent white dot. The lake piers are not considered adjacent to each other for this purpose.
- The campers cannot drop a Clue token on a white dot occupied by another token or pawn. If there is no unoccupied white dot available, the token must be placed on one of the white dots adjacent to the occupied one.
- Dropped off Key tokens are always placed face up on the game board, visible to all campers. All other tokens are always placed face down.
- Campers can use only one token during the turn, either before or after they move.

Special moves of campers

- **Boat:** A camper can use the boat to move over the lake. A camper can use the boat only when he is in the white dot on the pier where the boat is moored. If the camper uses the boat, he can move with one single move to the white dot on another pier. Possible movements are shown by the dashed lines crossing the lake. The Boat token is moved onto the icon adjacent to the destination pier (see Boat Token, page 7).



END OF A CHAPTER

SALVATION AND TERROR POINTS

Campers receive Salvation points based on how many of them survive the chapter.

The maniac receives a number of Terror points based on the number of Corpse tokens on the board, including the two camp owners found among the Welcome tokens. All unburied Corpse tokens are counted, including the ones from previous chapters still on board.

If the maniac has more Terror points than the campers have Salvation points, he receives a number of Maniac tokens based on the difference in points, to use later in the game.

The maniac may choose which type of Maniac tokens he wants. However he may only carry one token of each type.

Example: Three campers survive the chapter and four corpses [two campers and two camp owners] are lying around. The difference is: (4 Corpse tokens) - (3 surviving campers) = +1 for the maniac. The maniac receives 1 Maniac token for the next chapter.

If the campers have more Salvation points than the maniac has Terror points, they reveal a number of Clue tokens on the board based on the difference in points, then return them to their current position.

Example: Four campers have survived the chapter and three corpses [1 camper and 2 camp owners] are lying around. The difference is: (4 surviving campers) - (3 Corpse tokens) = +1 for the campers. The campers may look at one Clue token on the board.

If the difference between Salvation points and Terror points is zero (the numbers are equal), the next chapter begins without any advantage being given to either side.

Note: Terror and Salvation points are not accumulated from chapter to chapter and the points gained in previous chapters are not counted.

TILES AND TOKENS

At the end of a chapter, all tokens (Clue, Corpse, Welcome) and Cabin tiles remaining on the board stay in their current locations for the next chapter. Placed Bear Trap tokens, Lantern tokens, and Cabin tiles continue to have their effect in the next chapter.

All the used Maniac tokens are removed from the timeline.



TOKENS AND TILES

There are several types of tokens and tiles. Each of them has a different use and effect in the game.

ROUND TOKEN (X1)



This token is used to indicate the round of the game. It is placed on the timeline at the bottom of the board. At the end of each round, when all players have completed their turn, the Round token advances one step.

CLUE TOKENS (X35)



Clue tokens are left behind by the maniac as he journeys through the camp. Whenever the maniac reveals his location because of the round number, he places his pawn at the appropriate location. At the same time, he places a Clue token (red footprint side up) on one of the white dots adjacent to that location.

- Clue tokens can be collected by campers and are used at their discretion throughout the entire game (they can be kept for use in later chapters).
- A camper can only use one Clue token during his turn.
- A camper may only carry one Clue token of each type.
- If a camper discovers a Clue token of a type he already has, he must either drop it, placing it (face down) on one unoccupied adjacent white dot, or he may choose to play it immediately – even if he has already played a Clue token during this turn.
- A camper can stay on a space occupied by a Clue token without revealing it or picking it up.
- A camper cannot place a Clue token on a space with another token. Place it on an adjacent space if needed.
- Any time a Clue token is used, it is discarded and returned to the token pool, and it can be drawn again later in the game.

Note: All Clue tokens placed on the board must be placed on white dots and never on numbered circles.

Acute Hearing – A suspicious noise attracts your attention!



This token forces the maniac to reveal whether or not he occupies one of the numbered circles adjacent to the camper using the token. The maniac does not reveal his exact location, but only says if he is in one of the adjacent spaces or not.



Bear Trap – Ahhg, the pain!



This token can be placed on the board in one of the white dots adjacent to the camper. Campers can move through or stay on the Bear Trap token, but they cannot remove or collect it after it is set on the board. The maniac must remove a revealed Bear Trap, if he wants to move past it: to do so, he must end the turn adjacent to the trap and reveal his current location, placing his pawn on the board (do not place a Clue token).



Lantern – I saw something over there!



This token can be placed on the board in one of the white dots adjacent to the camper. All numbered circles adjacent to the token (ignore other intervening white dots) are lit by the lantern. The lake piers are not considered adjacent to each other for this purpose.

Place a yellow plastic token on each one of these numbers. If the maniac is on one of these lit numbered circles (or if he crosses, or ends his movement on one of them), he must reveal his current location, placing his pawn on the board (do not place a Clue token).

It is possible for the maniac to double step and temporarily cross a space lit by a Lantern. In this case, the maniac must inform all campers where he passed — without revealing the second step, if that space is not under the Lantern effect.

Campers can move through or stay on the Lantern token, but they cannot remove or collect it after it is set on the board.

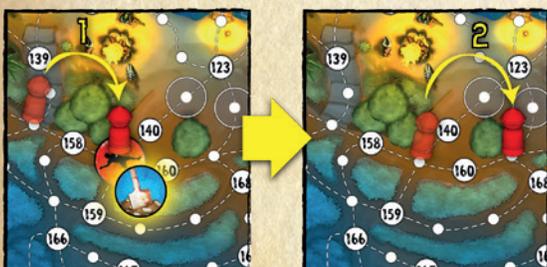
Only the maniac can remove the Lantern and all the related yellow plastic tokens by passing through the space occupied by the Lantern token (and revealing himself as indicated above).



Shovel – Don't be afraid, it's just a corpse!



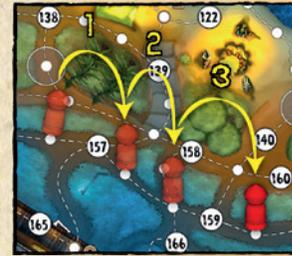
This token allows a camper to move into or through a space occupied by a Corpse token (see page 8) and remove it from the board. The player must use the Shovel token when entering the space occupied by the Corpse token.



Sneakers – It's time to run!



This token allows the camper to move one additional white dot.



WELCOME TOKENS (X10)



These tokens are used exclusively in preparation for Chapter I. When setting up Chapter I, the maniac places 10 Welcome tokens (yellow tent side up) on the 10 special spaces near the lake, indicated by large white circles, according to his strategy.

Hidden under these Welcome tokens are 5 Key tokens, 2 Corpse tokens, representing the dead camp owners (see *Corpse Tokens*, page 8), 1 Shovel token, 1 Sneakers token, and 1 Acute Hearing token (see *Clue Tokens*, page 6).

Keys



The five keys have different colors (red, yellow, green, blue, and brown). Each key can open only the cabin of the same color (as indicated by the padlock near the cabin door).

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 hold the keys and which color they are. Each camper can carry a maximum of one key.



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 place the appropriate Cabin tile (Camper side up, see page 9) on the board. The camper that has opened the cabin can enter the cabin only in the next turn. If another Camper, following the turn order, is close to the now opened cabin, he can enter the cabin in this turn.

Important: At any time during his turn, the camper may drop a key – face up – onto one of the adjacent white dots. If there aren't any unoccupied adjacent white dots, the camper may drop a key onto one farther white dot, adjacent to them.

BOAT TOKEN (X1)



This token can only be used by a camper to move from one pier to another (see page 5).

The boat is always moored in one of the four positions indicated by the boat icon: each position corresponds to the white dot on the closest pier.

The maniac can't use the boat.

CORPSE TOKENS (X8)



Corpse tokens represent a killed camper or camp owner. If a camper is killed when the maniac passes over his space, place the Corpse token on the white dot the camper occupies. If the camper is killed when he passes over the maniac's location, place the Corpse token on the white dot the camper was moving toward.

If there is already another token on the white dot where the Corpse token should be placed, the maniac places it onto a white dot adjacent to the occupied dot.

Corpse tokens block camper movement, but not maniac movement. The only way a camper can remove a Corpse token is by using a Shovel token.

Note: Two Corpse tokens are hidden within the Welcome tokens. If a camper reveals a Corpse token, he must leave it (revealed) where it was discovered and places his pawn on one of the adjacent white dots.

Corpse tokens benefit the maniac, not only because they block camper movement, but also because they count toward the maniac's Terror points at the end of the chapter (see *Salvation and Terror Points*, page 7).

MANIAC TOKENS (X5)



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

Axe – Here I come!

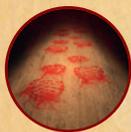


This token allows the maniac to break down the door of a closed cabin (see *Cabin Tiles*, page 9). The maniac must be in a location with the axe icon, adjacent to the cabin, but he does not reveal himself. When the maniac opens a cabin using the Axe, he places the Cabin tile on the cabin location on the board, with the Maniac side up. The maniac can now access the secret passage through the trapdoor and can move to any other cabin from this one, but not vice versa.



Important: If a cabin has already been opened by a camper, the maniac may enter the cabin interior during his move, but he is not able to use the Axe and must reveal his location. The Axe may only be used to access unopened cabins.

Invisible – Where is he?



This token may be used by the maniac whenever he is required to reveal his position. Instead of revealing his position, the maniac places this token on the timeline, and does not reveal his current location on the board.

Plot Twist – It's not over yet...



This token can be played only after all players (campers and maniac) 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 – It's too dark to see!



This token may be used by the maniac when he is required to reveal his position every third turn, and not in other situations (e.g. when he must reveal himself due to a Lantern). It allows the maniac to confuse the campers.

When the Shadow token is used, the maniac does not reveal the exact location as required; instead he reveals 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.



Note: When using a Shadow token, the maniac may decide to appear in his actual location (the number marked on the Maniac tracking screen), rather than a fake one.

Supernatural Speed – He's after us!



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.



CABIN TILES (X5)



The five Cabin tiles have different colors (red, yellow, green, blue, and brown). These tiles are placed on the board when a camper accesses a cabin using a key of the same color, or when the maniac opens a cabin using the Axe.

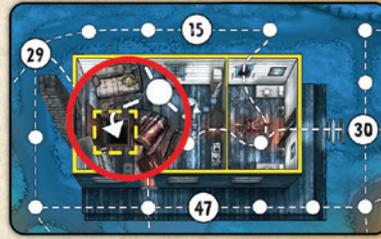
The side used depends on whether a camper or the maniac opens it: Camper side has lighted (yellow) numbered circles, maniac side has white numbered circles.

The interiors and the paths shown on these tokens benefit either the campers or the maniac, depending on who reveals the interior.

If the Cabin tile is placed with the Camper side up, and the maniac is on, or moves onto, one of these yellow numbered circles, he must immediately reveal his position (do not place a Clue token).

Each camper opening a cabin can also immediately reveal a Clue token on the board, showing it to all campers, then returning it to its original position, face down.

If the tile is placed with the Maniac side up, it opens the secret passage (indicated by a trapdoor on the floor and a white arrow).



Once in a chapter, the maniac can use this passage to move from a numbered circle connected to the trapdoor to a numbered circle in any other cabin, even if it is open on the Camper side (see *Special Moves of the Maniac*, page 5).

Note: If the maniac opens a cabin with an Axe token, the key to the opened cabin will be unusable and should be discarded into the box. Nobody will be able to take refuge here during Chapter 1. It is possible to enter these cabins, but be aware... the maniac could attack you!

WELCOME TO CAMP APACHE SURVIVAL TIPS

~~FISHING IN THE LAKE IS STRICTLY FORBIDDEN.~~

- * LOOK CLOSELY AT THE CAMP MAP: THERE ARE FAST PATHS FOR WHEN YOU NEED TO GET OUT OF ONE PART OF THE CAMP AS QUICKLY AS POSSIBLE...

~~HUNTING IS STRICTLY FORBIDDEN.~~

- * OPENING THE CABINS WILL BENEFIT YOU IN THE NEXT CHAPTERS.

~~DO NOT LEAVE GARBAGE AROUND.~~

- * TRY TO COLLECT CLUE TOKENS: THEY COULD MAKE THE DIFFERENCE!

~~SWIMMING IN THE LAKE IS STRICTLY FORBIDDEN.~~

- * TALK SOFTLY OR WHISPER, BECAUSE THE MANIAC IS OUT THERE AND COULD HEAR YOUR STRATEGIES AND ACT ACCORDINGLY.

~~ALCOHOL IS NOT ALLOWED IN THE CAMP.~~

- * DO NOT GET DISTRACTED, EVEN WHEN IT IS NOT YOUR TURN, SEE WHAT HAPPENS AND TRY TO CALCULATE YOUR NEXT STEPS IN ADVANCE.

~~FEEDING WILD ANIMALS IS STRICTLY FORBIDDEN.~~

- * CAREFULLY FOLLOW THE MANIAC'S MOVEMENTS; KNOWING YOUR ENEMY'S MOVEMENTS MAKES IT EASIER TO PREDICT HIS STRATEGY.



ARRIVING AT THE CAMP!

The newly arrived campers discover their employers have organized a welcome treasure hunt and the keys of their cabins have been hidden along the lakeshore. Then, one camper notices a strange shadow moving among the trees...

GOAL

Campers: Find the keys and get back to the cabins before it's too late.

Maniac: Kill all five campers to ensure nobody ever re-opens Camp Apache.

SETUP

Follow the normal rules for setup (see *Game Setup*, page 2).

1. The campers place their pawns on the white dots near the lake, indicated by the respective color.

2. The maniac places 10 Welcome tokens (yellow tent side up) on the 10 white dots indicated by large white circles, near the lake, choosing how to place them, following his strategy.



3. The maniac begins the game with five Maniac tokens: Axe, Invisible, Plot Twist, Shadow, and Supernatural Speed.

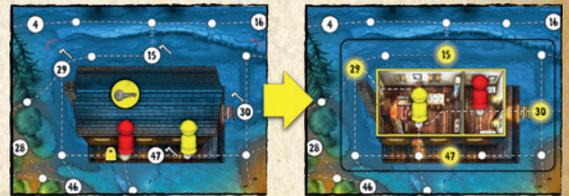
4. Advance the Round token to the "I" step of the timeline.

HOW TO PLAY

1. The red camper moves first, with play continuing in the order shown by the illustration in the lower left-hand corner of the board. The maniac moves last.

2. At the beginning of the maniac's first turn, he must choose his starting location. This must be a white numbered circle inside a red blood stain (2; 6; 132; 150; 196). The maniac writes the starting location number on the "0" step of the Maniac tracking screen. Then, the maniac records his first movement on the "I" position.

3. The goal of the campers is to explore the camp, revealing Welcome tokens until they find the cabin keys. Each camper can only hold one key. If a camper chooses to drop a key, he must leave it on an adjacent white dot. There are 5 different key colors (red, green, blue, yellow, and brown), each of which opens a cabin of the matching color. When a camper takes a key, place it on the respective pawn color on the bottom-left of the board, so all campers can quickly check the held keys. Each camper can take any key regardless of the color. Each cabin can shelter only two campers: the one who holds the key and the occupant (the camper with the pawn matching the cabin color); however, only the camper holding the key can open it.



Example: The red camper grabs the yellow key and runs to the yellow cabin to shelter there. At the same time, the yellow camper may decide to take shelter in the yellow cabin, already opened by the red camper, or search for another key to open a new cabin.

4. In this chapter only, once the campers are in a cabin, they are safe and cannot be killed by the maniac. Once a camper reaches a white dot inside a cabin, he is safe and must wait for the end of the chapter, without further movement.



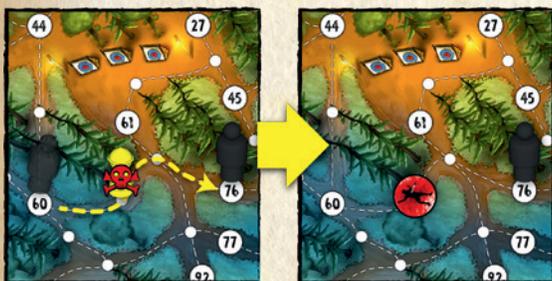
- Each camper opening a cabin can immediately reveal a Clue token on the board. He shows it to all campers, then places it in the original position, face down.
- A camper may decide to keep searching for more keys after finding one, but he may not carry more than one key. If a camper discovers another key, he must place the previously discovered key on one of the adjacent white dots.
- To open a cabin, a camper must stop on the white dot near the cabin entrance, with the padlock icon. If he holds the right key, he can open the cabin and end his turn. Return the key to the box and place the Cabin tile (Camper side up) on the corresponding frame on the board. The camper can enter the cabin only in his next turn, so the maniac has one more turn to eliminate him!

The trail of the maniac

In this chapter, after every three movements, the maniac must reveal the location he occupied three movements earlier, by placing his pawn on the corresponding numbered circle. The turns when the maniac must reveal his position are highlighted on the tracking screen (e.g. position 0 on round III, position III on round VI, etc.). Each time the maniac is revealed, he also places a face down Clue token on an adjacent white dot. The Maniac pawn remains on the board, until the next revelation:

The clashes

1. When the maniac passes over a camper during the maniac's turn, or a camper unknowingly passes over a position occupied by the maniac, the camper is killed and removed from the current chapter. If the maniac passes over the camper's space, the Corpse token is placed in the location the camper occupied. If the camper passes over the maniac's location, the Corpse token is placed on the white dot the camper was moving toward. The murdered camper discards all collected tokens. If the murdered camper was holding a cabin key, the camper places it in one of the white dots adjacent to the corpse.



2. Campers entering a cabin before Round 15, either by using a matching key to the cabin or by entering an already opened cabin matching their pawn color, must wait there until the end of the chapter. These campers are safe for this chapter only. In this chapter, the maniac may not enter the cabin, as the campers are barricaded inside.



END OF THE CHAPTER

The chapter ends if:

- All surviving campers are safe in the cabins. If this occurs, the game progresses to Chapter II.
- All campers are murdered by the maniac. If this occurs, the maniac immediately wins the game.
- Round 15 is completed. If this occurs, Chapter I ends and campers who are still traveling around the camp (not in a cabin) are considered murdered. The maniac removes the pawns of eliminated campers and places Corpse tokens on their locations. Eliminated campers lose tokens in their possession and, if they are holding a key, must place it on a white dot adjacent to their corpse. Any player who is in a cabin has survived Chapter I. The game then progresses to Chapter II.

It only takes a single safe camper at the end of Chapter I for the game to progress to Chapter II.

At the end of this chapter, all Clue tokens on the board remain to be used in the next chapter. All unrevealed Welcome tokens still on the board should be turned over to their revealed side.

Maniac tokens used in the previous chapter are removed from the timeline. Then at this point, players calculate their Terror and Salvation points (see *Salvation and Terror Points*, page 6). The difference between Terror points and Salvation points determines who gets an advantage in Chapter II.

SUGGESTIONS

For the Campers: It is very important for you to play this chapter carefully. The number of cabins you open and number of campers saved will impact the later chapters in the game. If you are able to save more campers than the maniac is able to kill, you will gain an advantage in the next chapter.

For the Maniac: Building up a high body-count this early in the game will increase your thirst for revenge and power, and may even give you an advantage in the next chapter. Since you are unable to kill campers in Chapter II, it's important for you to play a strong first chapter to earn as many Terror points in Chapter II as you can. When you eliminate a camper you can, at your own discretion, terrorize all the other campers by chanting aloud!

SINGLE CHAPTER MODE

Since this is the initial chapter of the game, game preparation is the same as described before.

Victory Conditions: Campers win if at least four of them end the game safe in the cabins. Otherwise, the maniac wins.



THE CHASE

The maniac came back to kill again, but some of the campers were able to pull through and survive the night, barricading themselves within the cabins. Some of the survivors were able to gather makeshift weapons: a pitchfork, an axe, and a machete. They only have a few hours to catch the maniac before he disappears for the day, likely to return the following night.

GOAL

The Campers: Work to eradicate the threat of the maniac.

The Maniac: Go into hiding, to wait out the day and return the next night.

SETUP

1. Chapter II starts where Chapter I ended. All tokens (Clue, Corpse, Welcome) and Cabin tiles remaining on the board from Chapter I stay in their current locations.

2. Based on the result of the previous chapter, either the maniac receives additional tokens, or the campers may look at face down Clue tokens (see *Salvation and Terror Points*, page 6).

3. Campers who survived Chapter I (those who made it safely into the cabins), begin Chapter II from their locations inside the cabins.

4. Campers who didn't survive are replaced by freshly arrived campers, chosen from those of the same color, equipped with their initial token. These newly arrived campers are placed on the circles at the bottom-left of the board, highlighted by Camper icons. Each camper starts the turn by moving his first step on the white dot indicated by the white arrow.



5. The maniac begins in the location he occupied at the end of Chapter I. The maniac writes the starting location number on the "0" step of the Maniac tracking screen.

6. Advance the Round token to the "1" step of the timeline.

HOW TO PLAY

1. The maniac moves first, followed by the campers. After the maniac's turn, the red camper moves first, with play continuing in the order shown by the illustration in the lower left-hand corner of the board.

2. The movements of the campers and maniac follow the rules in *Moving and Interacting in all Chapters* (page 4), but in this case, the roles of "killer" and "victim" are reversed.

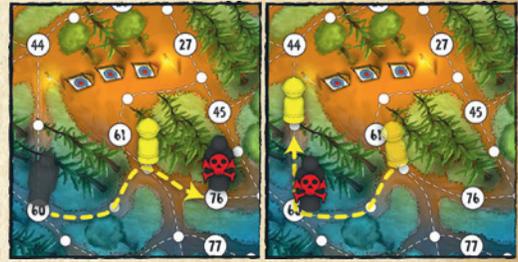
The trail of the maniac

In this chapter, the dawn is near, so the maniac is easier to see. Unlike Chapter I, he must reveal his current location instead of the one from three movements earlier, placing his pawn on the corresponding numbered circle.

Timeline rounds when the maniac must reveal his position are highlighted on the tracking screen (e.g. position III on round III, position VI on round VI, etc.). Each time the maniac is revealed, he also places a Clue token face down on one of the adjacent white dots. The Maniac pawn remains on the board, until the next revelation.

The clashes

If the maniac passes over the location of a camper, or a camper passes over the location of the maniac, the maniac has been killed.



END OF THE CHAPTER

The chapter ends if:

1. One of the campers passes over the location of the maniac before the end of Round 15.
2. Round 15 is completed and the maniac is still roaming free around the camp. The chapter ends and all campers discard all Clue tokens they collected. Campers holding a key must drop it in an adjacent white dot.

In either case, the game continues to Chapter III. The camper who killed the maniac becomes the Predestined. If no one killed the maniac, the Predestined is the camper closest to the maniac at the end of the game. If there are campers at the same distance, the maniac chooses.

All the used Maniac tokens are removed from the timeline. Players calculate Salvation and Terror points (see *Salvation and Terror Points*, page 6), then start Chapter III.

SUGGESTIONS

For the Campers: It's very important you choose a good method in your attempt to kill the maniac. Be careful, the maniac may overhear your plan! You may want to place Lantern tokens strategically around the map to assist in your attempt to track down the maniac.

For the Maniac: Your goal is to hide, when possible, and stay away from the campers, as you could easily become trapped. If you have Maniac tokens, now may be the best time to play them, as you attempt to confuse your pursuers.

SINGLE CHAPTER MODE

1. Follow the normal Game Setup (page 2). Then, campers collectively choose a cabin to open and place the Cabin tile (Camper side up) of the respective color, then the maniac picks another Cabin tile to place (Maniac side up). Alternating turns, continue until all Cabin tiles are placed, so there will be two cabins opened by the maniac and three cabins opened by campers.

2. In each cabin opened by campers, place the pawn of the matching color, choosing one of the white dots inside. All the other pawns start from the camp entrance (at the bottom-left of the game board).

3. The maniac selects 4 Corpse tokens and draws 5 Clue tokens (without looking at them), and then places each of these tokens on a white dot of his choice, with a minimum of two empty white dots between one token and another. The remaining Clue tokens are used to form a pile next to the game board.

4. The maniac is equipped with the following Maniac tokens: Plot Twist, Shadow, and Supernatural Speed.

5. The maniac starts either from one of the four locations close to the lake piers (106; 109; 111; 123) or one of the opened (Maniac side up) cabins. The maniac writes the starting location number on the "0" step of the Maniac tracking screen.

6. Play the chapter as indicated before.

Victory Conditions: Campers win if the maniac is killed. Otherwise, the maniac wins.

THE MASSACRE

One of the campers was able to catch the maniac and the campers took revenge for their fallen friends. The campers threw the maniac's body into the lake. They've made a mistake, however, because their nightmare isn't over yet. The maniac has crawled out the murky waters of the lake with a thirst for the blood of the one who tried to stop him. The campers must work together as they attempt to stop the maniac's killing spree.



GOAL

The Predestined: Run away to escape the maniac's revenge.

The other Campers: Slow down the maniac and block him from going after the Predestined, at the cost of their very lives if necessary.

The Maniac: Hunt down the Predestined.



SETUP

- Chapter III starts where Chapter II ended. All tokens (Clue, Corpse, Welcome) and Cabin tiles remaining on the board from Chapter II stay in their current locations.
- Based on the result of the previous chapter, either the maniac receives additional tokens, or the campers may look at face down Clue tokens (see *Salvation and Terror Points*, page 6).
- The Predestined replaces his pawn with the white pawn and begins Chapter III inside one of the open cabins (Camper side up). The Predestined equips one each of the 5 different types of Clue tokens (Acute Hearing, Bear Trap, Lantern, Shovel, and Sneakers). The other campers begin in the locations they occupied at the end of Chapter II.
- Advance the Round token to the "I" step of the timeline.



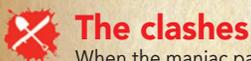
HOW TO PLAY

- The red camper moves first, with play continuing in the order shown by the illustration in the lower left-hand corner of the board. The maniac moves last.
- At the beginning of the maniac's first turn, he must choose his starting location. This must be either one of the four locations close to the lake piers (106; 109; 111; 123) or one of the opened (Maniac side up) cabins. The maniac writes the starting location number on the "0" step of the Maniac tracking screen, then he records his first movement on the "1" position.



The trail of the maniac

In this chapter, after every three movements, the maniac must reveal the location he occupied three movements earlier, by placing his pawn on the corresponding numbered circle. The turns when the maniac must reveal his position are highlighted on the tracking screen (e.g. position 0 on round III, position III on round VI, etc.). Each time the maniac is revealed, he also places a face down Clue token on an adjacent white dot. The Maniac pawn remains on the board, until the next revelation.



The clashes

When the maniac passes over a camper during the maniac's turn, the camper is killed and removed from the current chapter. A Corpse token is placed in the location the camper occupied. The murdered camper discards all collected tokens. If the murdered camper was holding a cabin key, the camper places it in one of the white dots adjacent to the corpse.

If the maniac passes over a space occupied by the Predestined (white pawn), or the Predestined passes over the space the maniac occupies, the game ends and the maniac wins.

If a camper passes over the position occupied by the maniac, the maniac must reveal his position and place his pawn on the current numbered circle. The camper that caught him then moves the maniac's pawn onto one of the adjacent numbered circles (if, during this movement, the maniac passes over a camper, the camper is eliminated). The maniac plays the next turn starting in the new location.



END OF THE CHAPTER

The chapter ends if:

- Round 15 ends and the Predestined is still alive. If this occurs, the game continues with The Final Chapter. All the used Maniac tokens are removed from the timeline. Players calculate Salvation and Terror points (see *Salvation and Terror Points*, page 6), then start Chapter IV.
- The maniac manages to kill the Predestined. If this occurs, the game ends and the maniac wins.

SUGGESTIONS

For the Campers: You need to be careful and create a defense around the Predestined. Be alert, because the maniac could come from an unexpected direction and surprise you before you can do the same.

For the Maniac: Study the locations of the campers and react. Silently approach the Predestined and surprise him, avoiding the other campers.

SINGLE CHAPTER MODE

- Follow the normal Game Setup (page 2). Then, campers collectively choose a cabin to open and place the Cabin tile (Camper side up) of the respective color, then the maniac picks another Cabin tile to place (Maniac side up). Alternating turns, continue until all Cabin tiles are placed, so there will be two cabins opened by the maniac and three cabins opened by campers.
- The maniac chooses which of the five campers will be the Predestined, replacing his pawn with the white pawn.
- In each cabin opened by campers, place the pawn of the matching color, choosing one of the white dots inside. All the other pawns start from the camp entrance (at the bottom-left of the game board). The white Predestined pawn starts in an unoccupied white dot in any opened cabin (including cabins already occupied).
- The maniac selects 4 Corpse tokens and draws 10 Clue tokens (without looking at them), and then places each of these tokens on a white dot of his choice, with a minimum of two empty white dots between one token and another. The remaining Clue tokens are used to form a pile next to the game board.
- The maniac is equipped with the following Maniac tokens: Plot Twist, Shadow, and Supernatural Speed.
- The Predestined equips one each of the 5 different types of Clue tokens (Acute Hearing, Bear Trap, Lantern, Shovel, and Sneakers).
- The maniac starts either from one of the four locations close to the lake piers (106; 109; 111; 123) or one of the opened (Maniac side up) cabins. At the beginning of the maniac's first turn, he writes the starting location number on the "0" step of the Maniac tracking screen.
- Play the chapter as indicated before.

Victory Conditions: Campers win if the Predestined is still alive at the end of the game. Otherwise, the maniac wins.

THE FINAL CHAPTER

We are at the final showdown! Scattered corpses litter the maniac's wake and he is still on the loose, but the sun is beginning to rise and now the maniac must hide. The campers are armed and actively searching for the maniac, trying to trap him so the Predestined can send the maniac to his eternal rest.

GOAL

The Predestined: Catch and kill the maniac, making sure the curse ends forever.

The Campers: Surround and block the maniac, giving the Predestined enough time to catch him.

The Maniac: Hide from the campers and Predestined, waiting for the night to fall so he can overwhelm the campers.

SETUP

1. The Final Chapter starts where Chapter III ended. All tokens (Clue, Corpse, Welcome) and Cabin tiles remaining on the board from Chapter III stay in their current locations.

2. Based on the result of the previous chapter, either the maniac receives additional tokens, or the campers may look at face down Clue tokens (see *Salvation and Terror Points*, page 6).

3. The Predestined starts the Final Chapter inside one of the open cabins (Camper side up).

4. The maniac begins the Final Chapter in the location he occupied at the end of Chapter III. The maniac writes the starting location number on the "0" step of the Maniac tracking screen.

5. Campers who have survived Chapter III begin the Final Chapter in their previous location.

6. Campers who didn't survive are replaced by freshly arrived campers chosen from those of the same color, equipped with their initial token. These newly arrived campers are placed on the circles at the bottom-left of the board, highlighted by Camper icons. Each camper starts the turn by moving his first step on the white dot indicated by the white arrow.

7. Advance the Round token to the "I" step of the timeline.

HOW TO PLAY

1. The maniac moves first, followed by the campers.

2. After the maniac's turn, the red camper moves first, with play continuing in the order shown by the illustration in the lower left-hand corner of the board.

The trail of the maniac

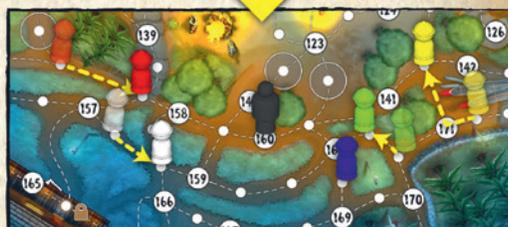
In this chapter, as in Chapter II, the dawn is near, so the maniac is easier to see. He must reveal his current location instead of the one from three movements earlier, placing his pawn on the corresponding numbered circle.

Timeline rounds when the maniac must reveal his position are highlighted on the tracking screen (e.g. position III on round III, position VI on round VI, etc.). Each time the maniac is revealed, he also places a Clue token face down on one of the adjacent white dots. The Maniac pawn remains on the board, until the next revelation.

The clashes

The maniac is not allowed to pass over a camper during the Final Chapter.

If a camper manages to pass over the location of the maniac, the maniac must reveal his location (if not already revealed). Whether the maniac was previously revealed or not, the Predestined and all other campers, who have heard the cries of alarm, immediately move one white dot (but not the camper who just located the maniac).



THE END OF THE CHAPTER

The chapter ends if:

1. The Predestined manages to pass over the location of the maniac. If this occurs, the game ends and the campers win!
2. The maniac is completely trapped, with no options for movement. If this occurs, the game ends and the campers win! The curse is finally over, once and for all... or is it?



3. Round 15 ends and the maniac is still alive. If this occurs, the maniac wins the game. The campers weren't strong enough and darkness has fallen over Camp Apache. The maniac overwhelms them during a final hellish night. Some legends never die...



SUGGESTIONS

For the Campers: You don't have much time to trap the maniac and it's important to develop a winning strategy. Also, don't forget this is the final chapter of the game. Use your Clue tokens without fear. This is your last chance!

For the Maniac: Be careful to avoid contact with the campers. Their screams will alert their friends and slow you down.

SINGLE CHAPTER MODE

1. Follow the normal Game Setup (page 2). Then, campers collectively choose a cabin to open and place the Cabin tile (Camper side up) of the respective color, then the Maniac picks another Cabin tile to place (Maniac side up). Alternating turns, continue until all Cabin tiles are placed, so there will be two cabins opened by the maniac and three cabins opened by campers.

2. The maniac chooses which of the five campers will be the Predestined, replacing his pawn with the white pawn.

3. In each cabin opened by campers, place the pawn of the matching color, choosing one of the white dots inside. All the other pawns start from the camp entrance (at the bottom-left of the game board). The white Predestined pawn starts in an unoccupied white dot in any opened cabin (including cabins already occupied).

4. The maniac selects 8 Corpse tokens and draws 15 Clue tokens (without looking at them), and then places each of these tokens on a white dot of his choice, with a minimum of two empty white dots between one token and another. The remaining Clue tokens are used to form a pile next to the game board.

5. The maniac is equipped with the following Maniac tokens: Plot Twist, Shadow and Supernatural Speed.

6. The Predestined equips one each of the 5 different types of Clue tokens (Acute Hearing, Bear Trap, Lantern, Shovel and Sneakers).

7. The maniac starts either from one of the four locations close to the lake piers (106; 109; 111; 123) or one of the opened (Maniac side up) cabins. At the beginning of the maniac's first turn, he writes the starting location number on the "0" step of the Maniac tracking screen.

8. Play the chapter as indicated before.

Victory Conditions: Campers win if the Predestined kills the maniac. Otherwise, the maniac wins.



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LAST FRIDAY

REVISED EDITION

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ENGLISH EDITION

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Retain this information for your records.

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

SUMMARY OF CHAPTERS

CHAPTER I: ARRIVING AT THE CAMP

- The maniac stalks the campers, who must avoid him and acquire the keys to shelter in the cabins.
- The campers start from the respective colored dots near the lake.
- The maniac starts in one of the numbered circles with a red border (2; 6; 132; 150; 196).
- In a round, campers move first, followed by the maniac.
- If the maniac passes over a camper during his turn, or a camper passes over the maniac, the camper is always eliminated.



- Every three rounds, the maniac reveals his position from three rounds before.

CHAPTER II: THE CHASE

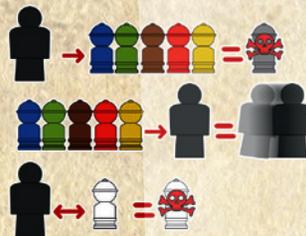
- The campers have to catch the maniac, who must attempt to hide.
- The campers who sheltered in the cabins in Chapter I start on the last position they occupied. Eliminated campers are replaced by the new campers, who start from the entrance of the camp.
- The maniac starts on the last position occupied in the previous chapter.
- In a round, the maniac moves first, followed by the campers.
- If a camper passes over the maniac or the maniac passes over a camper, the maniac loses and the chapter ends; go to Chapter III.



- If the maniac escapes until the end of the chapter, the campers lose all the tokens on their cards.
- At the end of chapter, one of the campers becomes the Predestined.
- Every three rounds, the maniac reveals his current position.

CHAPTER III: THE MASSACRE

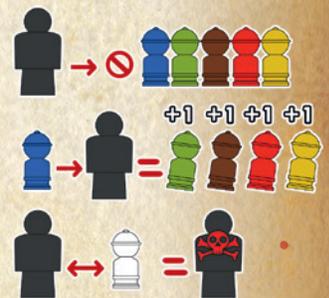
- The campers have to protect the Predestined, while the maniac tries to catch him.
- The Predestined starts at his choice from one of the white dots inside one of the cabins (Camper side up). The other campers start in the last position occupied in the previous chapter. The maniac starts either in one of the four locations close to the lake piers (106; 109; 111; 123) or one of the cabins (Maniac side up).
- In a round, campers move first, followed by the maniac.
- If the maniac passes over a camper, the camper is eliminated.
- If a camper (except the Predestined) passes over the maniac, this camper moves the maniac to one of the adjacent numbered circles.
- If the maniac passes over a camper during his turn, the camper is eliminated. If the maniac passes over the Predestined, or vice versa, the Predestined is eliminated: the game ends and the maniac wins.



- Every three rounds, the maniac reveals his position from three rounds before.

CHAPTER IV: THE FINAL CHAPTER

- The Predestined must catch the maniac. The other campers have to block him to prevent his escape, while the maniac attempts to hide.
- The Predestined places his pawn on one of the white dots inside one of the cabins (Camper side up).
- The maniac and other campers start in the last position occupied in the previous chapter. The maniac moves first, then the round continues with campers.
- The maniac cannot pass over campers during movement.
- If a camper passes over the maniac, the maniac must reveal his position. The Predestined and all other campers (who heard the screams of alarm) move one step.
- If the Predestined passes over the maniac or vice versa, the game ends and the campers win.



- Every three rounds, the maniac reveals his current position.