

CAMP GRIZZLY

v.1.3_tgc

The year is 1979. 1-6 players take the roles of Camp Counselors who are being stalked through a maze of cabins and camp trails by 'Otis', a homicidal killer with an unhealthy bear fetish.

Objective

Stay alive while cooperating with the other players to collect a combination of objective cards required to begin one of four game “**finales**”. Those who survive the finale win the game!

Components

Game Board x1, Mini Pawn Cards x12 (for Counselors, Otis, and Cameos – place mini cards in card stands), Counselor Jumbo Cards x7, Otis Jumbo Card x1, Dice x4 (d4, d6, d8, d10), Finale Jumbo Cards x4, Survival Cards x24, Cabin Cards x84, Micro cards x36 (objectives, fire, locks, keys, horrified, etc), Counter x10.

1.1: Game Setup

IMPORTANT: In Camp Grizzly, the terms ‘**space**’ and ‘**location**’ are referring to a single square on the board. A ‘**cabin**’ is a building comprised of one or more spaces.

- 1) Players choose a jumbo **COUNSELOR CARD** and take its matching pawn. Place the counselor pawns on the center space marked **CAMPFIRE**. (You may choose to play multiple counselors if there are fewer than 6 players). On each counselor card, a ‘counter’ should be placed on the top left ‘splatter’ to track the counselor’s starting movement/health.
- 2) Shuffle the **CABIN DECK** and **SURVIVAL DECK** separately and place them face down next to the game board.
- 3) Choose a “**Camp Setup**” (*last page of instructions*) to play: Easy or Normal.

- 4) Shuffle the mini “?” **OBJECTIVE** cards. Randomly place one face down on each “?” space as indicated by the “Camp Setup” you have chosen. Any remaining “?” cards should be placed in a deck face down next to the board.
- 5) Place the mini “**key**” and “**locked**” cards on the spaces as indicated by the “Camp Setup”. All the other mini cards are placed within reach of the game until needed.
- 6) Place the four jumbo **FINALE** cards face down near the board (Van, Ranger Tower, Boat, Barn).
- 7) Each player draws 2 **SURVIVAL CARDS** as their starting hand. Your hand of cards is referred to as your **BACKPACK**. Players may discuss their cards with each other. **PERMANENT** Survival Cards are immediately played face up next to your Counselor Card.
- 8) The players must choose a counselor to take the first turn. If no decision can be made, we suggest picking the player with the most tattoos. Play proceeds clockwise.
- 9) Place the jumbo Otis card to the left of the last player. That way, Otis moves after a full round of counselor turns. Place counters on Otis’ starting stats: **Stalk 1, Attack d4, Damage 1**. Place the Otis pawn on the **TOOL SHED**.
- 10) Place the mini **BODY COUNT** card on the “**Body Count Track**” at the bottom of the game board as indicated by the “Camp Setup” you have chosen.

1.2: Counselor Turn Sequence

Starting with the first player, each counselor does the following in order:

- 1) **MOVE PHASE** – The number of spaces you can move is indicated by your current health. As you receive injuries, your movement will be affected.
 - You are not required to move. You may choose to stay where you are.
 - **Crossing Paths** - If you move into a space

containing Otis' pawn, stop and **Otis Strikes!** (2.1: *Otis Strikes!*)

- You may NOT move into a space with a **lock** card unless you have keys.
- You may pick up any items/weapons/keys/revealed objectives in your space.
- You may trade items, weapons, campers, objectives, and keys with other counselors in the same space as you.
- If you are next to a green Nature Trail, you may attempt to use it (4.1: *Other Rules*).
- Multiple pawns can share the same space.
- A counselor's movement can never drop below 1.

2) **CABIN DRAW PHASE** – Draw the top card from the Cabin Deck. Items and weapons can be equipped or stowed in your backpack. All other cabin cards are immediately resolved.

- If there is an unrevealed objective card in your space, you may reveal it instead of drawing a cabin card (3.3: Objective Mini Cards).

3) **END TURN** – Before your turn ends, there are some final actions available to your counselor:

- You may equip or un-equip items and weapons from your backpack.
- You may pick up any Items/Weapons/Keys/Revealed Objectives in your space.
- You may trade Items, Weapons, Campers, Objectives, and Keys with other Counselors in the same space as you.
- Then play passes to the left.

1.3: Otis Stalks

After all Counselors have completed their turns, Otis **stalks** the closest target using the shortest path possible in an attempt to kill counselors or cameos.

- 1) **STALK PHASE** – The number of spaces Otis will move is listed on the jumbo Otis card.
 - **Targeting** – Otis moves towards the closest counselor or cameo. In case of a tie, Otis will:
 - a. Target the **cabin** with the fewest campers, cameos and counselors.
 - b. If still tied, he will target the **cabin** with a **horrified** counselor.
 - c. If still tied, he will target the counselor with the most injuries.
 - d. If still tied, choose randomly.

- **Locks** – Otis will destroy one **lock** card in his path and then stop moving.
 - **Nature Trails** – Otis can always use the green nature trails for movement.
 - **Lurking** – If Otis is off the board for any reason, he is considered to be '**lurking**'. If Otis is lurking at the start of his **stalk phase**, he will appear next to a random **nature trail** before moving. Roll 1d6 then place Otis on one end of the trail matching your result. (Otis will appear on the side with the closest target)
 - **Crossing Paths** – When Otis moves into the same space as a counselor or cameo, he stops moving and **Otis Strikes!** (2.1: *Otis Strikes!*)
- 2) **END TURN** – Play passes left starting a new round of counselor turns.

1.4: The Finale

To win the game, the counselors must find a combination of **three objective cards** that match the back of one of the four jumbo **FINALE** cards; Boat, Ranger Tower, Van or Barn.

START FINALE - To begin a finale, all three objectives must be taken to the correct **RED ARROW** space. The players holding the objectives **must agree** to start the finale during one of their move phases (or wait for stragglers). A counselor who holds the majority of required objectives may start the finale without consent from the other players. **All** counselors in the **CABIN** connected to the **RED ARROW** are then moved to the matching finale card. Flip the card over and follow the directions starting at the top of the card and working downwards.

WIN - If the counselors complete the finale card successfully, they win!

FAIL - If all counselors involved in a finale fail, that finale card is discarded. Any survivors who remain in the camp still have a chance to attempt a different finale.

2.1: OTIS STRIKES!

When **Otis Strikes!** a counselor or cameo, **ALL** counselors in that **cabin** are in danger of being killed. Cameos are immediately killed (discard and raise the body count accordingly). The players must then

choose to **FIGHT** or **PANIC**. A counselor that chooses to **FIGHT** has a chance of protecting themselves and the other counselors in the cabin.

FIGHT – The players choose who will fight first. To fight, a counselor rolls all dice for the weapons and items they have equipped then adds any bonuses they might have to their total (or subtract if **horrified**). Then another player rolls the die matching Otis' current **attack**. If the counselor's roll is higher than Otis' roll, the counselor wins! The Otis pawn is then removed from the board and the remaining counselors in the cabin are safe. **WARNING**: Otis wins all ties!

However, a counselor who loses a fight must **panic** and run away. Another counselor in that cabin may now fight Otis if able. Fighting continues until each counselor in the cabin **panics** or Otis is defeated.

PANIC – Counselors who cannot protect themselves or lose a fight must **panic**. A **panicking** counselor receives a number of injuries matching Otis' current **damage** stat. That counselor then moves up to the number of **panic** spaces listed on the bottom right of their Counselor Card. A counselor may not to pick anything up, open locks or trade while panicking.

2.2: THE CAMP KEYS

If you have **keys** (or *spare keys*), you can remove **lock** cards by moving into their space. Keys also double as a finale objective.

2.3: THE BODY COUNT

When a counselor, camper or cameo is killed, raise the **body count** at the bottom of the board by 1.

As the body count rises, Otis becomes more deadly.

HOPELESS: If the body count ever reaches “13”, the counselors have no hope of escape. All counselors must **discard their survival cards** and are moved to the **campfire** for one last fight. Any counselor that **panics** is killed. If the Counselors win, they win the game!

CARD EXPLANATIONS

3.1: CABIN CARDS

There are many types of cards you will find in the Cabin deck.

WEAPONS – Weapons are used to defend against Otis. Every weapon displays which die should be rolled in a fight as well as the number of hands required to equip the Weapon.

- Weapon traits – Many weapons also list special rules. Some traits are mandatory while others are optional.
- Equipping – You may immediately equip a weapons/items when you pick them up OR during your Regroup Phase.
- Equipment Limits – You may only equip weapons/items totaling 2 hands. There is no limit to the number of ‘clothing’ items you can equip.
- Multiple Weapons – When fighting, you may roll the dice for each weapon you have equipped.

ITEMS – Items with hand icons are equipped like Weapons. Items that have NO hand icons are played directly from your backpack.

CAMEOS – Place a Cameo's mini-card pawn in the space where it was drawn. Counselor's that **cross paths** with a Cameo must resolve the Cameo's special text. Many Cameos stalk their own targets following Otis' turn.

PLOT TWISTS – Play immediately. Some cards stay in play as lasting effects until they are resolved as stated on the card.

CAMPERS – Campers lend players their unique abilities. When drawn, Campers are placed face up in front of you. Campers may be traded with other Counselors but not dropped.

OTIS STRIKES! – Move Otis to the space where this card was drawn and **Otis Strikes!** (even if “**Lurking**”).

OTIS RUMOR – Rumors often adjust the stats on Otis' jumbo card. They do not cause Otis to Strike.

3.2: SURVIVAL CARDS

SINGLE USE – Considered part of your backpack, these Survival cards are used once than discarded.

PERMANENT – When drawn, permanent survival cards are immediately placed in front of you. Good or bad, they represent aspects of your character that are NOT discarded when used.

3.3: OBJECTIVE MINI CARDS

When a counselor reveals an objective card, show the card to the group. Together, players must find a usable combination of objectives to start a **finale**.

Objectives – When drawn, place face up in front of your Counselor Card. They are not considered to be part of your backpack.

Surprises! – You may find another set of keys, +1 *Body Count*, *Draw Survival* and *Otis Strikes!* mini cards. For an easier and quicker game, remove these cards before setup.

First Aid Station – Place face up in the space where it is drawn. Any Counselor who **ends their turn** on the First Aid Station heals up to 2 injuries.

SPECIAL RULE: No Escape! – If all the Objective cards have been revealed and there is no possible finale combination, place new objective cards on all the starting “?” spaces according to the game setup.

4.1: Other Rules

INJURED – When you are injured, move the health/movement marker on your Counselor card down towards the skull. Injuries do not affect your **panic**.

DEATH – If your injuries ever reach the **SKULL**, you are dead (+1 Body Count). Place your counselor pawn on its side in the space where you died OR on the **campfire** if you died in the **woods** or during a **finale**, any campers in your care are killed and discarded (+1 Body count for each). Discard your survival cards and turn your counselor card over.

Place your items, weapons and objectives on your counselor card. Other counselors may retrieve these items from your body during their move phase or at the end of their turn. If all counselors are killed, Otis wins the game.

HORRIFIED – When **horrified**, your turn immediately ends (no end of turn actions allowed). You are -1 to all die rolls until the end of your next turn. Track using mini horrified cards.

NATURE TRAILS – Counselors who wish to travel across a green nature trail must be in a space next to the trail during their move phase. At the cost of 1 movement, the player rolls 1d6. If a 6 is rolled, the counselor is moved to the other end of the trail and continues their turn. However, if a 1 is rolled, the counselor is **lost** and moved to the **woods**. If a 2-5 is rolled, the counselor stays where they are and may try again if they have any movement left.

LOST – When **lost**, immediately move to the **woods**. On your next turn, instead of moving and drawing a cabin card, roll 1d6 and follow the instructions on the woods. If you are still alive (or if you **panic**), roll another 1d6 and return to a space connected by the resulting camp trail.

TEMPT FATE – If a counselor is doing something incredibly stupid, risky or naughty, they are tempting fate. When a card states “Tempt Fate (X)”, draw (X) number of Cabin Cards. Discard all cards drawn except for **RED** Otis cards. Ignore the card’s text. Instead, if at least one **RED** card is drawn, **Otis Strikes!** Then add 1 to Otis’ attack roll for each additional **RED** card drawn (this fight only).

FOOLIN’ AROUND – Pick a Counselor to move to your location. Then follow the directions on the card.

EXAMPLE: FIGHT AND PANIC

Following his move phase, Kevin draws an **Otis Strikes!** card. The Otis pawn is immediately moved to Kevin’s space and attacks. Sherry and Tracy are in the same **cabin** as Kevin so they are in danger as well! According to Otis’ attack stat, he currently rolls 1d6 when attacking. Kevin and Sherry both have weapons so they must decide who will fight Otis first.

Tracy has no weapons so she is relying on Kevin and Sherry to protect her.

Kevin decides to fight Otis first as he has two one-handed weapons equipped: the Baseball Bat (1d4) and a Crowbar (1d6). He rolls both die and gets a '1' and a '3'. The combined result is a '4'. Otis then rolls his attack (1d6). The result is also a '4'. Since Otis wins all ties, Kevin loses the fight and must **PANIC**. He takes 2 injuries (based on Otis' current damage stat) and panics 2 spaces away (Kevin's Panic = 2).

Since Kevin failed, Sherry must now **FIGHT** or **PANIC**. Sherry has a Pocket Knife (1d4) equipped so she chooses to fight! Sherry rolls a '3' then Otis rolls a '2'. Sherry wins! Sherry and Tracy are both unharmed. Otis is then removed from the board (now lurking). Kevin then ends his turn (after any end of turn actions).

Credits

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