
THE ULTIMATE CARD GAME
FOR HORROR MOVIE FANS
YOU ARE THE...
MANIAC
THE OFFICIAL RULEBOOK
YOU ARE THE MANIAC!
VERSION 0.93

OVERVIEW

YOU are the Maniac! is a horror movie themed card game where *you* play as The Maniac. As a Maniac, your goal is to kill Victims and play Maniac cards to acheive the highest score.

Gameplay is fast-paced with a surprising mix of strategy and dark humor. Slash your way through a 3 round horror-movie trilogy with 2-4 players, complete with a familiar cast of slasher movie stereotypes we hold dear to our bloodthirsty hearts.

What's in the Box?

YOU are the Maniac! includes **140 cards** in **4 game decks**.

- **The Victim Deck** contains classic horror characters
- **The Maniac Deck** is where the game's horrific scenes unfold
- **The Plot Twist Deck** alters the game in surprising ways
- **The Final Girl** cards are left to confront The Maniac at the end of each movie

Object of the Game

The goal of YOU are the Maniac! is to "kill" Victims and earn points by playing Maniac cards during your turn. Weapon and Mask cards, from the Maniac deck, can be played during your turn to score more points. Certain types of Maniac and Victim cards can be played strategically to boost your score, or pose a negative affect on an opponent's score.

The game takes place over 3 rounds, referred to as *Movies*. During the first Movie, 12 Victim cards are dealt to form "The Group". When The Group has been killed, or moved to the Survivor Stack, a Maniac confronts the Final Girl. These steps are repeated for the second and third Movies.

At the end of the third Movie, the Maniac with the highest score wins the game.

THE CARDS

Victim Cards

The Victim Deck contains 4 character types



Bimbos engage in a variety of promiscuous activities that the Maniac finds severely punishable.



The Maniac doesn't care for these jock douchebags and prissy Cheerleaders, collect them all!



These insignificant characters are good for a laugh and feed the Maniac's bloodlust. They make it easy.



Suspects are creepy freaks branded by their bizzarre behavior. In the end, there can only be one Maniac.

Maniac Cards

Maniac Cards define the game's actions. These cards are played to move Victim Cards on The Wall, strategically discourage other Maniacs from capturing Victims, and boost your score.

The Maniac Deck also includes Mask and Weapon enhancements, which can be played during a turn in addition to a Maniac "action" card.

Plot Twist Cards

The Plot Twist Deck contains cards that alter the direction of the movie, in both good and bad ways. Plot Twists are drawn when you capture specifically marked Victim Cards.

Final Girl Cards

Each movie has a specific Final Girl card. The Final Girl is always the last Victim standing, ready to confront you at the end of each movie. Her point value makes her quite desirable. The Maniac must possess a Weapon and Mask to kill her, otherwise she can survive to star in a sequel or trilogy.

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SEQUENCE OF PLAY

Setup the Game
• See Pages 5-6 for more information.

Play Movie Part 1
• Kill Victims and play Maniac cards until all Victims in The Group are added to a Maniac's Collection or moved to the Survivor Stack.
• Confront The Final Girl for Movie Part 1.

Setup Movie Part 2
• Deal 12 Victims. Begin dealing from the Survivor Stack. If there are no Victims in the Survivor Stack, deal all 12 Victim cards from the Victim deck.

Play Movie Part 2
• Kill Victims and play Maniac cards until all Victims in The Group are added to a Maniac's Collection or moved to the Survivor Stack.
• Confront The Final Girl for Movie Part 2.

Setup Movie Part 3
• Deal 12 Victims. Begin dealing from the Survivor Stack. If there are no Victims in the Survivor Stack, deal all 12 Victim cards from the Victim deck.

Play Movie Part 3
• Kill Victims and play Maniac cards until all Victims in The Group are added to a Maniac's Collection or moved to the Survivor Stack.
• Confront The Final Girl for Movie Part 3.

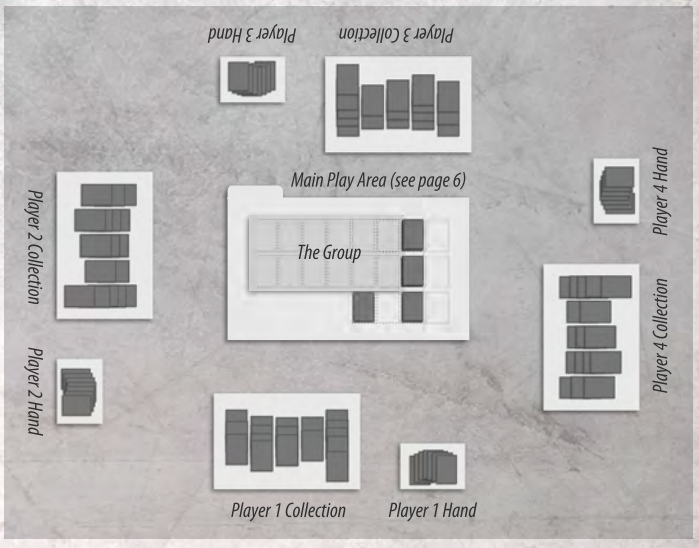
Scoring
• Players add the points from the cards in their Collection. The Player with the most points wins!
• In case of a tie game, the Player with the most Final Girl cards wins. If still tied, battle to death!

THE PLAY AREA

Getting Ready to Play

To play YOU are the Maniac! you need 2-4 players, the cards included with this game, and a large enough space for the cards to spread out.

Allow about 30-45 minutes to play a game. The first time you play takes a bit longer.

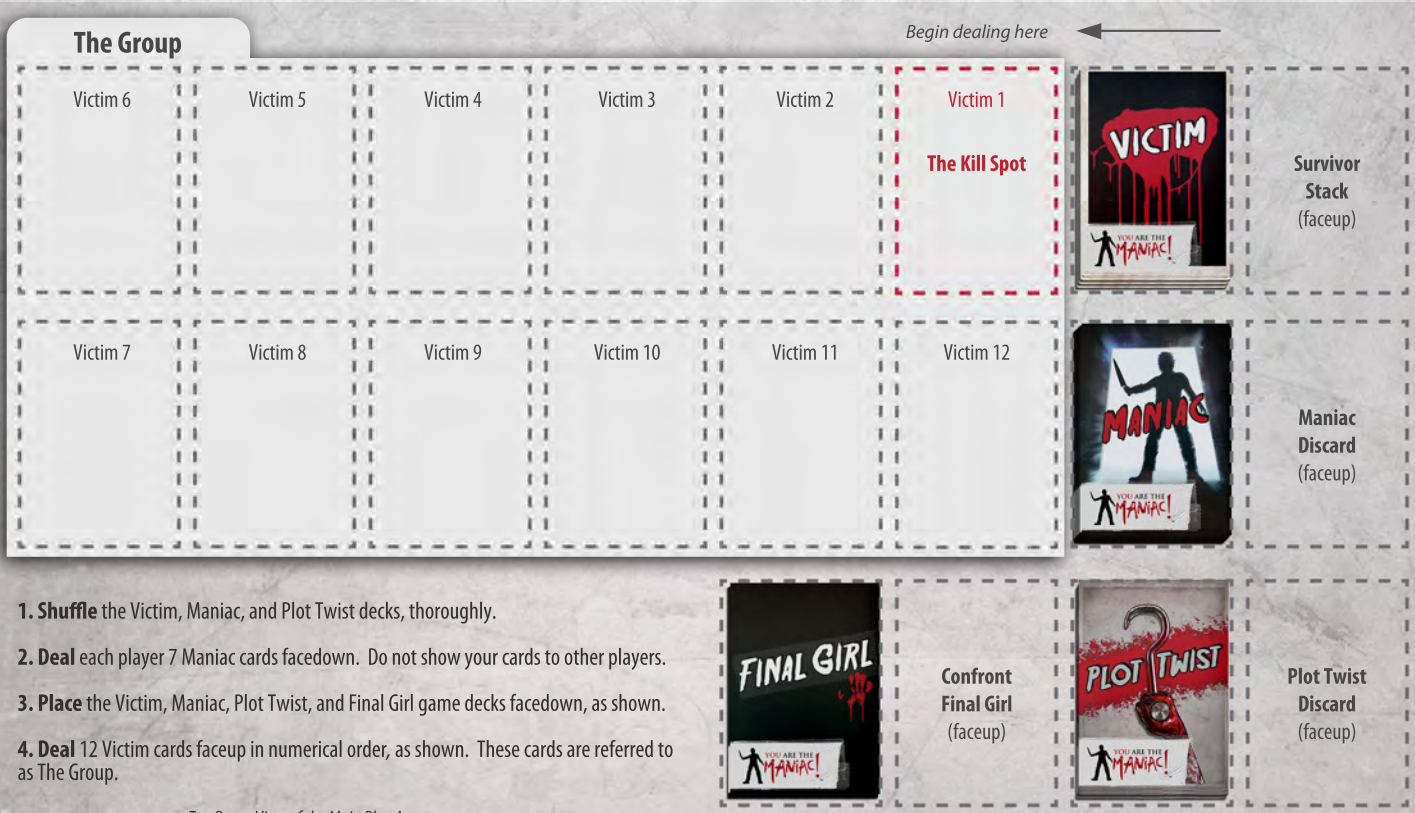


An example of the Play Area for a 4-Player game

Note: *See Page 5-6 for more information on "The Setup". See Page 9 for "Organizing the Collection".*

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THE SETUP



1. Shuffle the Victim, Maniac, and Plot Twist decks, thoroughly.

2. Deal each player 7 Maniac cards facedown. Do not show your cards to other players.

3. Place the Victim, Maniac, Plot Twist, and Final Girl game decks facedown, as shown.

4. Deal 12 Victim cards faceup in numerical order, as shown. These cards are referred to as The Group.

Top Down View of the Main Play Area

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Decide which Player goes first. Turns go clockwise.

Taking a Turn

1. Play one Maniac card from your hand. Lay the card faceup in front of you and read the card out loud so all players can hear. Perform the action written on the card.
Note: *Playing a Maniac card is* ***optional****, as there can be scenarios when it is not necessary.*

2. Move in for the Kill. Grab the Victim card from *The Kill Spot*. If the Victim card has a special instruction written on the the bottom of the card, make note and/or perform the action immediately.
For more information about Plot Twists, see Page 8.

***Optional:** Play *one* Weapon and/or *one* Mask card, from your Hand. Lay the cards faceup.
Note: *The Final Girl must be killed with a Weapon and a Mask. You may choose to save a Weapon and Mask for the end of each Movie, when a Maniac Confronts the Final Girl.*

Maniac! Pro-Tip: *Announce out loud who you are killing with the name of the Weapon and/or Mask.*

3. Add the Card(s) to your Collection. Victims, Weapons & Masks, and specially marked Maniac cards are stored in your Collection in front of you.
For more information about the Collection, see Page 9.

4. Clean Up The Mess. Move played cards to their discard piles.

5. Draw from the Maniac deck. **Draw one Maniac card for each Maniac card played from your hand, during your turn.**
Example: *If you played one Maniac card to move a Victim to The Kill Spot, then killed your Victim with a Weapon and a Mask card, draw 3 new Maniac cards from the Maniac deck and add them to your hand.*

Some Victim cards instruct the player to draw a Plot Twist card **before** killing a Victim.

To do this, draw the top card from the Plot Twist deck, read it, and **immediately** perform the action. Once complete, place the Plot Twist card in the Plot Twist discard pile.
Note: *Read the Plot Twist action text out loud for all players to hear.*

Plot Twist Cards

Some Plost Twist cards instruct the player to grab a Victim from an opponent's Collection. If this *newly acquired Victim card* from an oppponent's Collection instructs the player to Draw a Plot Twist card, **DO NOT** do so, as this Victim was already killed by another player during a previous turn.

If the Plot Twist adds another Victim from The Group, then the player does perform the action on the Victim card, *including drawing a Plot Twist card* when instructed to do so.

Plot Twist Nemesis Cards

Drawing a Nemesis card is like a scene from a horror movie where a Victim is potentially saved from being murdered by the Maniac due to the actions of another character. If the player draws a Nemesis card they have two options:

1. Place the Victim card(s) in the Survivor Stack. Do not play any Weapon or Mask cards. End your turn by drawing the amount of Maniac cards played before drawing the Plot Twist.

2. Play Defeat a Nemesis from your hand, if you have one. Lay this card faceup to cancel the effects of the Nemesis card and send it to hell by moving the Nemesis to the Plot Twist discard pile. Finally, continue your turn as usual by killing the Victim.
Note: *Playing Defeat a Nemesis counts as a Maniac card played from your hand, during your turn.*

Maniac! Pro-Tip: *Playing 'Defeat a Nemesis' is optional. They come in handy when confronting the Final Girl.*

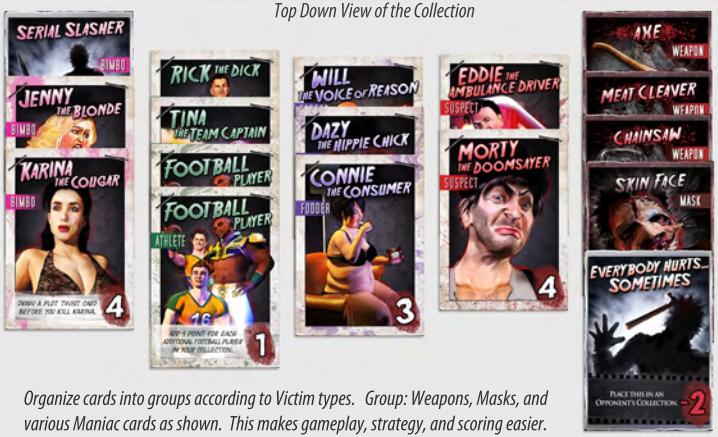
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THE COLLECTION

The Collection is the individual area near each player where various cards are kept as a result of killing Victims, playing Masks, Weapons, and holding specifically marked Maniac cards. At the end of the game, each player adds their score based on the cards in their Collection.

Organizing the Collection

Top Down View of the Collection



Organize cards into groups according to Victim types. Group: Weapons, Masks, and various Maniac cards as shown. This makes gameplay, strategy, and scoring easier.

An example of how to organize the Collection.

Maniac! Pro-Tip: *Serial Slasher cards are a great way to enhance the Collection.*

Maniac! Pro-Tip: *Use Maniac cards to kill Victims designed to boost the score like Cheerleaders, Football Players, Prom King & Queen, and the Hipsters.*

SURVIVOR STACK

If a Victim and/or Final Girl gets moved to the Survivor Stack, they survive being killed by a Maniac for the duration of a Movie, unless they are brought back to The Group by a Maniac or Plot Twist card.

Nemesis cards can prevent a Victim from being murdered by moving them to the Survivor Stack. A Maniac may choose to play *Defeat a Nemesis* to overide this action and proceed with killing a Victim.

Victims residing in the Survivor Stack are dealt back into The Group for Movies Part 2 and 3. *Note: Survivor Stack Victims are dealt first, followed by new Victims from the Victim deck.*

If a Final Girl returns from the Survivor Stack to The Group for Movie Part 2 or 3, the same rules apply to kill her. See *Confronting The Final Girl*.

THE FINAL GIRL

When all the Victims in The Group have been killed or added to the Survivor Stack, it is time to confront Victim number 13, The Final Girl. Deal the Final Girl card by laying her faceup.

Confronting the Final Girl

1. Play one Maniac card from your hand, excluding a Weapon or Mask.
Note: *Playing a Maniac card is* ***optional****, as there can be scenarios when it is not necessary.*

Maniac! Pro-Tip: *If you do not have a Weapon or mask card, play a Maniac card that might help you get one from the Maniac discard pile or an opponent. OR! Play a Maniac card to thwart an opponent from killing the Final Girl during their turn.*

2. Draw a Plot Twist card and perform the action. If the Final Girl is moved to the Survivor Stack, end your turn here by drawing the number of Maniac cards played. If not, continue to Step 3.

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...continued from page 10

3. Play a Weapon and Mask card from your hand.

If you cannot play a Weapon and Mask, end your turn here by drawing the number of Maniac cards played. The Final Girl is now passed to the next Player to Confront The Final Girl beginning with Step 1.

If you *can* play a Weapon and Mask card... congratulations you have successfully killed the Final Girl. Add her to your Collection along with the Weapon and Mask cards. End your turn here by drawing the number of Maniac cards played during your turn.

SCORING

Ending the Game

When all 3 Movies have ended, Maniacs add up the points in their Collection.

- Each Victim card has a numerical value printed on a bloody thumbprint.
- Include points from Mask, Weapon, Serial Slasher and various point based Maniac cards.
- Subtract negative points from the total, if you have any.
- Subtract points from unplayed Weapon and Mask cards residing in your hand.

The Maniac with the most points wins!

- In case of a tie game, the Player with the most Final Girl cards wins. If still tied, battle to death!

In the end, there can be only one.

Glossary of Terms

Athlete - A character class of the Victim Deck, indicated by their green and yellow school colors. They include Cheerleaders, Football Players, Team Captains, and more. Kill Athletes to increase your score.

Bimbo - A character class of the Victim Deck, indicated by their hot pink heading. Kill Bimbos to increase your score.

Collection - The game area near each Maniac where Killed Victims, Masks, Weapons, and specifically marked Maniac cards are organized. At the end of the game, each Maniac adds up their score based on the cards in their Collection.

Final Girl card - The Final Girl refers to a common theme in horror movies where a last woman, or girl, remains alive to confront the Maniac at the end of the movie. The Final Girl Deck is composed of 3 cards, one for each Movie.

Fodder - A character class of the Victim Deck, indicated by their purple heading. They include collectible pairs: The Prom King & Queen, The Hipsters, and more. Kill Fodder to increase your score.

The Group - The game area where Victim cards are placed in numerical order beginning with The Kill Spot to the final Victim to be Killed in The Group. A Movie begins when 12 Victims are dealt to The Group, and all the Maniacs have their Maniac Cards in their Hand.

Kill - Victims are "Killed" by Maniacs and added to your Collection, affecting your score.

The Kill Spot - The lead Victim card in The Group. The Victim in the Kill Spot is Killed or sent to the Survivor Stack during a Maniac's turn.

Maniac - You and your opponent players are Maniacs.

Maniac card - Maniac cards define the game's actions. These cards are played to: move Victim cards in The Group, strategically discourage other Maniacs from capturing Victims, boost your score, and decrease an opponents score. The Maniac Deck also includes Mask and Weapon score enhancements played during a Kill.

Mask - An item class of the Maniac Deck. Masks are played during a turn as a Maniac Kills a Victim, then added to a Maniac's Collection to increase the score. Maniacs may only play one Mask card during a Kill. The Final Girl requires one Mask card to be played in order to Kill her.

Movie - 1 out of 3 "rounds" of the game where Victims are dealt from the Victim Deck/Survivor Stack to The Group, and the game is played until the Movie ends. A Movie ends when: All Victims in The Group are killed, a Final Girl is Killed, or sent to the Survivor Stack. When Movie Part 3 ends, Maniacs add up the points in their Collection to determine the winner of the game.

Nemesis - A character class of the Plot Twist Deck, indicated by their grey "Nemesis" heading. Nemeses prevent a Victim from being killed by sending them to the Survivor Stack, unless a Maniac can play Defeat a Nemesis, during their turn.

Plot Twist card - A plot twist is a moment during a movie where an unexpected change in direction occurs. Specifically marked Victims direct the Maniac to draw a Plot Twist card, before they are killed. Plot Twist cards can both positively and negatively affect the Maniac's turn.

Survivor Stack - An area where Victim cards are placed, removing them from play in The Group. Victims are dealt from the Survivor Stack at the beginning of Movies 2 & 3, followed by the Victim Deck.

Suspect - A character class of the Victim Deck, indicated by their red heading. Kill Suspects to increase your score.

Victim card - Victim cards define the cast of characters for each of the 3 Movies. At the beginning of each movie, they are dealt to The Group in numerical order upon which they are drawn from the Victim Deck. Maniacs Kill Victims from The Group, during their turn.

Weapon - An item class of the Maniac Deck. Weapons are played during a turn as a Maniac Kills a Victim, then added to a Maniac's Collection to increase the score. Maniacs may only play one Weapon card during a Kill. The Final Girl requires one Weapon card to be played in order to Kill her.

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CREDITS

YOU ARE THE MANIAC! A WEBEE3D PRODUCTION

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DEAREST KICKSTARTER BACKERS THANKS FOR GIVING US A HAND! WE COULD NOT HAVE MADE THIS GAME WITHOUT YOUR SUPPORT

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