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Players defending Victims roll one additional Reaction die during this round.









announce which Special Ability they will be using During this round, each active Monster can use ts own during its turn. The active player must another family's Special Ability in addition to before starting their turn.











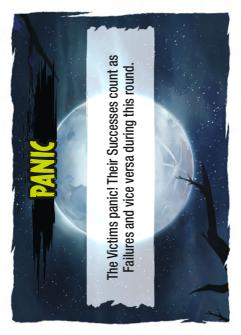
set it up (card, cube, marker, etc.) like you did for the Guests. Visitors stay in play until killed or the Put any one Surprise Visitor in the living room, A Surprise Visitor enters the cabin! game ends.





During this round, if a Monster injures a Victim, at the end of the turn (give the active player that Victim loses one extra health point one extra Flesh token).

















At the start of this round, each player may move two Death Order markers, but cannot move their Favorite Meal marker or any marker representing a dead Party Guest.





For this round, active Monsters may teleport to any zone instead of using 1 (and only 1) free Move (they do not Smash closed Doors when they teleport).





























































You found a Foothold Trap and may place it in your current zone during any one of your turns. The next time a Victim tries to Fight Back in the same zone as the trap, they roll 2 additional Reaction dice (on top of any other dice they have, up to 5), then discard the trap.









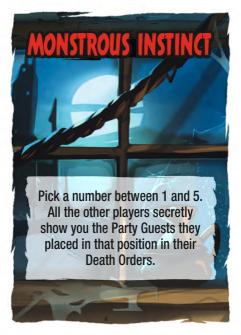








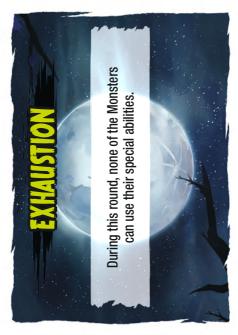














When a Monster is in a zone with other Monsters from its family, it gets 1 additional die per family member present in the zone (up to a maximum of +2 dice).





Victims can't hide during this round (but can remain in hiding until found if they were hiding when the round started).









During this round, when two or more Victims are together in a room, they each get an additional Reaction die.

