

The Big Screen

The Shuffling Horror: Pittsburgh 68 Play Mat

by
GameWick Games

Complete rule set is found
in the Pittsburgh 68 rulebook
(included with game).



DON'T JUST PLAY A GAME. PLAY A MOVIE!

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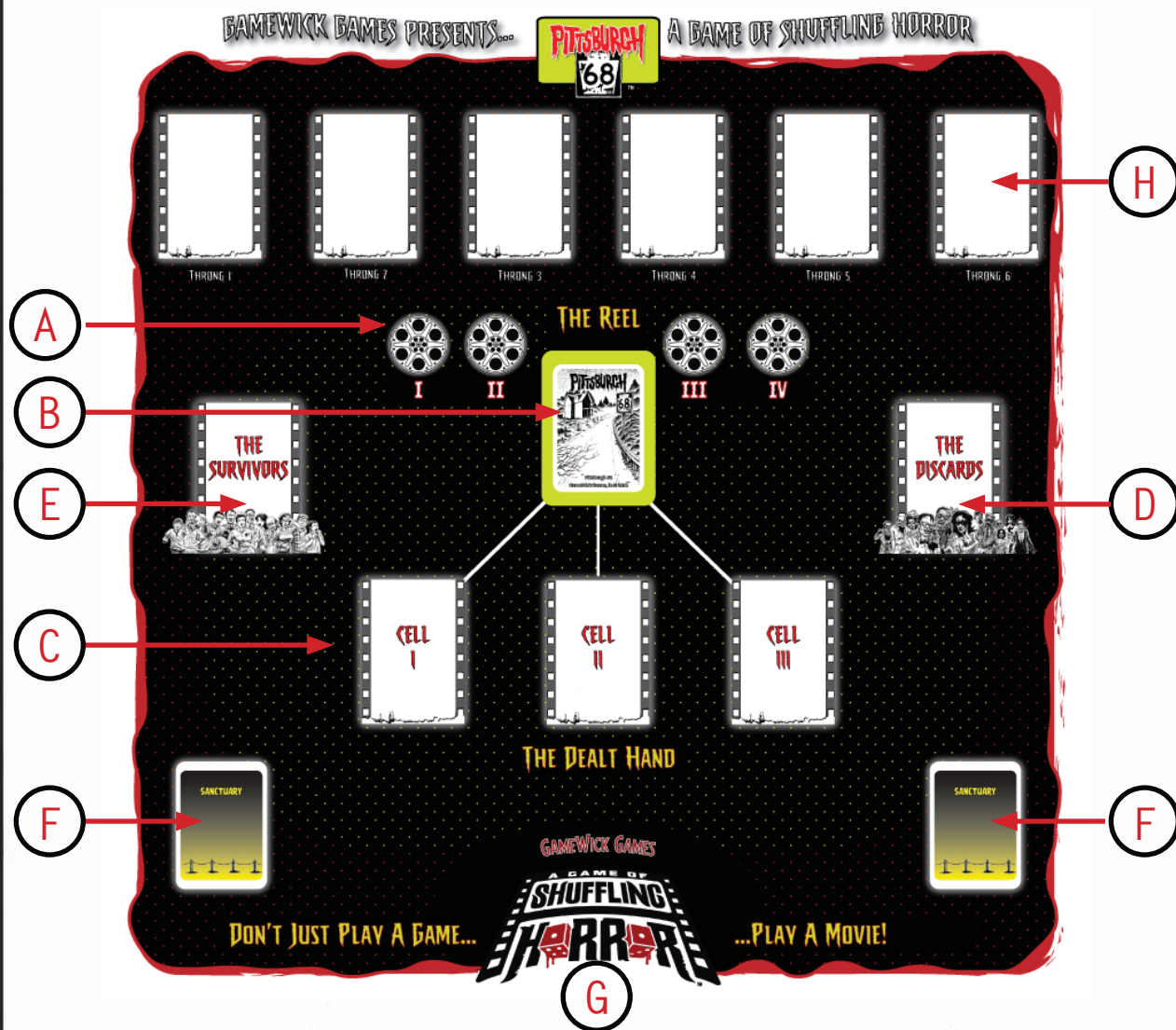
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The Shuffling Horror: Pittsburgh 68 Play Mat

The Big Screen is the official layout for *Shuffling Horror: Pittsburgh 68* play. The mat streamlines play and helps the Director bring their horror movie to life! Instructions below explain the set-up and function of each key area. A full page Big Screen layout without annotations is provided at the end of this guide.



A-The Reel Cans (I, II, III, IV)

The four central reel cans track the movie's current reel number. At the start of the game, place a token on the spot marked Reel I. Move this token forward at the start of each reel. The players must make it through all four reels to win the game. Two special end game rules may escalate the ending: *Turning Point* and *Last One Standing* (Pittsburgh 68, p6).

B-The Reel (central play pile)

At the start of each reel, the Director counts off the appropriate number of cards for the reel and places them on this central slot; these cards are used to replenish the cells in the Dealt Hand below (C). A reel ends when the reel pile is depleted and all of the cards in the Dealt Hand are cleared. The Director may cut a reel short by *Clipping The Reel* (Pittsburgh 68, p6).

Card Count Per Reel

Reel I : 10 Reel II : 20 Reel III : 15 Reel IV : 10

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C-The Dealt Hand (aka The Movie Screen)

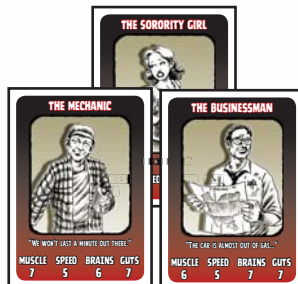
Cells 1 - 3 represent what is playing on the movie screen. As these cards are taken or eliminated, replacement cards from the reel pile (B) fill each empty cell. Replacement cards are initially placed face-down, then immediately revealed at the end of the current survivor's turn (survivor not player). The revealed card(s) are brought about by their actions, and they suffer any consequences first. The surprise reveal adds tension to the game's *Three Card Zombie* draw (page 12, Pittsburgh 68 rules).

D-The Discards

As zombies are destroyed and event cards are resolved, place them face-down in the discard pile. At the end of the reel, the Director shuffles the discards and then deals the appropriate number of cards for the next reel. The discard pile also serves as a bonus draw pile during the reel (shuffle before each use). Note: Plot Device cards, destroyed Sanctuary cards, and zombie head shots are completely removed from play; these should not be placed back into the discard pile.

E-The Survivors

At the start of the game, place all twelve survivor cards here, face-down. This is a draw pile for players only. When this pile is depleted, players can no longer draw characters and instead turn into zombie players if they lose their final survivor. The Survivor draw pile is a new concept for Shuffling Horror play; it is not found in the Pittsburgh 68 rules. The Survivor Draw Pile rules pdf can be found here on the GameWick Games website.



THE SURVIVORS!

F-Sanctuary I and II

The two slots closest to the players are designated for Sanctuary cards. When a Sanctuary card appears on the movie screen, move it immediately to one of these slots and give the card its noted allotment of spoins. When a survivor enters a sanctuary, place that survivor card alongside that sanctuary.

G-The Spoint Pool

The area with the GameWick Games and Shuffling Horror logos is used for the spoint token pool. Players return spent tokens to the pool or draw spoins from the pool for rest actions. If the pool is empty, there can be no rest for the survivors!



SPOINTS!

H-Throng Slots

Six throng slots line the top of the game mat, closest to where the Director should be seated. The Director places zombie cards here to build the movie's unstoppable horde. Each throng has a three card limit. Once placed, zombies cannot be moved to another throng. The Director may place the first three throngs' cards as desired, but cannot start a fourth throng until the first three throngs are full (nine cards placed). A fifth throng cannot be started unless the first four throngs are full, and so on. Once a throng is established these starting rules no longer apply. For example, if Throng #4 has a card within it, additional zombies can be added to it, even if Throngs 1-3 are no longer full. However, if Throng #4 has all of its zombies eliminated, it again becomes subject to the above rules.

**HAVING FUN SHUFFLING THE HORROR?
PLEASE TELL US ABOUT IT!**

- EMAIL YOUR STORIES/IDEAS/QUESTIONS -

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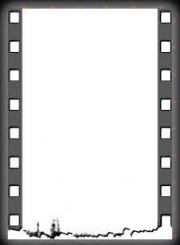
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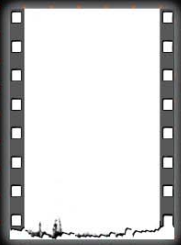
A GAME OF SHUFFLING HORROR



THRONG 1



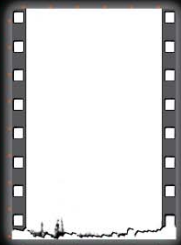
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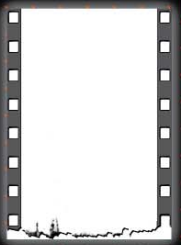
THRONG 3



THRONG 4



THRONG 5



THRONG 6

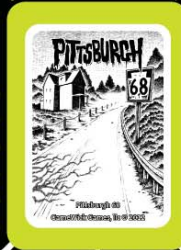


I



II

THE REEL



III



IV

THE SURVIVORS



THE DISCARDS



CELL I

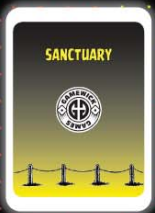


CELL II

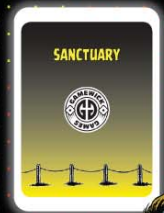


CELL III

THE DEALT HAND



SANCTUARY



SANCTUARY

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A GAME OF

SHUFFLING

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Card Count Per Reel

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Reel II : 20

Reel III : 15

Reel IV : 10

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