

Survivor Draw Pile

A New Twist for Shuffling Horror: Pittsburgh 68

by
GameWick Games

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



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A New Twist for Shuffling Horror: Pittsburgh 68 Play

In the Shuffling Horror: Pittsburgh 68 rules, each player is dealt an equal number of survivor cards at the start of the game (there are twelve in the deck). Each player reveals the identity of only one of their survivor cards; the other cards are reserved for the player's future use. Players are restricted to play only the survivors they are initially dealt and, when these are lost, the player is eliminated.



The Survivor Draw Pile (SDP) is a new method for survivor card distribution which allows a more open use for these cards. The Director starts the game by shuffling the twelve survivor cards and placing them face down in a designated pile on the table. Before the game begins, each player draws one survivor from this pile, announces who it is, and places it face-up in front of them. After each player has drawn their first survivor, the Opening Scene is dealt and the game begins as normal.

On their turn, a player has the option to draw another survivor card into their hand. The drawn survivor is allowed an immediate attack action (making this a new type of Take+Attack action). In movie terms, the Survivor Draw Pile replicates a new character entering the plot of the movie, one who comes in ready to help the party.

In this way, there are now two types of Take+Attack actions* allowed in the game:

(a) Survivor Take+Attack: take a survivor from the Survivor Draw Pile and immediately attack with that survivor. Note: This replaces the game's original Reveal action.

(b) Item Take+Attack: take an item from the Dealt Hand, place it on an active survivor, and immediately attack with that survivor.

Both forms of Take+Attack (a and b) preclude the player from performing any other action on their turn (as they might do with multiple active survivors in their hand). A player may not Take a new survivor and then Attack with another in their hand. Take+Attack is a special move and consumes the player's full turn.

*For full details, see the Shuffling Horror: Pittsburgh 68 rulebook.

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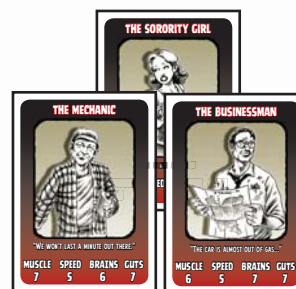
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OTHER SDP RULES

Survivor Card Limits: Players are limited to a maximum of three survivors in their hand. A player may not draw more than three and may not hold additional survivors in reserve.

Survivor Spoints: After the player's initial survivor is drawn, each subsequent survivor starts with three rest spoints on their card (as per the original Reveal rules). A player's initial survivor does not get such spoints (this survivor relies on the general spoints the player receives at the start of the game). All survivors have the option to perform a rest action to gain spoints later in the film.



Familiar Face Escalation: Beware! The Survivor Draw Pile is not just there for the player's taking. At the end of Reel 1, the Director randomly draws one survivor card and places it, unrevealed, into the Discard Pile. This survivor is now zombified and may appear in the movie as a Familiar Face. The card removal escalates with each subsequent reel. At the end of Reel 2, two cards are drawn. At the end of Reel 3, three cards. In horror movie terms, this is in the spirit of that "people from town are starting to disappear" feel. Players must act fast to save their neighbors. Note: It is uncommon for the SDP to make it through Reel 2 (players cannot afford to let the Director pad the reel deck with Familiar Faces).

== The SDP Summary ==

- Pre-game, each player draws one card from the Survivor Draw Pile and places it in front of them. This is their starting survivor.
- Additional survivors can be acquired via a Take+Attack action (which precludes the player from performing any other action).
- Drawn survivors start with 3 rest spoints on their card.
- At end of Reel 1, one card moves from the SDP to the Discard Pile. At end of Reel 2, two cards move in the same fashion.

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== Director Notes ==

The SDP resolves the original dilemma a Director faced when playing a game versus five or more players. In such games, each player would start with an equal number of survivor cards and the remainder would be removed from play. An A-list character might never appear!

The SDP secures that all survivor cards are in-play for all players. It also safeguards rapid player elimination, as a player cannot be eliminated as long as cards remain in the SDP. This can make the game a little more challenging for the Director in certain situations.

== Advanced Rules ==

The following rules are provided for seasoned Directors who have a comfortable understanding of the game's full ruleset and strategies. These rules allow the Director to cater the game to the thrill level the players seek and bring a slightly more vicious bite to the game.

SDP: The 13th Guest (Advanced Play)

After each player has taken their first survivor, the Director rolls a die (re-rolling 1s) and takes a zombie card with that value out of the Discard Pile. The identity of this zombie is kept secret and shuffled into the Survivor Draw Pile. When revealed, the zombie makes an immediate attack on a randomly decided victim. It is then placed in the Director's hand. Optionally, an experienced Director can forgo the die roll and make a strategic choice for The 13th Guest.

SDP: Reel 1 Familiar Face (Advanced Play)

In games versus 4 or more players, the Director can begin the game with a Familiar Face in play. Before the game begins, the Director draws an initial survivor just as players do. Instead of revealing who it is, this survivor card is placed in the Discard Pile (which allows the chance for a Familiar Face to appear in the Opening Scene or Reel 1 shuffle.

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