



# DON'T GET™ STABBED!

**INSTRUCTIONS**

3-5  
PLAYERS

AGES  
18+

15 MIN  
TO PLAY

# SUMMARY

One player gets to be the killer. The rest are victims.

The killer wins by killing all of the victims. The victims win by escaping.

Everyone takes turns drawing cards from the main deck. If a victim gets three STAB cards, they DIE! But they can use ACTION cards to avoid getting stabbed. Victims trade in matching COMBO cards for a CAR card. If they get a C, A, and an R card, they escape!

But the killer has special powers. If the killer draws a STAB card, they can put it back in the deck wherever they want. And the killer can use ACTION and COMBO cards to thwart the victims' attempts to stay alive.



# SET UP

1. First, determine which player is going to be the KILLER. Choose the most evil person of the group. The rest of the players will be VICTIMS.
2. Separate all the cards by the four types (CAR, ACTION, STAB, and COMBO).
3. Take all the CAR cards, shuffle them, and place them face down in the middle of the table.
4. Shuffle the ACTION cards and give one to each player. Make sure they keep it a secret.
5. Gather 3 STAB cards for each victim.  
2 victims = 6 STAB cards  
3 victims = 9 STAB cards  
4 victims = 12 STAB cards  
Discard any extra STAB cards.
6. Shuffle the STAB cards, remaining ACTION cards, and COMBO cards, and place them face down in the middle of the table. This is the main deck.

Now you're ready to play!

# ACTION CARDS

Everyone starts with one ACTION card. Victims use ACTION cards to avoid getting stabbed. The killer uses ACTION cards to make it more likely victims do get stabbed.



**VICTIMS USE  
THE GREEN  
SIDE OF ACTION  
CARDS.**



**THE KILLER  
USES THE  
PURPLE SIDE OF  
ACTION CARDS.**



**CHECK OUT THE TABLES AT THE  
END OF THE INSTRUCTIONS TO SEE  
WHAT EACH CARD DOES.**

# VICTIMS' TURN

The victim to the left of the killer goes first.

A turn starts when the victim draws one card from the top of the main card deck (unless they have an ACTION card that lets them use it before.)

Once the victim draws a card, they can do three things:

- Use ACTION cards
- Trade in two matching COMBO cards
- End their turn

If the victim pulls a STAB card, they can use an ACTION card to try to block it. ACTION cards have instructions on them that let you know what they do. **The ACTION card is discarded after use.**



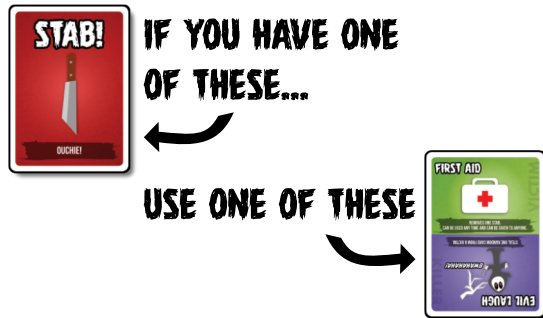
Victims can use as many ACTION cards per turn as they wish.

**IF A STAB CARD IS BLOCKED, THE CARD IS PLACED BACK RANDOMLY TOWARDS THE MIDDLE OF THE MAIN DECK.**

If the victim cannot block the STAB card, they are stabbed and they place the card face up in front of them so everyone can see how many stabs they have.

The only thing that can remove a stab after the victim's turn has ended is a FIRST AID.

**IF A STAB CARD IS REMOVED, THE CARD IS PLACED BACK RANDOMLY TOWARDS THE MIDDLE OF THE MAIN DECK.**



If a victim gets three STAB cards, they die and are out of the game.



# VICTIMS' TURN

A victim can also trade in a pair of matching COMBO cards for a CAR card. **ONLY ONE PAIR CAN BE TRADED IN PER TURN.**



When a victim trades in two matching COMBO Cards, they draw one card from the top of the CAR card deck.



They will either pull a letter card or a null card.

CAR cards are shared between all victims. If the victim pulls a C, A, or R card, they place it face up on the table.

IF THE VICTIMS GET ALL THREE CARDS TO SPELL OUT "CAR", THEY ESCAPE AND ANY SURVIVING VICTIMS WIN THE GAME.



If a victims pulls a letter card for one they already have, it is returned to the bottom of the CAR card deck.

If the victim draws a null card (Dead Battery or No Keys) the card is useless and put at the bottom of the CAR card deck.

THE TRADED IN COMBO CARDS ARE DISCARDED.

The victim can also choose to do nothing after they draw a card and end their turn.

A victim's turn is over when they say they are done. The player to the left goes next.

## WINNING CONDITIONS

THE VICTIMS WIN IF THEY GET THREE CAR CARDS TO SPELL OUT "CAR".

# KILLER'S TURN

The killer's turn starts by drawing a card from the main deck.

The killer can do four things during their turn:

- Place a STAB card back in the pile if they draw one
- Use ACTION cards
- Trade in three matching COMBO cards
- End their turn

IF THE KILLER DRAWS A STAB CARD, THEY MUST PUT IT BACK IN THE MAIN DECK WHEREVER THEY WANT. They are not allowed to look at the other cards in the deck while doing it.



**DRAW ONE OF THESE?**

**PUT IT BACK WHEREVER YOU WANT**



The killer can cover the deck so no one can see where they placed the STAB card.

They can also wait until the end of their turn to place the STAB card, as they may want to use ACTION cards to help them decide where to place it.

The killer can use ACTION cards during their turn. The killer can use as many ACTION cards per turn as they want. ACTION cards have instructions on them that let you know what they do. **THE ACTION CARD IS DISCARDED AFTER USE.**



**USE THESE...**

**TO SCREW VICTIMS**



# KILLER'S TURN

If the killer gets three matching COMBO cards, they can trade them in to remove a C, A, or R CAR card that the victims have. The removed card is placed back at the bottom of the CAR card deck.



**MATCHING THREE?**



**TAKE AWAY ONE OF THESE**



The traded in COMBO cards are discarded.

**ONLY ONE SET OF THREE MATCHING COMBO CARDS CAN BE TRADED IN PER TURN.**

The killer can also do nothing and end their turn.

**THE KILLER WINS WHEN ALL THE VICTIMS ARE DEAD.**

## FAQS

### CAN THE VICTIMS WORK TOGETHER?

The victims can work together as much as they want. They just cannot exchange cards. However, you may not want to work together. You may have to sacrifice another victim so you can survive.

### WHEN A VICTIM DIES, WHAT HAPPENS TO THE CARDS IN THEIR HAND?

All of the dead victim's cards get discarded. So you may want to help keep them alive if they have a bunch of COMBO cards.

### CAN I USE A KUNG-FU TO REMOVE A STAB I GOT DURING MY LAST TURN?

No. The only thing that can remove a stab from a previous turn is a FIRST AID.

### IF A VICTIM DIES, WHAT HAPPENS TO THE CAR CARDS THEY DREW?

CAR cards are shared between all victims. Even if a victim dies, the CAR cards they drew remain for the rest of the victims.

### HOW DO WE KILL THE KILLER?

You can't. They never die. Haven't you seen a scary movie before?

## FIRST AID



Removes one stab that a victim has received. Can be used at any time (even when it's not the victim's turn) and can be given to anyone. The removed STAB card is placed back towards the middle of the deck.

## KUNG FU



Blocks a STAB card.

## PLAY DEAD



Blocks a STAB card.

## HUMAN SHIELD



The STAB card is given to another victim of your choice. The chosen victim cannot play an action card to block the stab. If there are no other victims alive, this card blocks the STAB card.

## HIDE



The victim's turn is skipped. This card must be played before the victim draws a card at the beginning of their turn.

## SCREAM FOR HELP



When used, another victim can give you any ACTION card and the STAB card will be blocked. However, no one is required to give a card. If there are no other victims alive, this card does nothing.

## GUT INSTINCT



This card allows a victim to look at the next 5 cards of the main deck so they can see what is coming. This can be used before they draw a card at the beginning of their turn or after.

## EVIL LAUGH



Steal one random card from a victim of your choice.

## LURK



Draw two extra cards from the main deck.

## TRAP



Make one victim draw two cards. If the victim draws any STAB card, it cannot be blocked.

## CREEP



View all the cards in a victim's hand.

## SABOTAGE



View a victim's hand and steal the card of your choice.

## STALK



Shuffle the deck.

## MENACE



Make one victim discard all of their ACTION cards.





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