

Let's Kill!

CRIME SCENE *Investigation*

in space no one can hear you scream, in the mall everyone can hear you scream, but nobody cares.

this is another expansion for let's kill! yay! now you get to pretend you're crazy with cards that make you crazy and other cards that will drive you crazy all in the comfort of your own padded cell!

the designer said it was a new experience in homicidal stick figure entertainment that changed the game up a bit, but that was before he accidentally brutally stuffed an herb grinder while feeding the poor it was tragic.

yay! oh wait, oh thought it said "to die," now I am sad!

lunch breaks are good, but psychotic breaks are better!

Set-Up

This expansion is intended to be played with the core *Let's Kill* card game. Simply mix the cards from *Crime Scene Investigation* into their respective *Let's Kill* decks. Additionally, you will need a die of any type — a standard six-sided die or a polyhedral die work just as well. Game play remains as written in the rules for *Let's Kill*, with the following additions.

Psychosis Cards

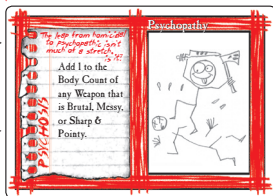
Psychosis cards are found in the Victims deck, and have the word "Psychosis" written in the corner of the card. They represent various psychotic episodes that homicidal maniacs may experience. Each card has a title, an illustration, rules that apply when the card is in play, and a bit of color text.

When you draw a Psychosis card, put it face up in the general play area. Its rules text goes into effect immediately,

and changes the game for all players. The card remains in play for the rest of the game or until it's discarded by one of two methods. First, if you take the option to discard your entire hand instead of playing a card from your hand, you may also discard any or all Psychosis cards in play at your choice (this simulates time spent in therapy). Second, some cards also allow players to discard Psychosis cards when they're played.

All Psychosis cards in play affect the game, no matter how many there are.

▼ Title



Rules Text ▲ ▲ Illustration

Law Enforcement Icons

Some cards have the Law Enforcement icon. These cards hinder players as the game progresses, and represent the forces of law and order that try to prevent serial killers from practicing their little hobby.

Cards with the Law Enforcement icon can be of any card type, and generally follow the rules for that type. However, each card with a Law Enforcement icon is placed face up on



the table in front of the player specified in its rules text when the icon is activated — usually that's when the card is played. That player is under suspicion of being a murderer, and must obey the rules on all cards with Law Enforcement icons that are in front of him, no matter how many there are.

Additionally, whenever you score an Incident while one or more cards with a Law Enforcement icon are in front of you, you must roll a die. If the result is odd, everything goes smoothly. But if the result is even, you're almost caught; treat the result as though you had lost a Shootout. That means you lose your next turn, and the Victims of the Incident you were scoring are returned to their former positions in the play area, minus any revealed Surprises. *i lost milk cows; it was tragic.*

Cards with Law Enforcement icons don't stay in front of a single player for the entire game. When a rule or a card calls for cards with Law Enforcement icons to "move," roll a die for each of these cards and move it that number of players to the left.

For example, if the Psychic Detective is to be moved, and the die comes up 2, the card is placed in front of the player who sits two seats to the left of the card's current owner. *today I learned that when borrowing a pet, always return it clean, healthy, and technically still a virgin*

It's possible for a card with a Law Enforcement icon to end up where it started when moving.

If you don't play any Weapon cards during your turn, you may assuage the suspicion of one officer of the law; choose one card with a Law Enforcement icon that's in front of you and move it.

warnings & disclaimers

do not play this game with real homicidal maniacs. pay no attention to the man behind the curtain, this game is not in any way affiliated with slave labor graphics' Johnny the homicidal maniac comic series (but we wish we were). if symptoms persist, contact a physician. do not point game at humans or animals, there are no subliminal messages in this product either. all i

ever eat is chinese food. this product has not been evaluated by the osha, the acla, or elo. product may explode or leak and cause personal injury or freudian slips. do not attempt to flush dead monkeys down the toilet. cards can be dangerous if swallowed in large quantities. no, it's not a beetles reference. my tongue has fuzz on it. do not taunt the "adam the media designer" card. relax, this game is funny. do not accidentally brutally tear your own arm off and die of blood loss while chewing your fingernails; it would be tragic. this is a work of parody and satire and any mention of any trademarks, registered or otherwise, is not a challenge to that trademark or its owners (lighten up). yeah, i am that guy, in the case of biological attack, run home and cover your doors, windows, and children in duct tape. there is no weapon card in this deck called a kind word and a two-by-four, but there should have been. do not stand in front of the yellow line while game is in motion. if taken internally, induce vomiting.

Credits

Game Design: Aaron Pavao *aaron design; mr. & ms. pavao*

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Art: A. Joseph Rheume, Jeff Preston

Publisher: John Nephew

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