

BLOODY MARY 2

BLOODIER & MERRIER

PSYCHO KILLER
3 MINUTE
QUICK START VIDEO



YOU WILL NEED TO KNOW HOW TO PLAY PSYCHO KILLER TO PLAY BLOODY MARY 2. ONCE YOU'RE UP TO SPEED, YOU CAN GET STARTED LEARNING THE NEW RULES!



THE RUNDOWN

BLOODY MARY IS BACK! AND SHE'S BLOODIER AND MERRIER THAN EVER. WHETHER YOU'VE PLAYED THE FIRST BLOODY MARY DRINKING GAME EXPANSION OR NOT, THIS SET OF NEW CARDS AND NEW RULES WILL BE SURE TO SPICE UP YOUR NEXT GAMES NIGHT! JUST DON'T BLAME US FOR HOW YOU FEEL THE NEXT DAY...

BLOODY MARY 2 IS THE SECOND DRINKING GAME EXPANSION FOR PSYCHO KILLER, WITH NEW RANGED DRINKING CARDS, PLOT TWIST MINI GAMES AND TROPE DRINKING RULES!

HOW DO I SET UP THE GAME?

TO ADD BLOODY MARY 2 TO YOUR GAME OF PSYCHO KILLER, SIMPLY REMOVE THE PSYCHO KILLERS AND SHUFFLE IN THE EXPANSION CARDS.

IF YOU WOULD LIKE TO INCLUDE THE FIRST BLOODY MARY, REMOVE THE WEAPONS AND PSYCHO KILLERS FROM THE BASE GAME, THEN CHOOSE WHICH SET OF FIVE BLOODY MARYS YOU'D LIKE TO USE. FINALLY, SHUFFLE IN THE REMAINING CARDS FROM BOTH EXPANSION PACKS AND START THE GAME AS YOU WOULD A NORMAL GAME OF PSYCHO KILLER!

BLOODIER MARYS

THE BASIC GAMEPLAY OF BLOODY MARY 2 IS THE SAME AS PSYCHO KILLER, EXCEPT **BLOODIER MARY** CARDS REPLACE **PSYCHO KILLER** CARDS, SO TREAT A **BLOODIER MARY** EXACTLY LIKE A **PSYCHO KILLER**. IF A CARD FROM THE BASE GAME REFERENCES THE **PSYCHO KILLER**, TREAT IT AS THOUGH IT IS REFERENCING **BLOODIER MARY**.

NOW THAT'S OUT OF THE WAY, GET READY TO BE EVEN MORE AFRAID OF THE BLOODIER MARY. IF YOU PLAY A BLOODIER MARY, YOU HAVE TO DRINK THREE SIPS FOR EVERY BLOODIER MARY THAT IS IN EVERYONE'S INJURY PILES.

JUST PLAYED THE FIRST BLOODIER MARY CARD INTO YOUR INJURY PILE? LUCKY. ONLY THREE SIPS FOR YOU. THE THIRD BLOODIER MARY? THAT'LL BE NINE SIPS. YOU PLAYED THE FIFTH AND FINAL BLOODIER MARY? YOU MIGHT AS WELL FINISH YOUR DRINK!

RANGED DRINKS

RANGED DRINK CARDS ARE IDENTIFIED BY THE **'BOOM!'** SYMBOL BEHIND THE IMAGE. WHEN YOU ARE ATTACKED YOU **DO NOT** PLAY RANGED DRINK CARDS INTO YOUR INJURY PILE. INSTEAD, YOU PLAY THEM INTO **SOMEONE ELSE'S INJURY PILE!**



THE INJURY POINTS ON BLOODY MARY CARDS, WEAPON CARDS AND DRINK CARDS ARE STILL HOW YOU KEEP SCORE, BUT WHEN ADDING THESE INTO YOUR INJURY PILE, YOU MUST TAKE THAT MANY SIPS OF YOUR DRINK AS WELL! YOU MUST ALSO DRINK WHEN SOMEONE ELSE PUTS DRINK CARDS DIRECTLY INTO YOUR INJURY PILE WITH A CARD LIKE **STITCHES**.

NOTE: THE ADDED RANGED DRINKING CARDS INCREASE THE LEFT FOR DEAD THRESHOLD TO 13 POINTS!

TROPES



WHEN A TROPE CARD IS DRAWN, SHOW IT TO ALL PLAYERS AND PLACE IT IN AN EASILY VISIBLE TROPE PILE.

ALL PLAYERS MUST PLAY BY THE RULE ON THE CURRENT TROPE CARD, UNLESS THEY ARE HOLDING THE **FUN POLICE** CARD. EACH NEW TROPE REPLACES THE PREVIOUS TROPE.

VHS SYMBOLS

THE WAY YOU INTERACT WITH TROPE CARDS IS INDICATED BY THE **VHS SYMBOL**. CARDS WITH THAT SYMBOL ARE SET ASIDE AND THE RULE IS ACTIVE UNTIL ANOTHER CARD WITH A RECORD SYMBOL IS DRAWN.

FUN POLICE HAS A **|| VHS SYMBOL**, MEANING IT DOES NOT GET PLAYED INTO THE DISCARD PILE. THE CARD STAYS IN YOUR HAND UNTIL IT IS GIVEN TO ANOTHER PLAYER. IT CAN ALSO BE TAKEN BY ANOTHER PLAYER OR PUT BACK INTO THE DECK.

PLOT TWISTS



WHO DOESN'T LOVE A GOOD PLOT TWIST?

AFTER DRAWING A PLOT TWIST, READ OUT THE RULE ON THE CARD (AS INDICATED BY THE **VHS SYMBOL**) BEFORE PUTTING IT INTO YOUR HAND. AS LONG AS YOU'RE HOLDING THAT CARD, YOU MAY ACTIVATE THAT CARD'S MINI-GAME AT ANY MOMENT, AND ALL OTHER PLAYERS MUST PLAY ALONG.

FOR EXAMPLE, IF YOU ARE HOLDING 'JUMP SCARE', YOU CAN SAY 'BOO!' AT ANY POINT DURING THE GAME, AND WHOEVER YOU THINK DID THE WORST JOB OF ACTING SCARED MUST TAKE 5 SIPS!

PUT THAT CARD INTO THE DISCARD PILE ONCE YOU'VE COMPLETED THE MINI-GAME.