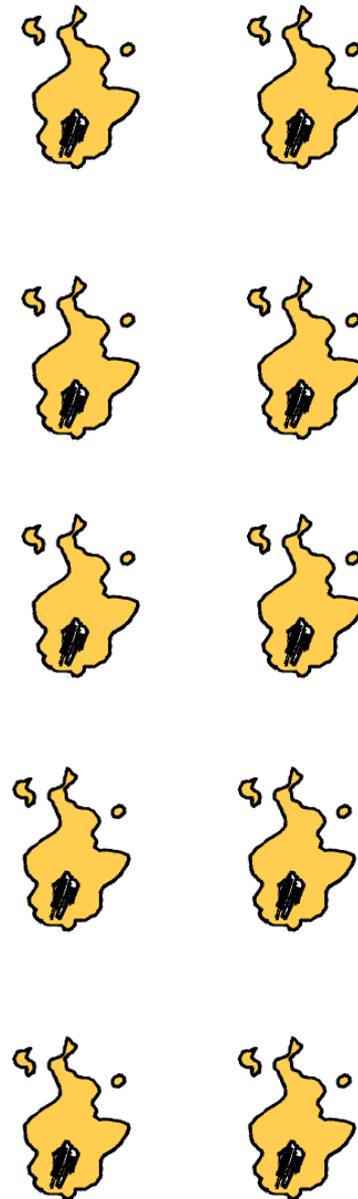
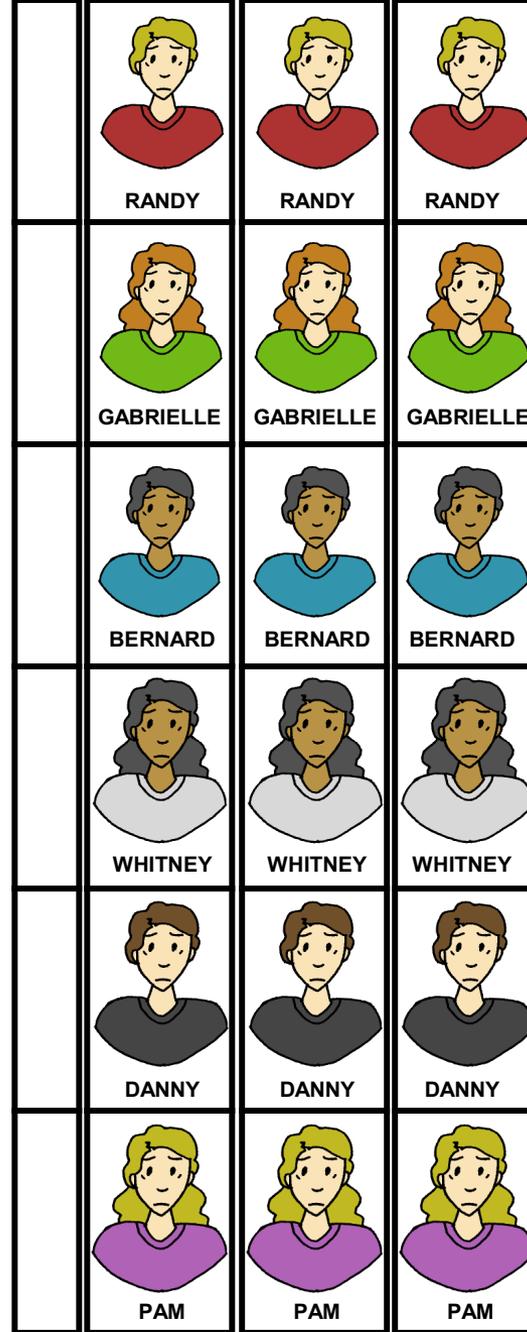
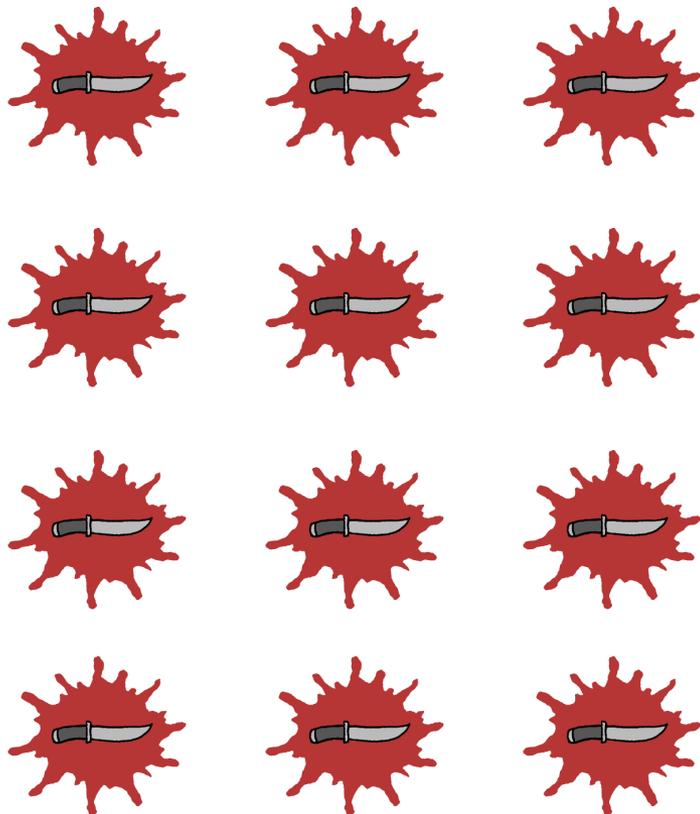
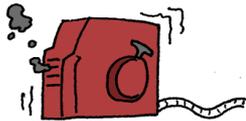


JASON PAWN



**KNIFE (W)**

Atk = 2 dice

Def = 2 dice

**BOURBON**

Roll 1 extra defense die when Jason attacks you. If Jason scores a hit, discard Bourbon.

**FUEL CAN**

You can fix the Generator when the power goes out.

**MACHETE (W)**

Atk = 3 dice

Def = 3 dice

**FLASHLIGHT**

You can freely move through the woods. You can also search the Cave, and you can still search cabins when the power goes out.

**PITCHFORK (W)**

Atk = 4 dice

Def = 2 dice



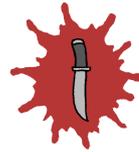
Kih kih kih...

Mah mah mah...

Jason lurks! He may move again or play an Event card.

**DOCTOR'S BAG**

Discard to remove 1 wound, or to avoid receiving a wound.



Kih kih kih...

Mah mah mah...

Jason lurks! He may move again or play an Event card.

**TORCH (W)**

Atk = 1 die

Def = 3 dice

Counts as a Lighter and a Flashlight.

Jason can't use it.

**LIGHTER**

Use while in a Large Cabin to light a fire in the fireplace.

**ROAD FLARE**

When lit, produces the same effects as a lit fireplace until the end of wielder's next turn.



KNIFE (W)

Atk = 2 dice

Def = 2 dice



BOURBON

Roll 1 extra defense die when Jason attacks you. If Jason scores a hit, discard Bourbon.



CAR KEYS

You can use the camp truck instead of moving normally. Roll a die: on a 5 or 6, the engine stalls and Car Keys is discarded. Otherwise instantly move to any cabin.



Kih kih kih...

Mah mah mah...

Jason lurks! He may move again or play an Event card.



FLASHLIGHT

You can freely move through the woods. You can also search the Cave, and you can still search cabins when the power goes out.



Kih kih kih...

Mah mah mah...

Jason lurks! He may move again or play an Event card.



AXE (W)

Atk = 3 dice

Def = 2 die



DOCTOR'S BAG

Discard to remove 1 wound, or to avoid receiving a wound.



MRS. VOORHEES'S SWEATER

In combat Jason must roll a 5 or 6 before he can attack.



TORCH (W)

Atk = 1 die

Def = 3 dice

Counts as a Lighter and a Flashlight.

Jason can't use it.



LIGHTER

Use while in a Large Cabin to light a fire in the fireplace.



OARS

You can use the camp boats! You can move freely through the Lake. Discard if Jason plays Icy Embrace on you.

He's...GONE!

If his exact location is known, Jason may move to any space on the map that is not occupied by a Counselor.

TRAP!

Jason chooses a Counselor to fall into a snare trap: he/she cannot move, search, or use non-weapon items until he/she or a comrade successfully attacks the snare.

ICY EMBRACE

Jason chooses a Counselor within 1 space of the Lake and moves him/her to the Lake space – he/she can only escape by rolling a 5 or 6.

TRAP!

Jason chooses a Counselor to fall into a snare trap: he/she cannot move, search, or use non-weapon items until he/she or a comrade successfully attacks the snare.

SCARE TACTICS!

A Counselor of Jason's choice finds the maimed corpse of another counselor! He/she must either discard Bourbon or roll a die and flee that many spaces away.

HOWLING WIND!

Jason extinguishes a lit fireplace of his choosing, removing its token from the board.

BLACKOUT!

The Generator blew out! Counselors cannot search cabins without a Flashlight until power is restored.

LOCAL COPS!

The local deputy doesn't take all this talk about Jason seriously. A Counselor of Jason's choice has his/her weapon confiscated and discarded.

WHO'S THAT--?!

A panicky Counselor attacks a friend by mistake! Jason chooses two Counselors sharing a space and makes one attack the other.

SNAKE!

Jason chooses a Counselor to be attacked by a viper (2 attack dice). If he/she fails to defend, he/she receives 1 less defend die for the rest of the game.

SCARE TACTICS!

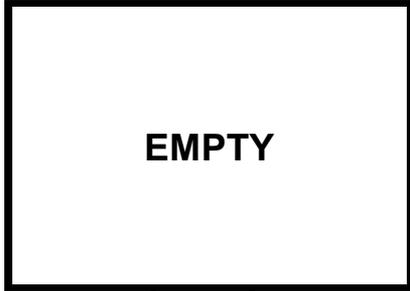
A Counselor of Jason's choice finds the maimed corpse of another counselor! He/she must either discard Bourbon or roll a die and flee that many spaces away.

HOWLING WIND!

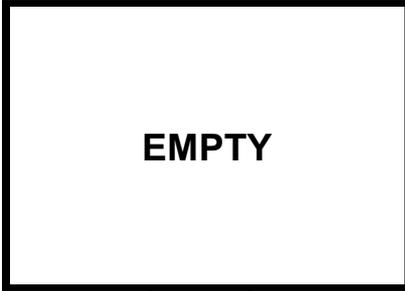
Jason extinguishes a lit fireplace of his choosing, removing its token from the board.

EVENT CARDS

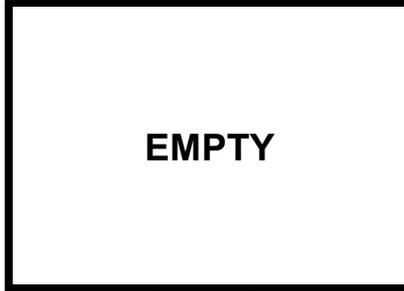
CABIN
CHARTER 1



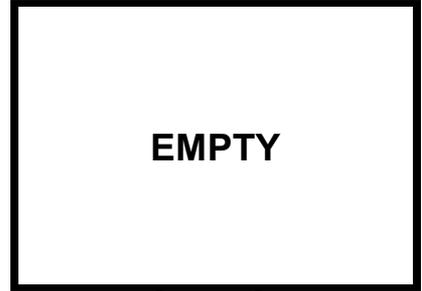
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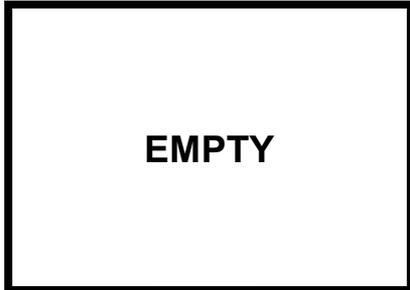
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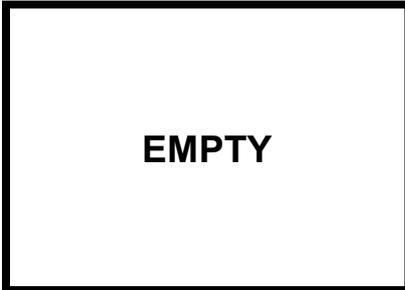
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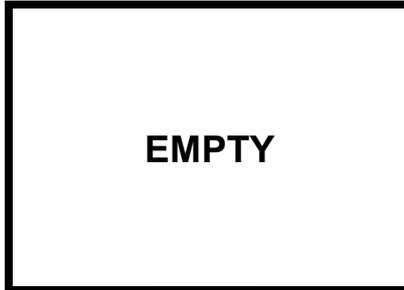
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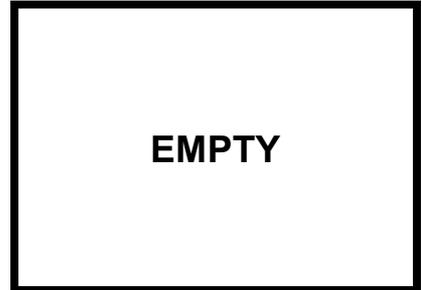
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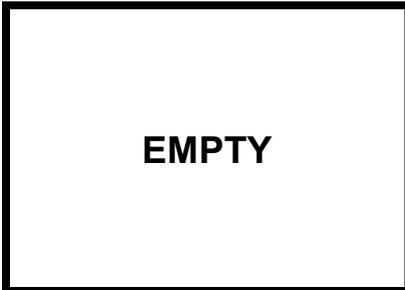
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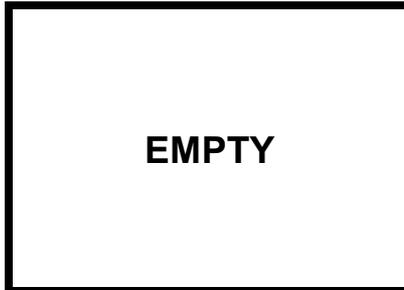
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#8



#9

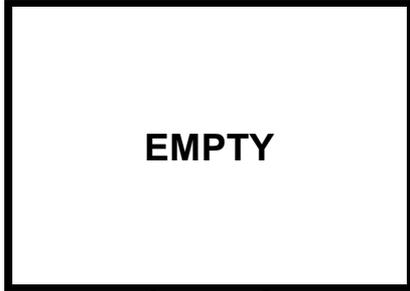


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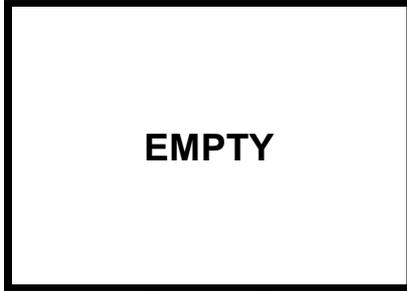
LARGE CABINS

**CABIN
CHARTER 2**



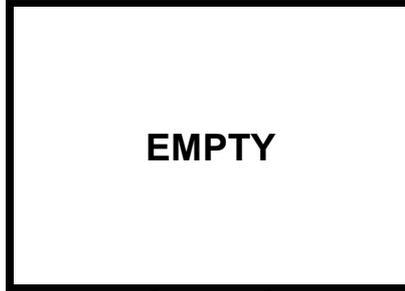
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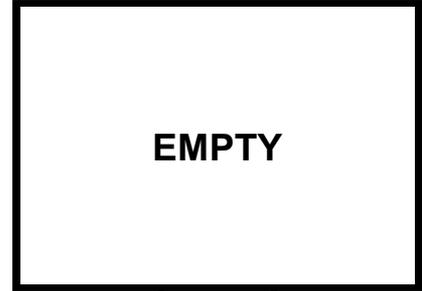
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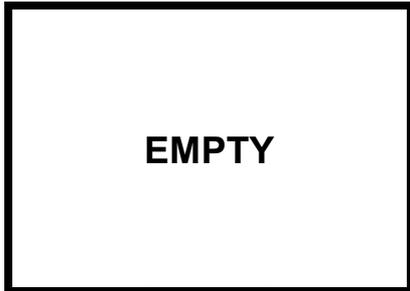
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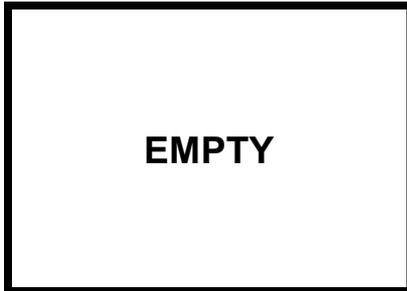
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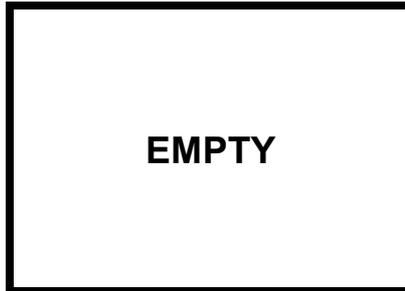
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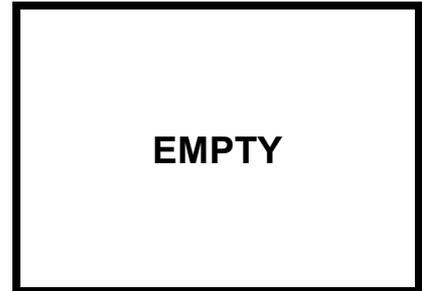
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#16



EMPTY

#17

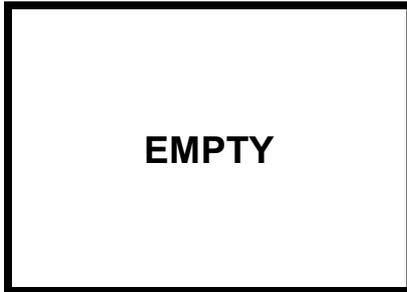


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#18

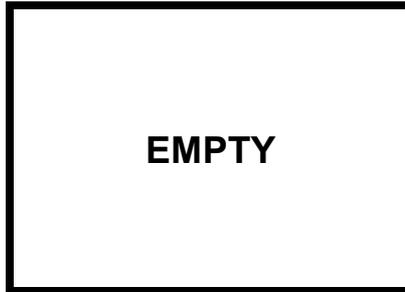


SMALL CABINS



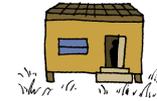
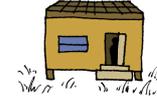
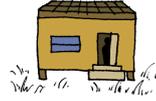
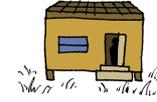
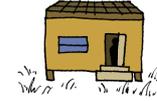
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#19

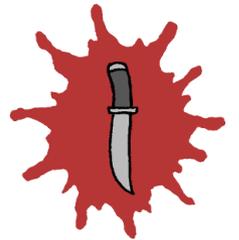
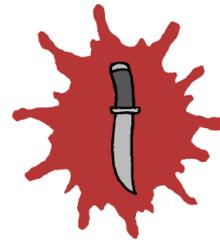
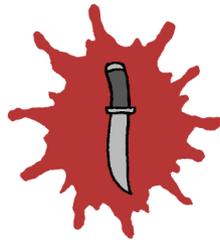
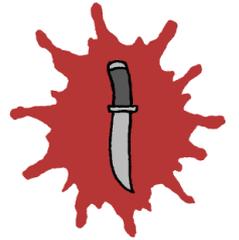
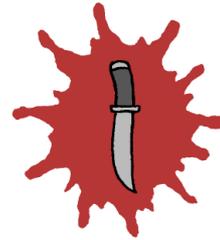
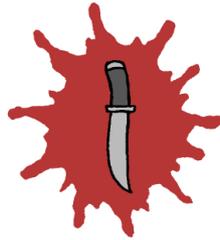
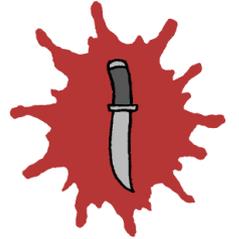
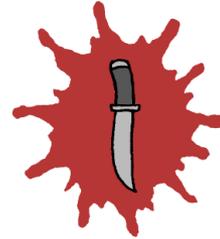
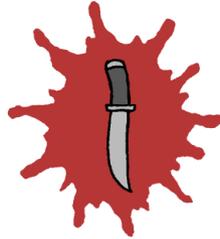
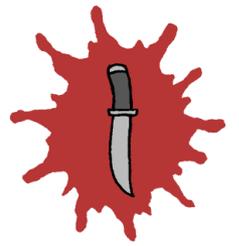
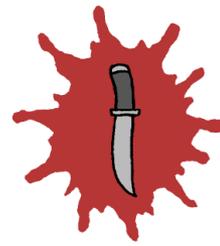
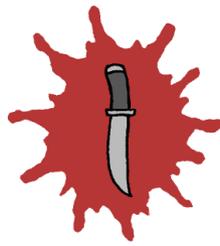


EMPTY

#20



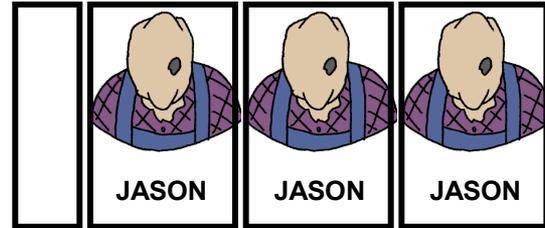
ITEM CARDS
(back)



EVENT CARDS
(back)



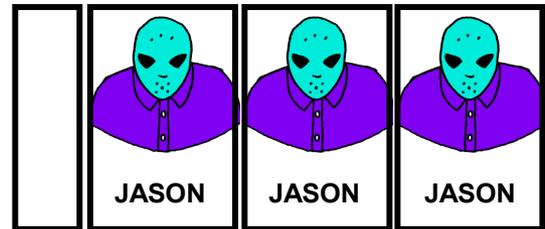
**JASON
VARIANTS**



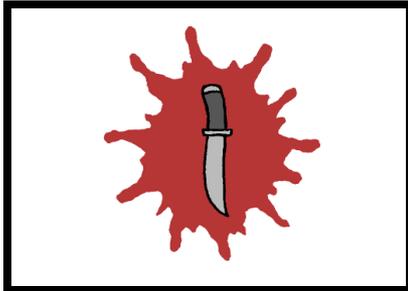
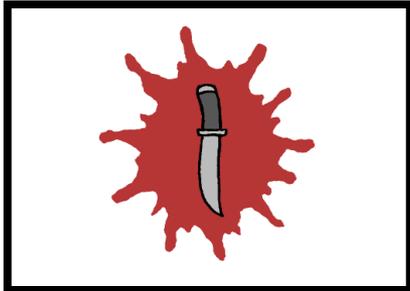
Classic Sack-Head Jason



Kane Hodder's Jason



**Friday the 13th
on the NES**





WEAPON

ITEM 1

ITEM 2

unarmed



WEAPON

ITEM 1

ITEM 2

unarmed



WEAPON

ITEM 1

ITEM 2

unarmed



WEAPON

ITEM 1

ITEM 2

unarmed



WEAPON

ITEM 1

ITEM 2

unarmed



WEAPON

ITEM 1

ITEM 2

unarmed

**OPTIONAL:
COUNSELOR
NAME TAGS**

keep track of
each
Counselor's
inventory.



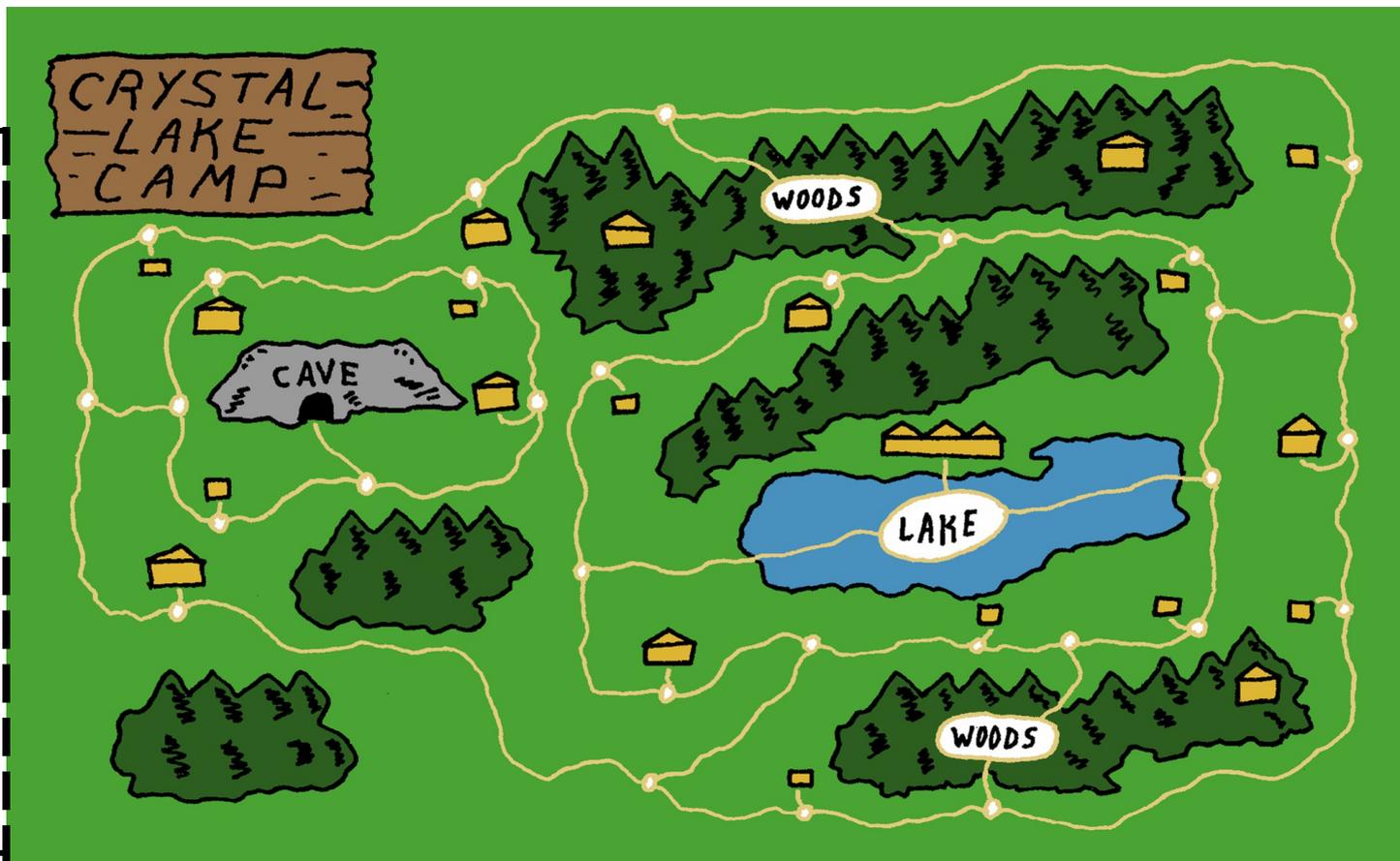
JASON SCREEN

Fold dotted lines

Glue tabs to this side



JASON PIN



CAMP MAP

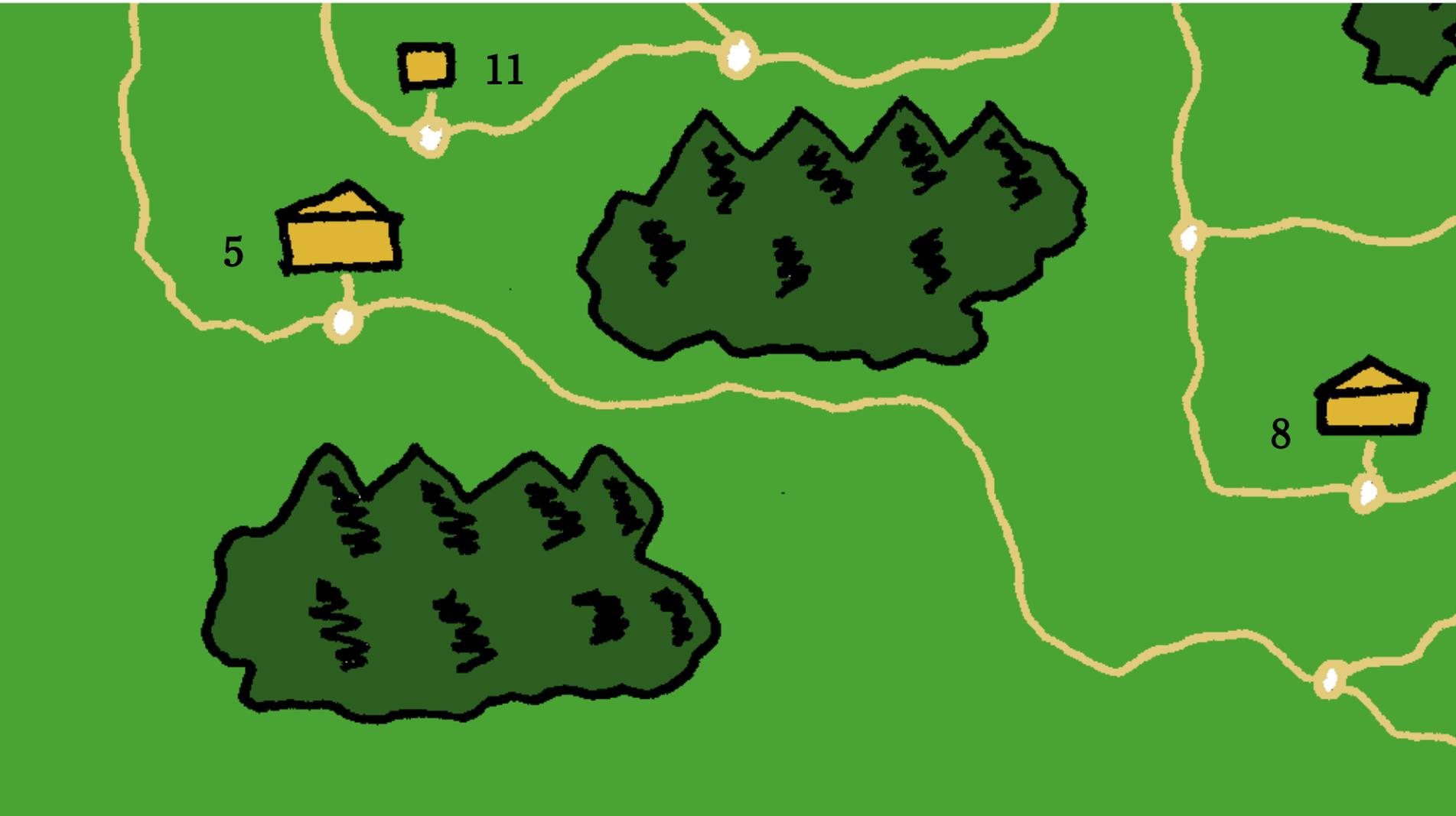
CRYSTAL- LAKE CAMP





BOARD 2

BOARD 3



BOARD 4

