

1. SETUP

- PLACE THE IDENTITY CARD BESIDE THE KILLER BOARD, DR. JEKYLL FACEUP.
- SHUFFLE THE POTION CARDS TO CREATE THE POTION DECK, FACEDOWN.
- PICK COMPOUNDS A, B, C AND SHUFFLE THEM WITH 9 RANDOM ITEMS. PICK 8 ITEMS INSTEAD IF YOU ALSO INTEND TO INCLUDE THE FINAL GIRL'S ITEM. THEN, DISTRIBUTE THE 12 ITEMS AS USUAL.
- SET ASIDE THE “WHITE POTION” ITEM CARD.
- PLACE THE “INVESTIGATE” ACTION CARD ON THE TABLEAU.
- FOLLOW THE STANDARD PROCEDURE FOR THE REST OF THE SETUP.

2. HOW TO WIN

YOU CAN WIN IF YOU COMPLETE EITHER OF THESE OBJECTIVES:

- A. KILL MR. HYDE (JUST PLAY HANS!): AS USUAL.
- B. SAVE DR. JEKYLL (THE FUN ONE!): GIVE MR. HYDE THE WHITE POTION AFTER HARMING HIM. SEE “COMPOUNDS” BELOW.

3. IDENTITIES

THIS KILLER HAS TWO IDENTITIES: DR. JEKYLL AND MR. HYDE. BOTH ARE CONSIDERED KILLERS WHEN RESOLVING CARD EFFECTS THAT MENTION “THE KILLER”.

THE IDENTITY CARD WILL INDICATE WHETHER THE KILLER IS DR. JEKYLL OR MR. HYDE. IT WILL ALSO REMIND YOU WHEN TO CHECK IF IT'S TIME TO SWITCH IDENTITIES.

3.1. DR. JEKYLL

DR. JEKYLL, A RESPECTED MAN, IS WORKING TO CREATE A POTION THAT WILL TRANSFORM HIM INTO ANOTHER PERSON—SOMEONE WHO WILL ALLOW HIM TO GIVE IN TO HIS DARKEST DESIRES WITHOUT CONCERN FOR WHAT OTHERS MIGHT THINK. HOWEVER, IN ORDER TO PERFECT THE FORMULA THAT WILL LET HIM TRANSFORM AT WILL, HE MUST CONVINCE

UNSUSPECTING CITIZENS TO UNDERGO HIS MEDICAL TESTS, WHICH, TRAGICALLY, RESULT IN THEIR DEATHS. YET, THIS WILL NOT DETER HIM—NOT WHEN HE IS SO CLOSE TO ACHIEVING THE PERFECT TRANSFORMATION.

- **THE CONVINCING ACTION** () MAKES DR. JEKYLL PLACE ONE VICTIM FROM HIS SPACE ON HIS IDENTITY CARD. AFTER THE KILLER ACTION (BEFORE RESOLVING THE TERROR CARD) AND AFTER RESOLVING A TERROR CARD, COUNT HOW MANY VICTIMS ARE ON THE IDENTITY CARD. IF THERE ARE, AT LEAST, TWO VICTIMS THERE, THOSE VICTIMS ARE KILLED (INCREASING BLOODLUST ACCORDINGLY), AND YOU MUST DRAW AND RESOLVE A POTION CARD. IF DR. JEKYLL TRANSFORMS, FLIP HIS IDENTITY CARD.
- **THE LURE ACTION** () MAKES YOU PLACE A VICTIM ON EACH EMPTY SPACE ADJACENT TO DR. JEKYLL. THIS ACTION ONLY ACTIVATES IF THERE ARE NO VICTIMS ON THE BOARD, OR IF ALL THE REMAINING VICTIMS ARE ON YOUR SPACE. OTHERWISE, IGNORE THIS ACTION AND RESOLVE THE REST OF THE EFFECTS. THIS ACTION ENSURES THAT DR. JEKYLL WILL KEEP TRANSFORMING.
- AS EVIL AS HIS PLAN MAY BE, YOU CANNOT SIMPLY ATTACK A RESPECTED DOCTOR. THIS MEANS YOU **CANNOT PERFORM ACTIONS THAT DIRECTLY HARM DR. JEKYLL** (SUCH AS FURIOUS STRIKE) OR USE WEAPON ITEMS AGAINST HIM. YOU MAY USE THE “RETALIATE” ACTION TO PREVENT DAMAGE, BUT YOU CANNOT DEAL DAMAGE BACK TO HIM.
- ANY TERROR CARD EFFECT THAT REFERS TO THE KILLER, REFERS TO DR. JEKYLL TOO. HOWEVER, **THE**  **ACTION ON TERROR CARDS CANNOT BE PERFORMED BY DR. JEKYLL**, SO YOU MUST IGNORE THEM (YOU WOULD STILL MOVE DR. JEKYLL IF THE CARD TELLS YOU TO). OTHER EFFECTS THAT WOULD KILL VICTIMS DO HAPPEN, SO PLACE THEM ON THE “DEAD” SPACE ON THE BOARD AND INCREASE THE BLOODLUST LEVEL AS USUAL. THEY ARE NOT PLACED ON THE IDENTITY CARD.
- DR. JEKYLL CAN DIE IF SELF-DESTRUCT IS ACTIVATED.

3.2. MR. HYDE

MR. HYDE IS THE DARK ALTER EGO OF DR. JEKYLL, EMBODYING HIS REPRESSED DESIRES AND IMPULSES. HE IS CRUEL, MALICIOUS, AND UNCHECKED, REPRESENTING THE VIOLENT AND IMMORAL SIDE OF HUMAN NATURE.

- MR. HYDE WORKS AS A REGULAR KILLER. HOWEVER, WHENEVER MR. HYDE KILLS, PLACE A **HAVOC TOKEN** (A HEART TOKEN) ON HIS IDENTITY CARD FOR EACH VICTIM KILLED. IF MR. HYDE ATTACKS YOU AND DEALS DAMAGE TO YOU, YOU MUST ALSO PLACE A HAVOC TOKEN ON HIS IDENTITY CARD, REGARDLESS OF HOW MUCH DAMAGE YOU TOOK.
- IF A TERROR CARD DEALS DAMAGE TO YOU, BUT IT IS NOT THE KILLER ATTACKING YOU, YOU DO NOT PLACE ANY HAVOC TOKEN ON THE IDENTITY CARD.
- AFTER THE KILLER ACTION (BEFORE RESOLVING THE TERROR CARD) AND AFTER RESOLVING A TERROR CARD, COUNT HOW MANY HAVOC TOKENS ARE ON MR. HYDE'S IDENTITY CARD. **IF THERE ARE AT LEAST THREE HAVOC TOKENS, TRANSFORM MR. HYDE.** FLIP YOUR IDENTITY CARD OVER.
- THIS MIGHT CAUSE MR. HYDE TO PLACE THE THIRD HAVOC TOKEN AS PART OF HIS KILLER ACTION, TRANSFORMING HIM, AND THEN MAKING HIM RESOLVE THE DR. JEKYLL SIDE OF THE TERROR CARD, SINCE HE IS NO LONGER MR. HYDE.

4. COMPOUNDS

COMPOUNDS A, B, AND C ARE ITEMS THAT YOU MIGHT FIND. IF YOU MANAGE TO GET ALL THREE, YOU MAY DISCARD THEM TO GET THE SET-ASIDE WHITE POTION ITEM CARD. NEXT TIME YOU DEAL DAMAGE TO MR. HYDE, YOU MAY DISCARD THE WHITE POTION TO FORCE HIM TO TRANSFORM INTO DR. JEKYLL FOR GOOD, PREVENTING HIM FROM CHANGING FORM EVER AGAIN.

YOU MIGHT SAY: "I DON'T WANT TO PLAY POLTERGEIST 2.0., THANK YOU!" BUT DO NOT WORRY, I GOT YOU. YOU CAN USE THE "**INVESTIGATE**" ACTION CARD WHEN YOU ARE ON A SEARCHABLE SPACE TO TAKE A LOOK AT THE ITEMS IN THAT DECK, SHUFFLING THEM AFTERWARDS. WANT A HARDER GAME? REMOVE THAT ACTION CARD!

5. TERROR CARDS

TERROR CARDS HAVE TWO PARTS: RESOLVE THE BLUE PART IF THE KILLER IS DR. JEKYLL, THE GREEN ONE IF IT IS MR. HYDE. THE IDENTITY CARD INDICATES THIS.

MINOR DARK POWER

MINOR DARK POWER

MINOR DARK POWER



DR JEKYLL

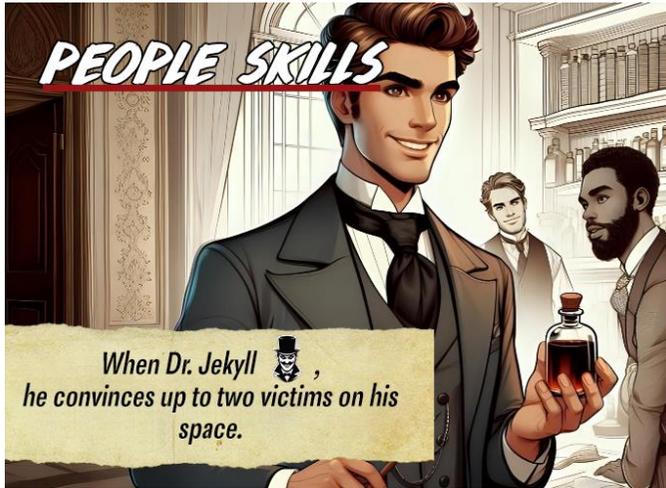
MR. HYDE



		4	5	
		4	4	
		4	4	
		3	4	
		3	3	
		3	3	
DARK POWER		3	3	
		2	3	
		2	2	
		2	2	
		1	2	



PEOPLE SKILLS



When Dr. Jekyll , he convinces up to two victims on his space.

IMPROVED FORMULA



Remove the green potions from the game.

LOOKING FOR SOMETHING?



Shuffle all the item cards in the item decks. Then, distribute them as evenly as possible, first card faceup.

LOST HOPE

EPIC DARK POWER



Dr. Jekyll cannot be saved. Whenever Dr. Jekyll transforms, .

SETTLING A SCORE



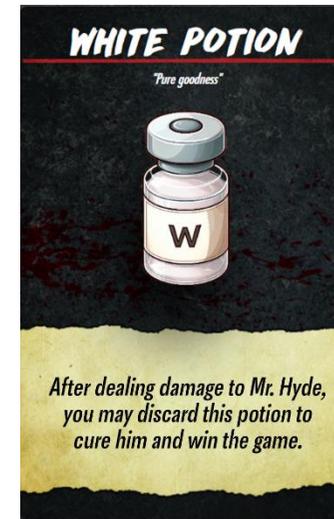
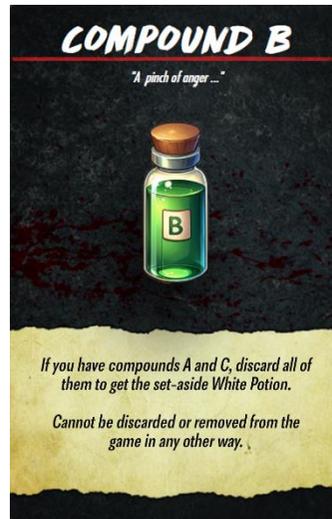
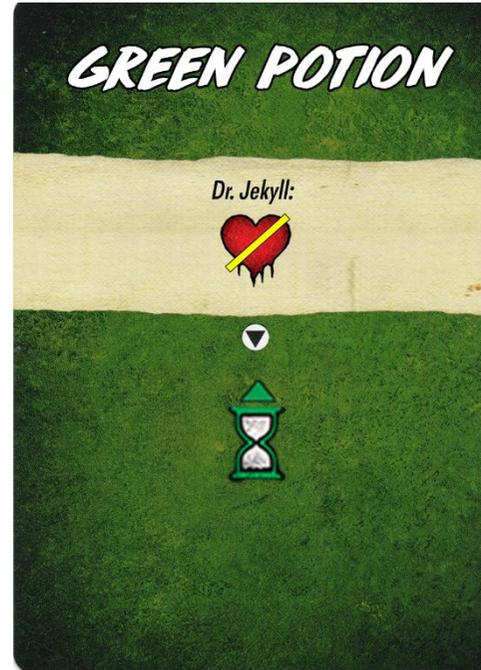
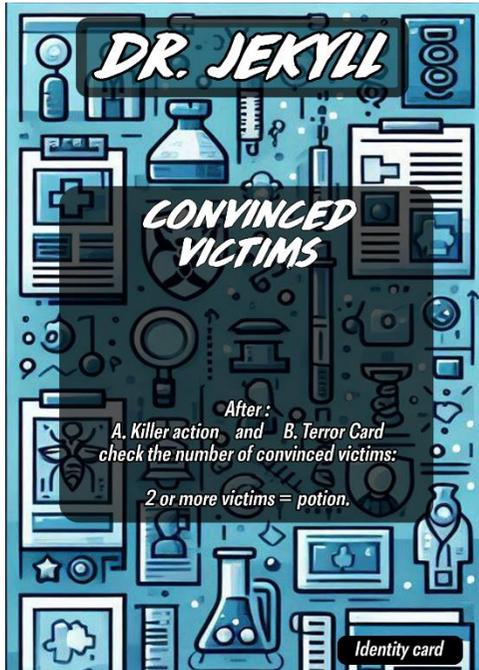
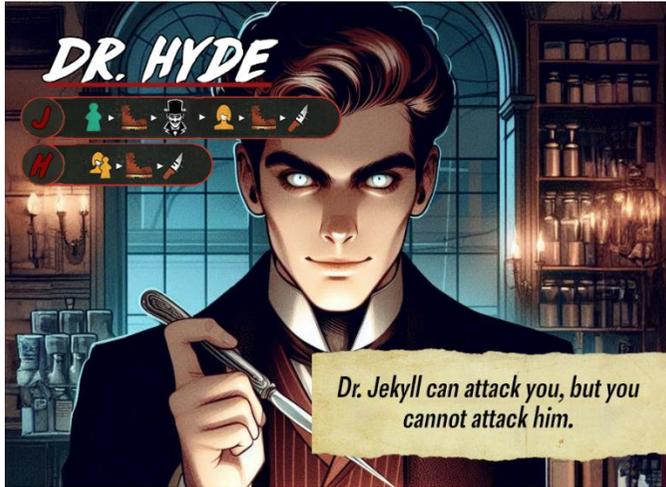
Mr. Hyde ignores victims.

DEFINITIVE TRANSFORMATION



Transform Dr. Jekyll. Mr. Hyde can no longer transform.







MR. HYDE

HAVOC WREAKED

Place a heart token every time Mr. Hyde kills a victim or deals damage to you.

After:
A. Killer action and B. Terror Card
check the number of hearts:

3 or more hearts = transform Mr. Hyde.

Identity card

POTION



ACTION



ITEM

ITEM

ITEM

ITEM

GREEN POTION

Dr. Jekyll:



ORANGE POTION

Dr. Jekyll:



Transform Dr. Jekyll.

ORANGE POTION

Dr. Jekyll:



Transform Dr. Jekyll.

ORANGE POTION

Dr. Jekyll:



Transform Dr. Jekyll.

ORANGE POTION

Dr. Jekyll:



Transform Dr. Jekyll.

ORANGE POTION

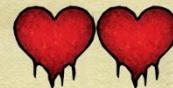
Dr. Jekyll:



Transform Dr. Jekyll.

RED POTION

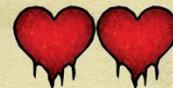
Dr. Jekyll:



Transform Dr. Jekyll.

RED POTION

Dr. Jekyll:



Transform Dr. Jekyll.

POTION



POTION



POTION



POTION



POTION



POTION



POTION



POTION



RED POTION

Dr. Jekyll:




Transform Dr. Jekyll.

COME CLOSER...




GET OUT OF MY WAY!



If you have at least one compound,




COME CLOSER...




GET OUT OF MY WAY!



If you have at least one compound,




COME CLOSER...




GET OUT OF MY WAY!



If you have at least one compound,




DISTRACTION

2 

If you have at least one compound, discard one random card from your hand.

THAT CREEPY MAN



If you don't have any compounds, 



DISTRACTION

2 

If you have at least one compound, discard one random card from your hand.

THAT CREEPY MAN



If you don't have any compounds, 



DISTRACTION

2 

If you have at least one compound, discard one random card from your hand.

THAT CREEPY MAN



If you don't have any compounds, 



SIDE EFFECT

Remove every victim on Dr. Jekyll's identity card, increasing bloodlust accordingly.

Then, transform Dr. Jekyll and resolve the bottom half of this card.

A QUICK RELAPSE



Transform Mr. Hyde.



POTION



TERROR

TERROR

TERROR

TERROR

TERROR

TERROR

TERROR

SIDE EFFECT

Remove every victim on Dr. Jekyll's identity card, increasing bloodlust accordingly.

Then, transform Dr. Jekyll and resolve the bottom half of this card.

A QUICK RELAPSE



Transform Mr. Hyde.



RUSSIAN ROULETTE

If you have at least one compound, roll one die for each compound you have:

- 1-2: (You may defend)
 - 3-4: (You may defend)
 - 5-6: Nothing happens
- Otherwise,



THE DARK SIDE



Panic every victim adjacent to Mr. Hyde.



RUSSIAN ROULETTE

If you have at least one compound, roll one die for each compound you have:

- 1-2: (You may defend)
 - 3-4: (You may defend)
 - 5-6: Nothing happens
- Otherwise,



THE DARK SIDE



Panic every victim adjacent to Mr. Hyde.



RUSSIAN ROULETTE

If you have at least one compound, roll one die for each compound you have:

- 1-2: (You may defend)
 - 3-4: (You may defend)
 - 5-6: Nothing happens
- Otherwise,



THE DARK SIDE



Panic every victim adjacent to Mr. Hyde.



MINOR DARK POWER

SMUGGLING

Search cards cost 3 \otimes .



MINOR DARK POWER

HIGH SOCIETY

Victims will not follow you if they are adjacent to Dr. Jekyll.



EXPERIMENTAL DRUGS



For each compound you have, you may ignore one of these effects.

WANTED!



Place Mr. Hyde on the space farthest away from you.



EXPERIMENTAL DRUGS



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Place Mr. Hyde on the space farthest away from you.



TERROR

TERROR

TERROR

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EXPERIMENTAL DRUGS



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WANTED!



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TERROR