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# v1

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Game: **THE TEXAS CHAINSAW MASSACRE: SLAUGHTERHOUSE**

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# THE TEXAS CHAINSAW MASSACRE

## SLAUGHTERHOUSE

### SETUP

Place the **house boards** in the middle of the play area, oriented the same way (check the weather vanes in the board corners).

Separately shuffle the **desperation** and **injury** decks, and place them facedown near the boards.

Place the **noise/fear tokens**, **searched tokens**, and **fire tokens** near the boards.

Choose a **scenario card**, read out the introduction, and place it red side up near the boards.

Decide who will play as the **Sawyer family**. All other players play as the **trespassers**.

#### Sawyer player setup

Place the **chainsaw panic meter** and the **3 sawyer boards** in front of you with the standard sides up. If there are 3 trespassers, choose 1 Sawyer board to flip to the *Brutal* side. If there are 4 trespassers, flip all 3 Sawyer boards.

Place a **red cube** on the start space of the panic meter and the highest space of each Sawyer board.

Take the 3 Sawyer family figures and the **Grandpa mover**. Place the **Old Man figure** in the Pantry of the downstairs board, and the other Sawyer figures near the panic meter.

Shuffle the **Sawyer deck** and place it facedown next to your boards. Draw 4 cards and take 4 **fear tokens** from the supply. Keep your cards secret from the trespassers.

Take 4 random **horror tiles**, look at them, and place them facedown in any named room (with a white label) on either board, except the Foyer. Each room can have only 1 horror tile.

#### Trespasser player setup

Each trespasser player chooses a color and takes the matching **board**, **mover**, **hidden token**, and **cube**. Return the unused components of these types to the box. If there is only 1 trespasser player, they choose and play as 2 trespassers.

Place your cube on the 4 space of your trespasser board and place your mover in the foyer.

Shuffle the **personal item cards** and reveal 6. From oldest to youngest, each trespasser takes 1. Return all remaining personal items to the box.

#### Scenario setup

Take the **item deck** from the **freezer box**, then complete the item card setup on the scenario card. Return any unused scenario item cards to the box.

Shuffle the item deck and split it in half as evenly as possible. Place each half on the item deck space of each house board. If one half is larger, place it on the downstairs board.

Mix up **5 vehicle cards**, according to the vehicle card setup on the scenario card, and place 1 facedown on each vehicle space of the downstairs board.

If the scenario card has any token setup, complete it. Return any remaining tokens to the box. Then flip the scenario card over, read the game objectives, and leave it next to the boards.

### TRESPASSER TURNS

#### 1. TAKE ACTIONS

The trespassers take turns, one at a time and in any order.

A trespasser must finish their turn before another trespasser can start their turn. The order you take your turns can change from round to round.

**On your turn, take up to 4 actions.** You can take actions multiple times and in any order. Track them using the cube on your board.

**When you make noise**, take 1 noise/fear token from the supply and place it noise side up in front of you. If the supply is empty, you don't make any more noise until tokens are returned to it.

#### 2. ROLL FOR NOISE

Once you've taken your actions, even if you took fewer than 4, move your cube to 0 to show that you're done.

If you have any noise tokens in front of you, roll 2 dice and discard 1 token for each success.

#### 3. GIVE FEAR

Flip over any remaining noise tokens you have to their **fear** side and give them to the Sawyer player.

After all trespassers have taken a turn, they all reset their cubes to 4 on their boards and it's the Sawyer player's turn.

### TRESPASSER ACTIONS

#### MOVE

Move 1 space to an adjacent space.

You can move across a dotted line or through a door, but not diagonally. Make noise if you move through a door.

#### RUN

Make noise and move 2 spaces.

Make additional noise for each **door** you move through. You cannot run up or down the stairs.

If your run is interrupted by an attack, your move ends immediately.

**Rooms** are named areas contained by walls and featuring a white label. They can be 1 space or multiple spaces. Any time a **room** is referred to, it applies to any and all spaces in that room.

Nobody can move through a **window** unless a card specifies otherwise. If you move through a window on the upstairs board, you jump down to any space on the downstairs board between the 2 window symbols on that side of the house.

**Stair** spaces are considered adjacent. However, using the stairs makes noise and you cannot run on the stairs. When you take a move action in the stairs space, you may make noise to place your mover in the stairs space on the other house board.

The house boards consist of **downstairs**, **upstairs**, and **outdoors regions**. Some cards and abilities refer to what region you are in, or players being in the same region as each other.

#### Horror

Whenever a trespasser enters any space of a room with a facedown **horror tile**, their move ends immediately and they reveal it.

Some horror tiles have an immediate effect, then are removed from the game; others remain faceup for the entire game and affect all spaces in that room.

#### Vehicles

Whenever a trespasser ends a move or run action in a space with a facedown **vehicle card**, they reveal it and it remains faceup for the rest of the game. Some vehicles also have an immediate effect when revealed.

#### Grandpa

Whenever a trespasser enters a space with **Grandpa**, their move ends immediately and the Sawyer player rolls 1 die to attack them.

#### Fire

Whenever a Sawyer or trespasser starts their turn in a space with **fire**, or ends a move or run action in a space with fire, roll 2 dice to attack them. Sawyers may lose actions, and trespassers may be injured.

If you move through fire, but end your action in another space, you are not attacked.

#### SEARCH

In a space with a **search symbol** (the question mark), roll 2 dice. For each success, reveal the top card of the item deck on your board: the **upstairs deck** if you are upstairs, the **downstairs deck** if you are downstairs or outdoors. Then choose 1 of the revealed items to take and bury the rest.

 Whenever a trespasser searches, the Sawyer player covers the search symbol in that space with a **searched token**. That space can't be searched again until the token is removed. After all 5 tokens are on the board, whenever a trespasser searches, the Sawyer player chooses any searched token to remove to cover the space that was just searched.

**Trespassers can have up to 4 item cards at once.** Personal items do not count towards this limit. If you ever take more items, you must immediately choose items to bury to get down to the limit (bury them at the bottom of the item deck on your current board).

#### SWAP

Choose 1 trespasser in your space and give or take any number of **item cards** from them. When a trespasser is dead, their items remain on their body, and you may still swap with them. You cannot exceed your item limit, even when swapping.

### ITEM CARDS

**Item cards** provide special abilities or additional actions you can take. If the card text starts with **ACTION**, it requires an action to use. Some items can only be used once per turn or once per round, as written on the bottom of the card.

All items carried by trespassers are public knowledge.

## DESPERATION CARDS

During the game, you'll gain **desperation cards** that give you a powerful one-time ability. You may only play these on your turn, but they do not require an action. Bury the card after it's played.

## ATTACKING SAWYERS

Some desperation and item cards let you **attack a Sawyer** in your space. Roll the dice stated on the card. For each success, the Sawyer you attacked loses an action on their next turn: they move down the cube on their board.

By attacking, you can reduce a Sawyer's actions to 0. You cannot attack Grandpa, since he doesn't take actions.

## HIDING

If you end your turn in a space with a **hide** symbol and there are no Sawyers in your space, you automatically **hide**. Replace your mover with your **hidden token**.

Sawyers cannot attack or carry you when you are hidden. At the start of your next turn, replace the token with your mover. Multiple trespassers can be hidden in the same space.

## SAWYER PLAYER TURN

After each trespasser has taken a turn, the Sawyer player takes a turn.

### 1. DRAW CARDS

Draw cards from the Sawyer deck. The number you draw for free is shown below the cube on the panic meter. You **may draw additional cards** by spending 2 fear tokens per card.

### 2. TAKE SAWYER TURNS

Take a turn with each Sawyer on the house boards.

At the start of the game, only the Old Man takes a turn. As the panic meter rises, the other Sawyers are brought out. If multiple Sawyers take turns, each Sawyer must finish their turn before another Sawyer can start their turn. The order the Sawyers take their turns can change from round to round. **Grandpa never takes a turn.**

Each Sawyer takes as many actions as shown by the cube on their board. Actions can be taken multiple times and in any order. Track each Sawyer's actions using the cube on their board.

### 3. RESET ACTIONS

Reset each Sawyer's actions to their maximum number.

## SAWYER ACTIONS

### MOVE

Move 1 space, following the same movement rules as trespassers. Sawyers do not make noise or reveal horror tiles or vehicle cards. Sawyers cannot run.

Grandpa cannot move on his own, but any other Sawyer can carry him when they take a move action.

### HUNT

You can **hunt a trespasser** to try to pull them out of hiding. If you are in a space with a hidden token, roll 1 die, and if you roll at least 1 success, that trespasser is no longer hidden. They replace their token with their mover and can now be attacked or carried as normal.

## ATTACK OR OTHER ACTION

A Sawyer can take any of the actions on their own board. Each Sawyer has 1 **attack action** that lets them attack 1 trespasser in their space. For each success, reveal the top card of the injury deck. Then choose one of the revealed injuries to give to that trespasser, and bury the rest.

### Injuries

When a trespasser is given an **injury card**, the card's effect applies immediately. A trespasser can never receive a type of injury that they already have: **hand**, **foot**, **head**, or **heart**. If they can't receive any of the revealed injuries, bury them all.

If a trespasser has 4 injuries (1 of each type) they have been **killed**. Immediately raise the panic meter and lay down their mover. That trespasser takes no more turns, but the game continues until all trespassers escape or die. The dead trespasser can still be swapped with, but cannot be carried.

## SAWYER CARDS

Each Sawyer card can be played in 2 ways. Each card can be used for only 1 effect. After playing the card, bury it.

### Trespasser turn

When the condition on the card occurs, you may play the card and spend the indicated number of fear tokens to get its effect. This happens immediately and may interrupt the trespasser's action.

### Free action

When taking a turn with a Sawyer, you may play the card to get the free action indicated in the red bar at the bottom. This doesn't require fear tokens or one of the Sawyer's normal actions.

### Reroll or panic meter

Any time on your turn, you may play the card and reroll any dice once, or spend 6 fear tokens to raise the panic meter. You cannot do both. You cannot do this on a trespasser's turn. You cannot play 2 reroll cards on the same roll.

## PANIC METER

Whenever you are told to raise the panic meter, the Sawyer player moves the cube 1 space to the right on the chainsaw. The label above the space happens immediately. The number of cards below the space indicates how many cards the Sawyer player draws for free at the start of their turn.

### Desperation

Each trespasser draws a card from the desperation deck. These cards are kept secret from the Sawyer player.

### Sawyer

Place that Sawyer on their start space, as shown on their board. That Sawyer is available to take turns immediately. Grandpa can be placed on any space you choose, but doesn't take turns.

## GENERAL RULES

### ROLLING DICE

A single slash counts as 1 success, and the X counts as 2 successes.

If you roll at least 1 success, your roll is successful, although your action may be stronger if you roll more successes. If you roll all blanks, you miss.

### DRAWING AND BURYING CARDS

Whenever a trespasser draws or reveals an item card, they take it from the item deck on the board their mover is currently on.

Whenever a card is **buried**, place it on the bottom of its deck (there are no discard piles). Place it on the bottom of the deck your mover is currently on, even if you drew it from the other item deck.

When burying multiple cards at once, you choose the order to place them.

### CARRYING MOVERS AND TOKENS

Trespassers and Sawyers can only carry things when a rule or card specifically allows it. You must start your action in the same space as the mover or token you are carrying, and then it moves where you do.

You can only carry 1 thing (1 mover or 1 token) at a time. You cannot carry a dead trespasser.

## END OF GAME

When a trespasser **escapes**, remove their mover from the board. That trespasser takes no more turns. If there are any trespassers left, the game continues until they escape or are killed.

The game ends when all the trespassers have either escaped or been killed. There are no winners, only survivors.

## THE FREEZER BOX

The **freezer box** is used to store your item deck, which can change from game to game depending on the murders that happened in the farmhouse.

At the end of the game, combine the 2 item decks from the boards. Take all the scenario item cards (with a letter in the bottom right corner) from the deck and all trespassers and return them to the box.

Any living trespassers return their personal item cards (yellow) to the box and return their other item cards to the item deck.

**Any dead trespassers return all their item cards, including personal items, to the item deck.** Then if you aren't setting up another game, put the item deck in the freezer box.

If there are fewer than 6 personal item cards in the box (which will be needed to set up the next game), reset the personal items by removing them all from the item deck.

## ACHIEVEMENTS

Achievement cards have a star in the bottom corner. These cards do not start in the game and are unlocked by completing achievements. Once you've done an achievement, check it off, get the indicated cards from the bag, and add them to the appropriate deck.