

# "Waiter, This Isn't My Order" Scenario

Source: Base Set - Month 3, Week 4 Approved Play

## Background-

Even monsters get cravings for that certain something . . . or someone. Unfortunately, a costume party is not the place to try and satisfy them.

## Objective-

Each player aims to defeat the other.

## Army Size-

Two-player game; 300 point armies; three actions per turn.

## Time Limit-

60 minutes

## Map-

Haunted Mansion

## Setup-

Before the game begins, each player receives one Wig & Sunglasses Plot Twist card. Each player may choose to include this card when building their plot twist crypt.

## Special Scenario Rules-

1. Who the Heck Are You? When a victim is about to be slain, if no plot twist cards are played, roll a d6. On a result of 5 or 6 switch this victim with any other one face-up victim in play; check to make sure the threatened victim can still be slain.
2. Ah, That Hits the Spot: When a monster is about to slay a victim, if no plot twists or other game effects switch that victim with another victim, that slain victim is worth 20 extra victory points.



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