

SAW

THE
JIGSAW
TRIALS

 2-6
Players

 18+
Ages

 30 Mins
2 Players | To 90 Mins
6 Players

WORK IN PROGRESS

twisted pictures



LIONSGATE

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HELLO. I want to play a game.

Over the years I've had many apprentices, but none have been worthy of continuing my legacy.

Now, the cancer has spread throughout my body and my time is coming to an end. Each of you has been picked as a potential new candidate, someone capable of becoming my successor. But first, you all have lessons to learn! The room you are trapped in used to be my workshop. It's filled with everything you need to create my tests... and everything you need to break them- if you know where to look. The better-tailored the traps, the harder they will be to escape.

The game is simple: You must create traps for the others, while using whatever you can find to escape those set for you. The game is won when only one of you remains. That person will be worthy of taking the Jigsaw name.

Let the game begin!



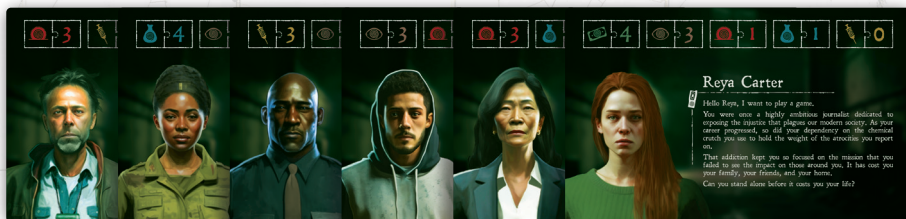
Contents



123 Gameplay Cards



64 Damage Tokens



6 Character Cards



6 Character Jigsaws



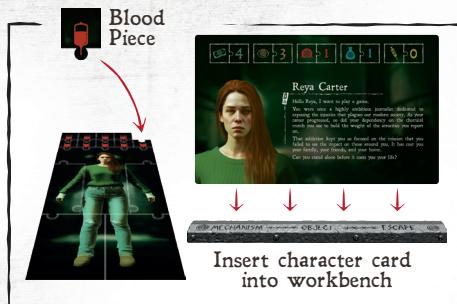
1 Saw Token



6 Workbenches

Set Up


- 1 Each of you must pick a **character** and take the corresponding **character card** and **character jigsaw**.
- 2 Each take a **workbench** and place your **character card** into it (rear slot).
- 3 Place your **character jigsaw** on the table to the left of your **workbench**, ensuring that you have the correct arms and legs for your character, and **10 blood pieces** on top.



- 4 Sort the **damage tokens** into 8 piles:



- 5 Shuffle the **card deck** and place it in the middle of the table.

- 6 Choose a **player** to go first. Play moves in a clockwise direction. 
- 7 Each **player** draws their starting hand from the deck. This is dependent on turn order:

1st player: Draw 3 cards
2nd & 3rd: Draw 4 cards
4th, 5th & 6th: Draw 5 cards

Optional - Take turns to read your character story aloud from your character card. This tells the group who you are and why you were captured by Jigsaw.

Let the game begin!

Game Overview

You take turns to draw cards, create traps, and prepare yourselves to tackle traps set against you. The objective is to combine cards to tailor traps against your opponents. The better the trap, the harder it will be for them to escape, causing them to take injuries to their arms, legs, or even lose blood.

The human body contains 10 pints of blood. This is the most essential part of survival! **When all your blood is gone - you are out.** There is no healing in this game, the only way to survive is to make sure the other candidates lose their blood quicker than you.

The last player left alive wins.

Traits

The game revolves around 5 traits. These appear throughout the game.



On your Turn

Each player's turn must follow this order:

- 1 Draw 3 cards from the deck.

You still need to do this on turn 1.



- 2 Use cards and rearrange your workbench.



- 3 Discard cards.

See the right of this page for details about hand size. Discarded cards go face-up in a discard pile.



- 4 Set a trap.

If you have a complete trap in your workbench and a Billy card in your hand, then you can set somebody a trap. Nobody can set a trap on turn 1.



- 5 Remove 1 blood for each lost limb.

More about this on page 9. You can ignore this for turn 1.



Workbench & Hand Size

Your workbench holds up to 3 cards. These **DO NOT** have to be trap cards - they can be any 3 cards you wish. They are placed in your workbench in front of your **character card** so that only you can see them.

At the start of the game your maximum hand size is 8, comprised of 3 cards in your workbench and 5 in your hand*. This means that you need to use or discard cards during your turn until you have 8 or less remaining.

*Arm injuries can reduce your hand size (more on page 10)



5 cards in your hand



3 cards in your workbench



Character Cards

Characters have a value for each trait. The lower the value, the harder it will be for them to overcome traps associated with those traits.

When creating a trap for an opponent, look at their character card and try to target their **lowest traits**.

Types of Cards

The deck is comprised of 5 types of cards:



TOOLS
Used to overcome traps set against you.



SEARCH
Used to find cards in the deck.



TRAP PARTS
Used to create traps.



BILLY
Used to set traps or help you overcome them.



SPECIAL
Each has a unique gameplay use.

Tools

Other players are going to set you traps, but how robust are they? Can you escape them with just a few tools?

Tool cards are essential in surviving traps. Each contains a trait and a value. For example, the hacksaw counts as 2 Obsession points during a trap.



Some Tool cards contain 2 traits and 1 value. For example, the scissors have a Corruption and Violence trait value of 1.

When trying to escape a trap, they can be used for **either** of the traits, but **not both!** It's up to the player being challenged to decide which they want to use it for.

It's always worth holding onto a couple of tool cards for the traits your character is weakest in. That way you are prepared for traps set against you.



Search

Jigsaw's workshop is dark. To find those important tools you're going to need Search cards.

You can use as many search cards as you wish during your turn. However, when taking on a trap challenge, you can only use a maximum of 2 (more on page 6).

The **Candle**, **Flashlight** and **Strong Torch** allow you to take cards from the top of the deck, but you don't get to keep all of them - you must instantly discard some. For example, when playing the **Candle** card you would draw 3 cards* from the main deck, look at them, and then pick which 1 to keep.

*Leg injuries can reduce how many cards you can draw when using Search Cards (more on page 10)



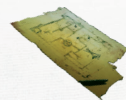
Bin

Look through the discard pile and take 1 card of your choice. The rest of the discard pile remains in the same order.



Toolbox

Useful in an emergency. You must discard **ALL** the cards in your hand and trap, then draw 5 new ones from the deck.



Room Map

Draw the top 10 cards from the deck, look at them, rearrange them into any order you wish, then place them back face down onto the deck.



Metal Detector

Used to find trap parts. State aloud if you want a Mechanism, Object, or Escape trap part. Discard cards from the deck 1 at a time until you find the type you need. You keep that card.

Search cards, particularly ones that let you take cards from the deck, are the **MOST** effective way to survive traps. It is recommended that you try to keep at least 1 in your hand at all times just in case somebody sets a trap against you!

Traps

Are you as good at making traps as Jigsaw? You will need to be if you hope to survive his trials!

There are 3 types of trap parts - **Mechanism**, **Object**, and **Escape**. The text in the top right corner indicates which part it is.

To create a trap, you need 1 of each part in order in your workbench. Trap parts link together to create a complete trap.



Setting a Trap

To set a trap for an opponent, it must be the **end of your turn** (after you have reduced your cards down to your max hand size), you must have a **complete trap in your workbench**, and you must be holding a **Billy card in your hand**.

You are then ready to set your trap. To do this, you must place the Billy card on the table (do not discard it just yet) and say: **“Hello [name of opponent], I want to play a game”**, followed by the story on your trap.



Once the story is read, you turn your workbench around to face the opponent you are targeting. The targeted player then has a choice: do they **try the challenge** or **take the sacrifice**?

Anatomy of a Trap

A complete trap has 4 key elements - Parts, Story, Challenge and Sacrifice.



Parts

The Mechanism, Object and Escape items that make up the trap.



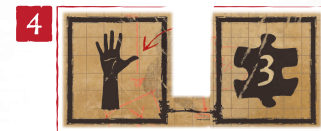
Story

Each complete trap has a unique story that is read across the cards.



Challenge

The test that must be overcome to complete the trap.



Sacrifice

A quick way out, at a cost...

The Challenge

Each trap contains a challenge that you can attempt to overcome. Remember, you don't have to attempt the challenge, the choice is yours. The challenge is split into 2 rows:



The top row tells you how many cards you gain if you take on the challenge.

The bottom row has 2 traits, each with a value. This is what you will need to overcome if you accept the challenge.

Draw Cards

If you take on the challenge, then the **FIRST** thing you must do is follow the top row. This tells you how many cards you take, where you take them from, and what to do with them. These actions only apply to the cards you've just drawn. For example, the trap above tells you to draw 3 cards from the deck, then immediately discard 2 of them. This means you only get to keep 1 of the cards you have drawn, but which card you keep is up to you.

From the Deck

Draw cards from the main deck. If the deck runs out, shuffle the discard pile and place them face-down.

From the Discard

Draw the top cards from the discard pile. If the discard is empty, draw from the deck instead.

Then Discard

Instantly discard cards of your choice up to the number shown.

Then Keep

Choose which cards to keep up to the number shown, then discard the rest.

Then Give

Give your attacker the number of cards.

Plus an Extra

Draw an extra number of cards from the same location as the first set.

Then Steal

Your attacker shows you the back of the cards in their hand, and you steal the required number from them. If they have no cards, then draw from the main deck.

The next step is to understand the trait values for the trap:



This trap requires 6 **CORRUPTION** and 6 **GREED**.



When both traits are the same, you must add the values together. This trap requires 12 **OBSESSION**.



When there are 2 traits in the same box, the player setting the trap decides which to use. This trap requires 8 **VIOLENCE OR GREED** and 6 **ADDICTION**.

To overcome the challenge, you need to combine trait values on Tool cards with the ones on your Character card to reach the required amount. You can use any of the tool cards in your hand, any cards drawn when taking on the challenge, and you are allowed to use up to 2 Search cards.

Search cards are incredibly important in finding the traits needed to overcome a challenge. You are only allowed to use 2 during a trap, so think carefully about which ones to use.



Example



Thomas is set this trap. He decides to take on the challenge. His character card shows that he already has **1 CORRUPTION** but **0 GREED**. To complete this challenge without damage, he must find another **5 CORRUPTION** and **6 GREED**.

He starts by drawing 3 cards from the deck, but must then discard 2 of those.

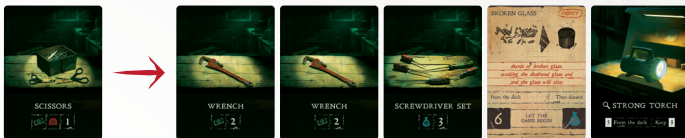


He keeps the Scissors, as they have a **GREED** value of 1. (remember, he can choose which of the 2 traits to use it for)



The other two cards are added to the discard pile.

He adds the Scissors to the other cards in his hand.



With the cards in his hand, and the stats on his Character card, he now has the **6 CORRUPTION** required, but he only has **3 GREED**.

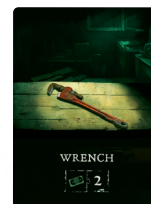


Thomas decides to use his **STRONG TORCH** card. This allows him to draw 5 from the deck, but he can only keep 3 of those.

He draws 5 more cards from the deck - but none have the traits he needs. He has been unlucky! He picks 3 to keep, and discards the other 2.



Thomas has no further Search cards he can use, so he ends the challenge with **6 CORRUPTION** (5 on tools + 1 on his Character card) but he only has **3 GREED**. He must now discard the cards he has used for these (Scissors, 2x Wrench, Screwdriver Set).

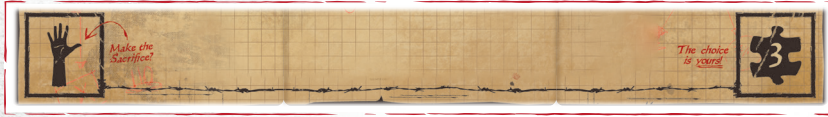


Taking Damage

If you aren't able to find the trait values required, you take damage! This amount is equal to how many points short you are on the traits. In the example above, Thomas ended the trap being **3 GREED** short of what he needed. Therefore, he would take 3 damage. The damage is taken to the same place as the sacrifice type (see next page).

The Sacrifice

Each trap contains a sacrifice comprised of two boxes connected by barbed wire:



This is the sacrifice type. It shows where damage will be taken for this trap (either through taking the sacrifice, or failing to find the required trait values during the challenge).

The number shows how much damage you will suffer if you decide to take the sacrifice.

There are 3 possible places to take damage:



Arms



Legs



Blood

If the box contains both an arm and a leg, then it is the choice of the person setting the trap as to which one to target.

On this example, if you chose to **take the sacrifice** instead of trying the challenge you would instantly take 3 damage to your **Arms**.

Make your Choice

Whenever you are set a trap, you must decide if you want to try the challenge or take the sacrifice! The challenge is always a risk, but if you get it right you might be able to escape with less damage. Or, if you're lucky, escape with no damage at all! But how lucky do you feel? Are you better to go for a safe few points of damage than risk it and end up much worse?



Ending a Trap

Once a trap is finished, the cards must be added to the discard pile in this order: Tools and Search cards first, then the Mechanism, then Object, then Escape, then the Billy card. As there are cards that allow you to draw or search through the discard, it's important that this order is adhered to when discarding cards.

The key to making effective traps is understanding what your opponents are weak against. Sometimes it might be tempting to rush making a trap because you have 1 of each part - but it's always better to take your time and tailor them against your opponent's weakest traits. Better traps will do more damage than "more" traps!



Billy


The Billy card is the **most important card** in the game. It has 2 functions, and it's up to you which one you use it for. If you have a complete trap in your workbench, you can use the Billy card to set it against an opponent.

However, when you are trying to overcome a trap set against you, a Billy card can be used as 3 points against ANY trait value. This can be extremely useful when you're trying to avoid damage. The Billy card is discarded after use.

Deciding how and when to use a Billy card is critical.



Special Cards

There are 5 Special cards, each with this icon:  This means that you need to discard 2 other cards from your hand or trap when playing this card. Below are some additional notes for each.



Tourniquet

If you have lost a limb, this can stop you from losing blood. This only stops the blood loss, it does not remove the other impacts of the damage.



Anesthetic

When you decide to take the sacrifice, you can use this to reduce the damage amount by 1. You can use multiple at once, but you must discard 2 cards for EACH, and you can't make a sacrifice value 0.



The Pig

You must play this card at the same time as a Billy card when setting a trap. Your victim now **MUST** try the challenge - sacrifice is not an option for this trap. At the end of the trap, this is discarded after the Billy card.



Reverse Bear Trap

You must play this card at the same time as a Billy card when setting a trap. The sacrifice type is now Blood and the sacrifice value is increased by 1. This should **ONLY** be played if you are confident the player will be unable to complete the challenge! If they do complete it without taking any damage, then **YOU** lose 3 blood. At the end of the trap, this is discarded after the Billy card.



Video

You must pick up the deck and look for a Billy card. If you find one, take it, then reshuffle the deck. If there isn't one, then shuffle the deck and check the discard pile (keeping it in its original order). If there isn't one there either, you lose the Video card and any cards you discarded to play it.

Note: You can't use the Video card when taking on a trap challenge.

Saw Token

The Saw token is only used when there are 3 or more players left in the game. The token is designed to stop the same player being set a trap twice in a row. At the end of a trap (regardless of how they solve it) the victim takes the Saw token. They can't be targeted by another trap while in possession of the token. The next person targeted then takes the token, and so on. When you are down to 2 players, you must place the token to one side and it is no longer in use.



Blood, Limbs and Damage

Your Character jigsaw has 4 limbs and 10 pints of blood.

Each limb has 3 stages of damage (*note: all damage tokens are double-sided for left and right limbs*)



1 Mild



2 Severe



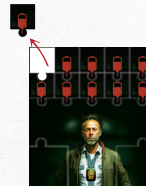
3 Loss



When you take damage to a limb, you move up the scale for that limb. For example, if an arm has no damage and you take 1 damage to it, then you would swap the arm token for a Mild damage one (as you are going from 0 damage to 1).



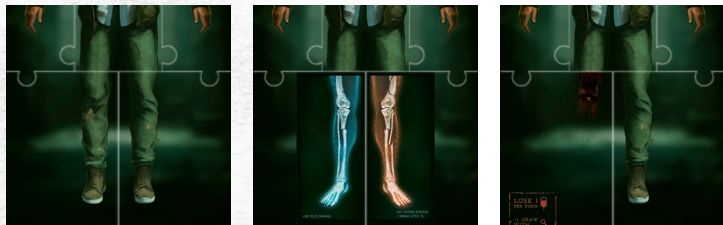
Next time, if you took 2 more damage at once, you would change that limb to a loss (moving from 1 damage to 3).



Whenever you lose blood, you must remove blood tokens from the top of your character jigsaw, moving left to right, starting with the top row. As soon as your last blood token is removed, you are out!

Allocating Damage

When you take damage to a limb, you can choose where to allocate it.



For example, let's say your legs have 0 damage, and you take 3 damage at once.

You could split the damage, giving 1 point to 1 leg (change to mild) and 2 points to the other (severe)

Or you could put all 3 points on the same leg, changing it to a loss.

If you take more damage than you are able to allocate to those limbs, then the extra is always taken from blood. For example, if both your legs are severe and you take 3 more damage, then you **MUST** change both legs to loss (1 point each) and lose 1 blood. If you then take more leg damage later, it would all come from your blood.

Tourniquet

There is one other state that your limbs can be in - Tourniquet.

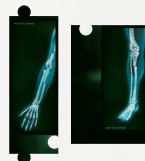
If you have a Tourniquet card in your hand, and you have lost a limb, you can spend the card to switch the loss token for a Tourniquet one. You will no longer lose 1 blood per turn for that limb. Other impacts still apply. The limb can't be lost again, it will remain in the Tourniquet for the rest of the game.

Note: A Tourniquet card can only repair 1 lost limb at a time. If you want to repair 2 limbs, then you will need to use 2 Tourniquet cards.



Damage Impact

Most damage tokens also have an impact on gameplay.



Mild

No impact on gameplay.

Severe Arm

Impacts how much you can carry. For each arm that is severe, the maximum number of cards you can hold in your hand reduces by 1. For example, at the start of the game you can hold up to 5 cards in your hand and 3 in your workbench. If both your arms have severe damage, then you can only hold a maximum of 3 cards in your hand and 3 in your workbench. This applies at the end of your turn - during your turn you can hold more cards, but you must discard cards back down to your maximum number before your turn ends.

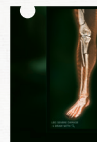


Severe Leg

Impacts your ability to move around and look for resources. For each leg that is severe, you draw 1 less card when using Search cards (note: You still **KEEP** the same amount). For example, by default a Flashlight lets you draw 3 cards and keep 1. With 2 severe leg injuries, you would only draw 1 and keep 1.

The number of cards you draw with a Room Map, Toolbox and Bin are also reduced by 1 for each severe leg injury. As the Bin only lets you draw 1 card, it becomes useless when you have a severe leg injury!

Note: severe leg injuries do **NOT** impact the Metal Detector card.



Loss

The same impact as a severe injury **AND** you lose 1 blood per lost limb at the end of your turn. For example, if you have lost all 4 limbs, then you will lose 4 blood per turn. You need to keep hold of those limbs!



On your Turn

- 1 Draw 3 cards from the deck.
- 2 Use cards and rearrange your workbench.
- 3 Discard cards.
- 4 Set a trap.
- 5 Remove 1 blood for each lost limb.

Icons



Search
Card



Discard 2 other
cards when
playing this card

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Setting a trap

You can set a trap if

- It's the end of your turn
- You have a complete trap in your trap holder
- You have a Billy card in your hand

Your victim then has a choice: **Try the challenge** or **Take the sacrifice**



1 Challenge

The victim must find trait values (between tools and their character stats) equal to the challenge trait values. For each point short, they take 1 damage (allocated to the sacrifice type). You may use up to 2 Search cards when completing a challenge.

2 Sacrifice

Your victim can choose to take immediate damage equal to the sacrifice amount.