

1M Blood Magic A

Discard 2M and take 5M from another player's inventory*

1/2 1M

Horror: A Card Game

1M Blood Magic A

Discard 2M and take 5M from another player's inventory*

2/2 1M

Horror: A Card Game

1M Bury Alive A

Double the terrify amount
(No action used)

1/2 1M

Horror: A Card Game

1M Bury Alive A

Double the terrify amount
(No action used)

2/2 1M

Horror: A Card Game

1M Cannibalize A

Swap an incomplete suit of terrors with a player

1/2 1M

Horror: A Card Game

1M Cannibalize A

Swap an incomplete suit of terrors with a player

2/2 1M

Horror: A Card Game

1M Flay A

Force player to discard 5M from inventory

1/2 1M

Horror: A Card Game

1M Flay A

Force player to discard 5M from inventory

2/2 1M

Horror: A Card Game

1M Guard A

Protects a complete suit
Discard 6M to remove

1/2 1M

Horror: A Card Game

1M **Guard** **A**

Protects a complete suit
Discard 6M to remove



2/2 **1M**

Horror: A Card Game

1M **Haunt** **A**

You won't move on
Play another turn

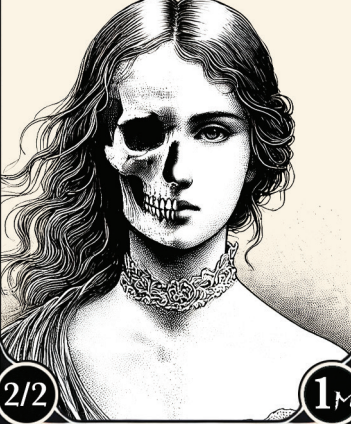


1/2 **1M**

Horror: A Card Game

1M **Haunt** **A**

You won't move on
Play another turn



2/2 **1M**

Horror: A Card Game

1M **Humiliate** **A**

Cancel action, opponent
discards 2M from inventory*



1/2 **1M**

Horror: A Card Game

1M **Humiliate** **A**

Cancel action, opponent
discards 2M from inventory*



2/2 **1M**

Horror: A Card Game

1M **Hypnotize** **A**

Command a player to give
you a suit or lore card



1/2 **1M**

Horror: A Card Game

1M **Hypnotize** **A**

Command a player to give
you a suit or lore card



2/2 **1M**

Horror: A Card Game

1M **Immolate** **A**

Discard 5M to take
a player's suit or lore card*



1/2 **1M**

Horror: A Card Game

1M **Immolate** **A**

Discard 5M to take
a player's suit or lore card*



2/2 **1M**

Horror: A Card Game

1M

Indoctrinate

A

All players willingly give you 2M from inventory*

1/2

1M

Horror: A Card Game

1M

Indoctrinate

A

All players willingly give you 2M from inventory*

2/2

1M

Horror: A Card Game

1M

Intimidate

A

Play an extra action
(No action used)

1/2

1M

Horror: A Card Game

1M

Intimidate

A

Play an extra action
(No action used)

2/2

1M

Horror: A Card Game

1M

Omen

A

All opponents discard 2M from inventory*

1/2

1M

Horror: A Card Game

1M

Omen

A

All opponents discard 2M from inventory*

2/2

1M

Horror: A Card Game

1M

Ouija

A

Draw 2 cards
Add to your hand

1/6

1M

Horror: A Card Game

1M

Ouija

A

Draw 2 cards
Add to your hand

2/6

1M

Horror: A Card Game

1M

Ouija

A

Draw 2 cards
Add to your hand

3/6

1M

Horror: A Card Game

1M

A

Ouija

Draw 2 cards
 Add to your hand

4/6

1M

Horror: A Card Game

1M

A

Ouija

Draw 2 cards
 Add to your hand

5/6

1M

Horror: A Card Game

1M

A

Ouija

Draw 2 cards
 Add to your hand

6/6

1M

Horror: A Card Game

1M

A

Outbreak

Reverse play, take 2 from
 top of discard pile

1/2

1M

Horror: A Card Game

1M

A

Outbreak

Reverse play, take 2 from
 top of discard pile

2/2

1M

Horror: A Card Game

1M

A

Possess

Take possession of a
 player's completed suit

1/2

1M

Horror: A Card Game

1M

A

Possess

Take possession of a
 player's completed suit

2/2

1M

Horror: A Card Game

1M

A

Rabid

Draw 5 cards, put any inventory
 into your reserve, discard rest

1/5

1M

Horror: A Card Game

1M

A

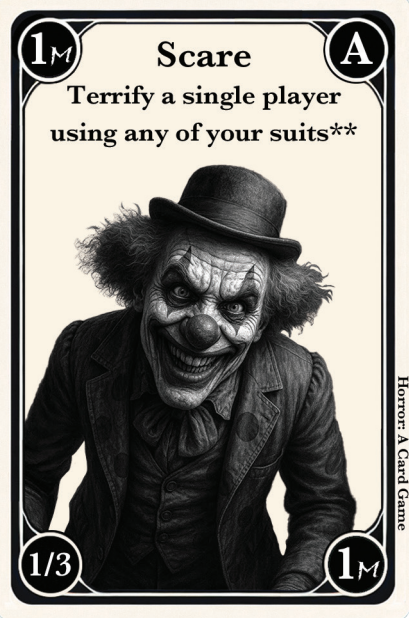
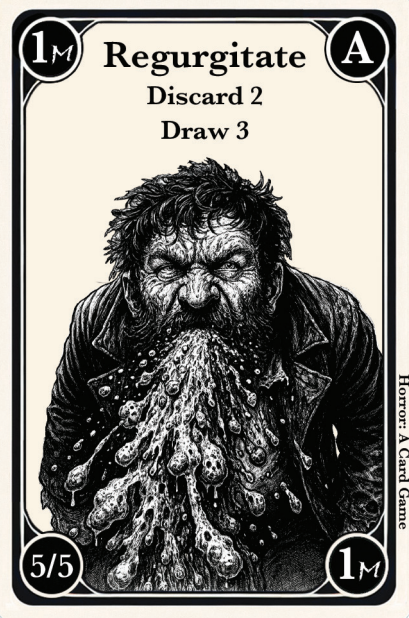
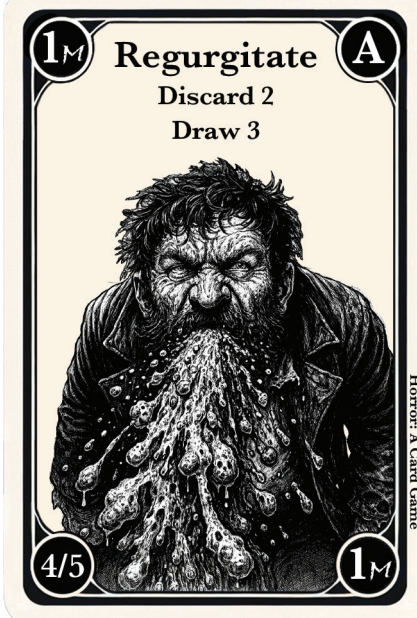
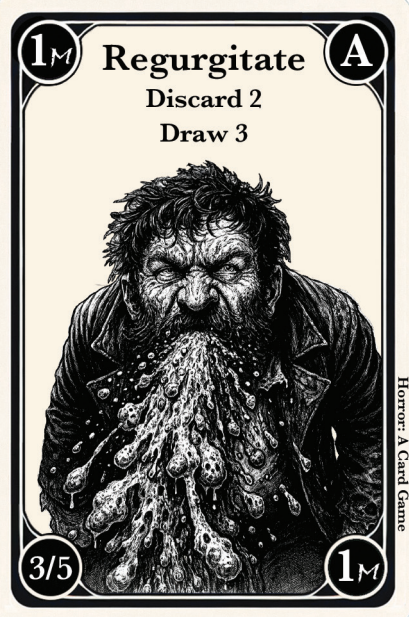
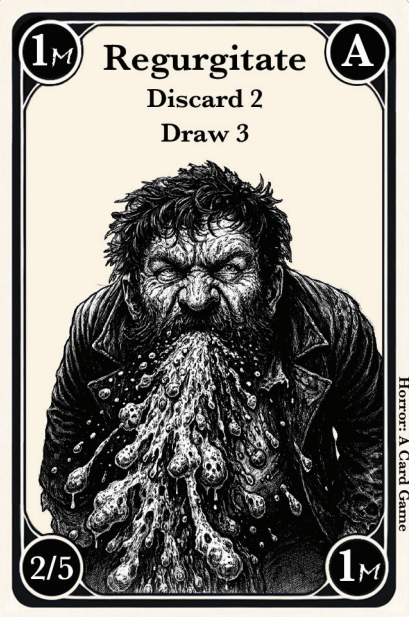
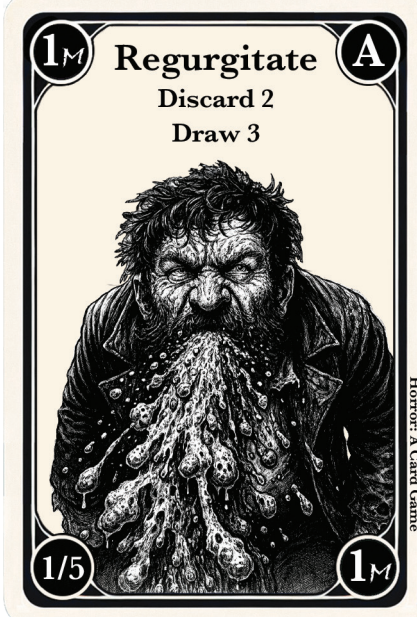
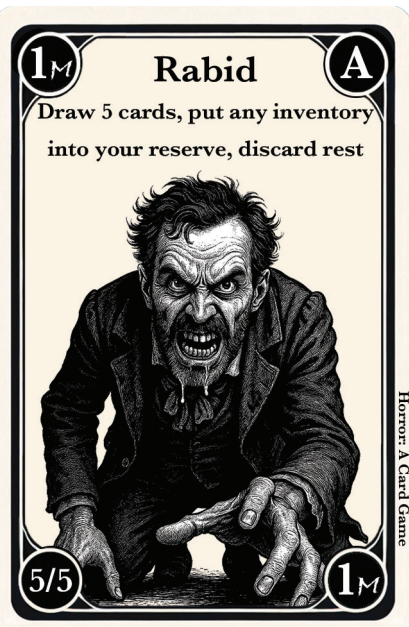
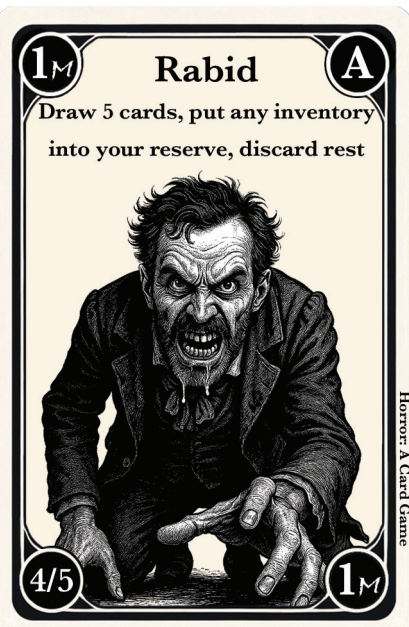
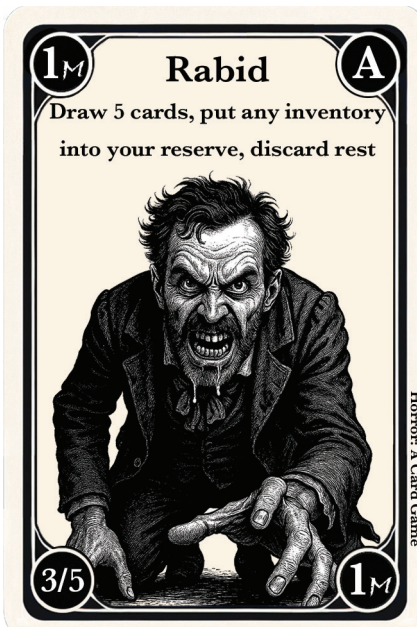
Rabid

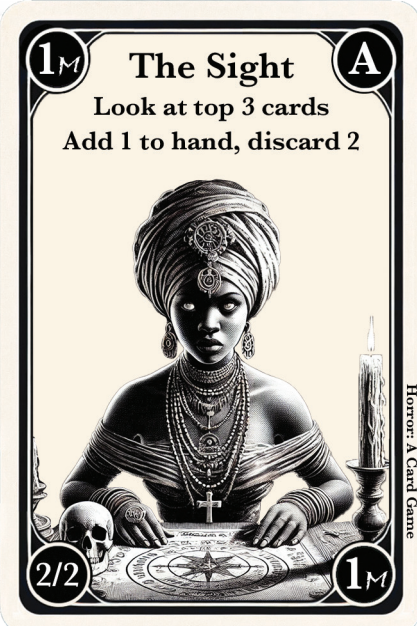
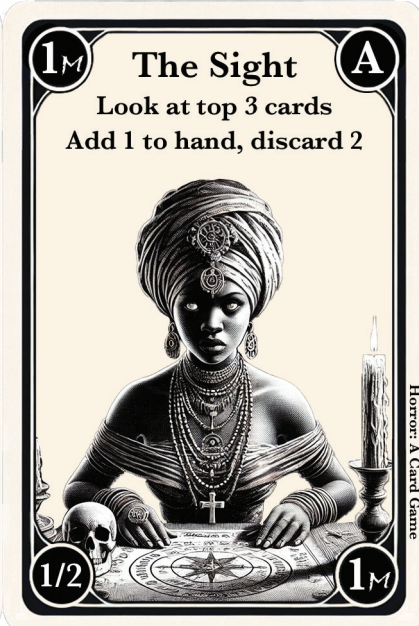
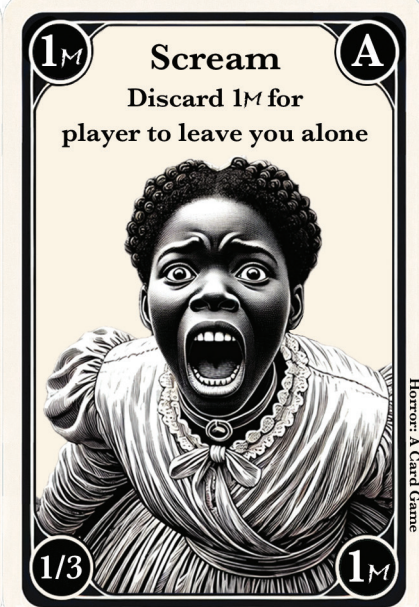
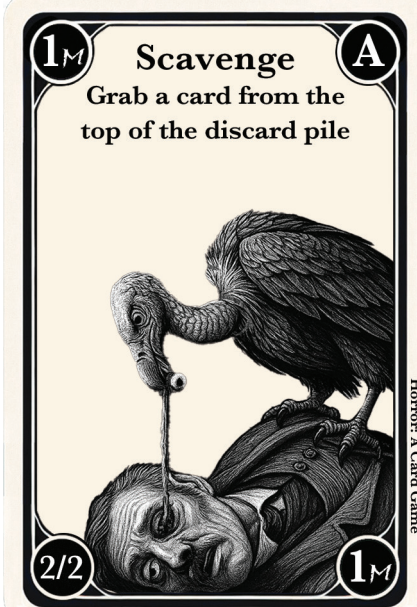
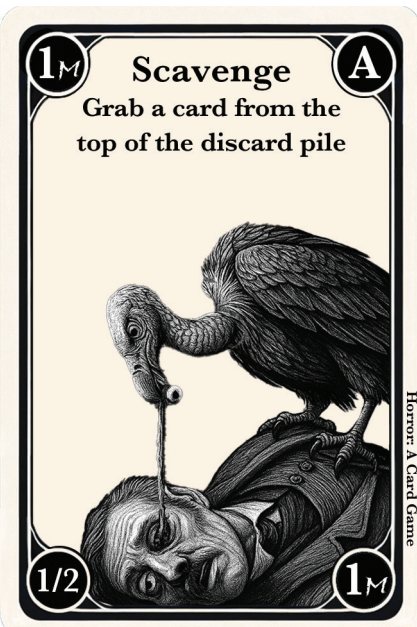
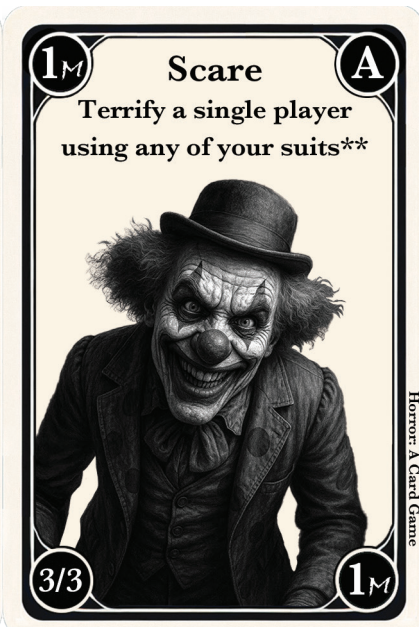
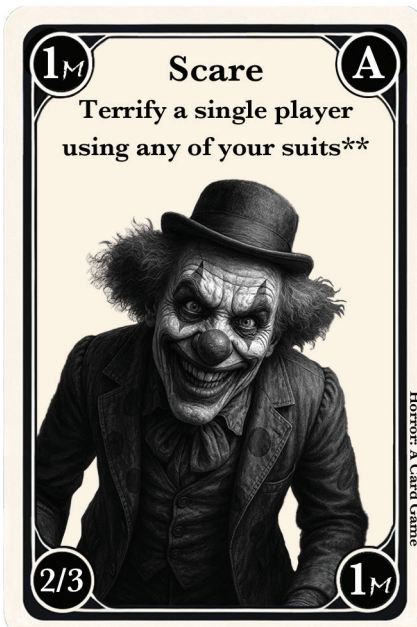
Draw 5 cards, put any inventory
 into your reserve, discard rest

2/5

1M

Horror: A Card Game





1M

A

Vivisect

Discard and replace up to 7 cards

1/2

1M

Horror: A Card Game

1M

A

Vivisect

Discard and replace up to 7 cards

2/2

1M

Horror: A Card Game

T

Terrify

1/5

Take mettle from all players

Horror: A Card Game

T

Terrify

2/5

Take mettle from all players

Horror: A Card Game

T

Terrify

3/5

Take mettle from all players

Horror: A Card Game

T

Terrify

4/5

Take mettle from all players

Horror: A Card Game

T

Terrify

5/5

Take mettle from all players

Horror: A Card Game

T

Terrify

1/5

Take mettle from all players

Horror: A Card Game

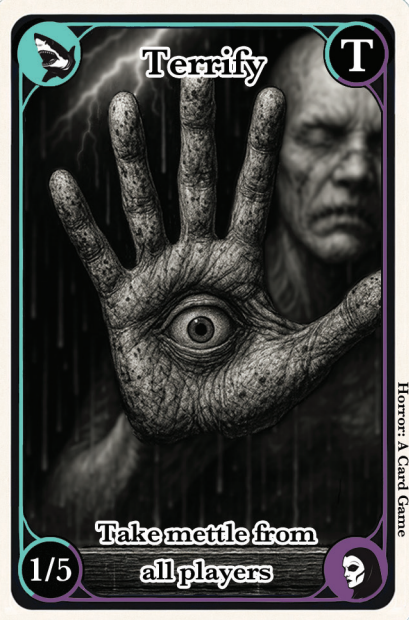
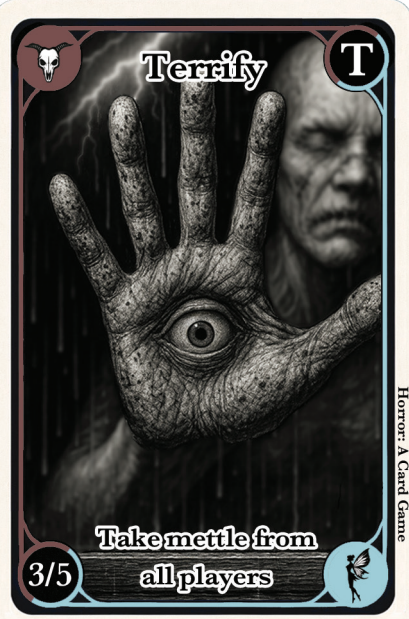
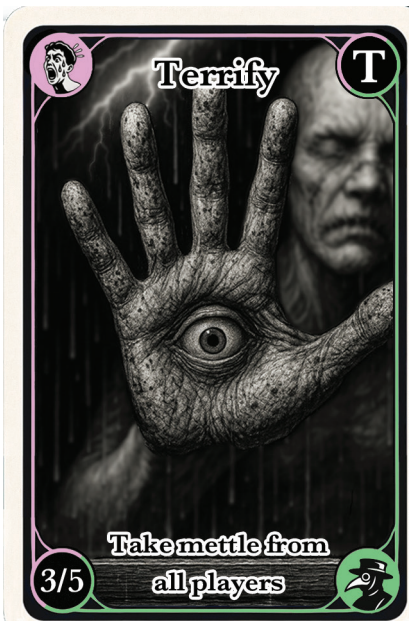
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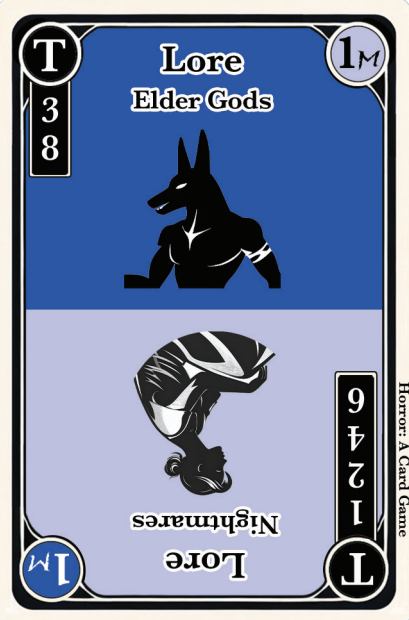
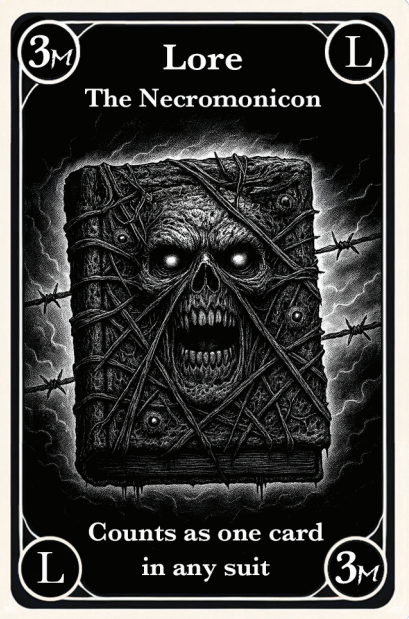
Terrify

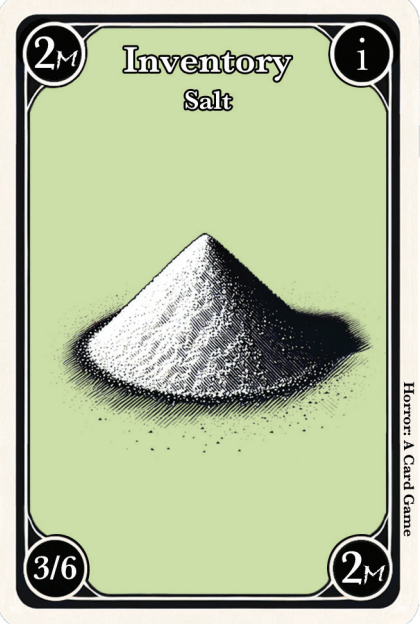
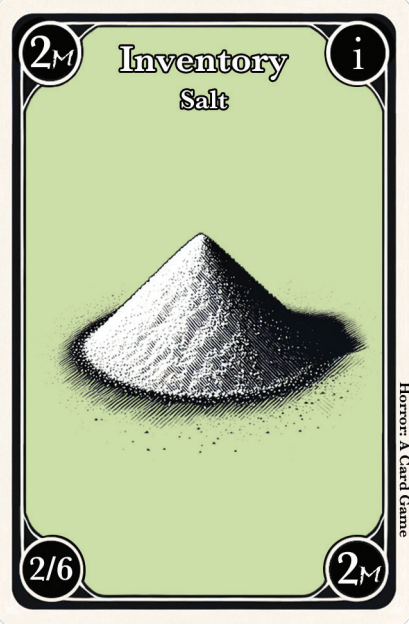
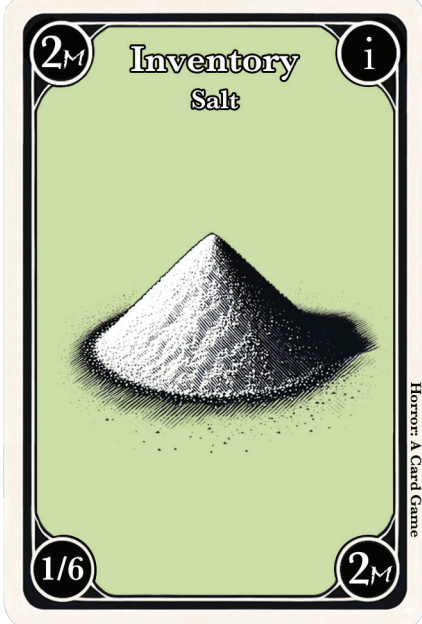
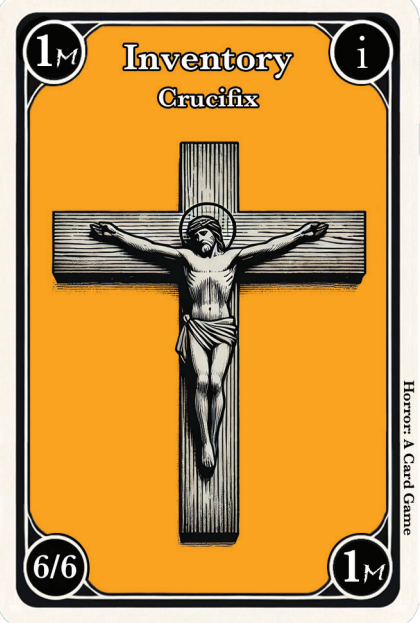
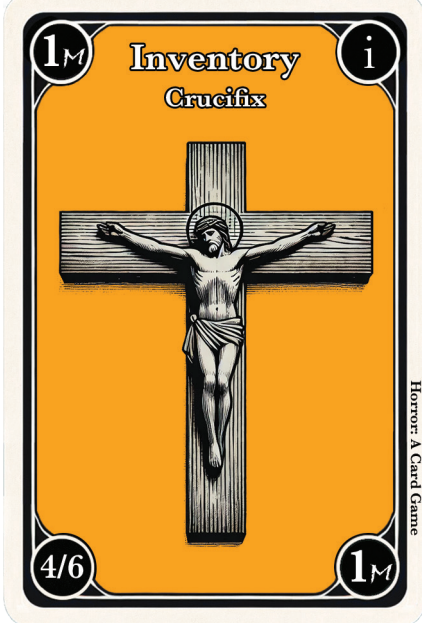
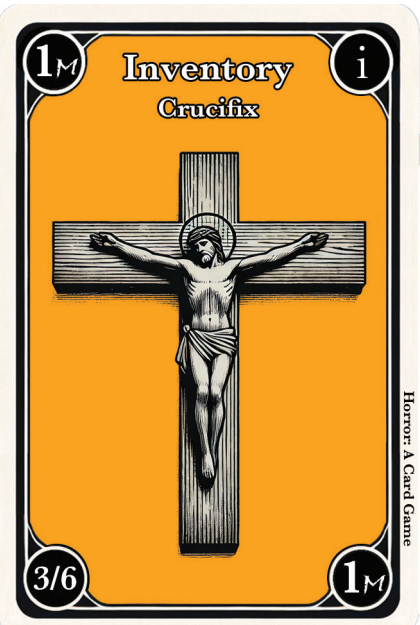
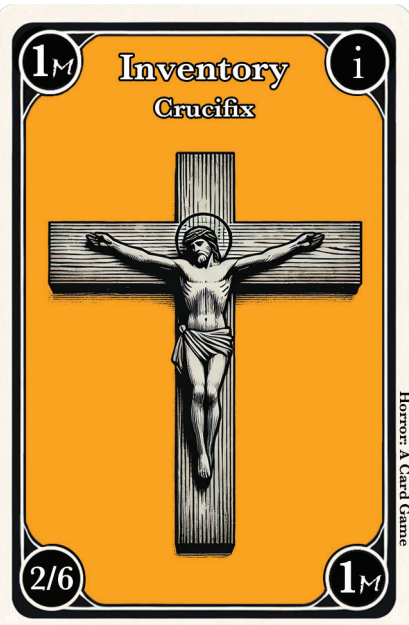
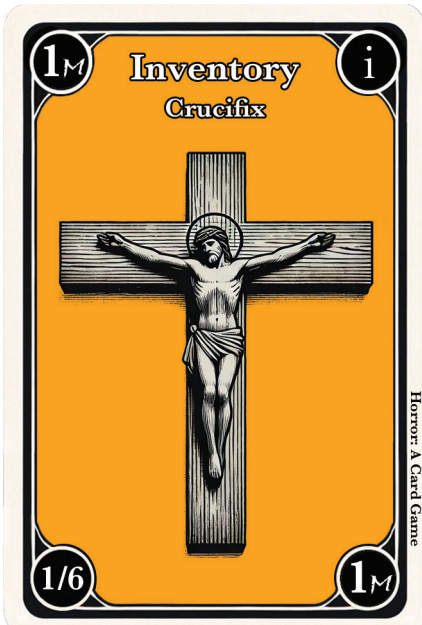
2/5

Take mettle from all players

Horror: A Card Game







2M Inventory i
Salt



4/6 2M

Horror: A Card Game

2M Inventory i
Salt



5/6 2M

Horror: A Card Game

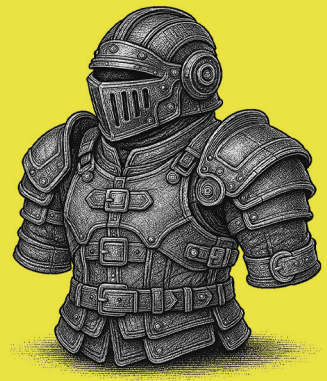
2M Inventory i
Salt



6/6 2M

Horror: A Card Game

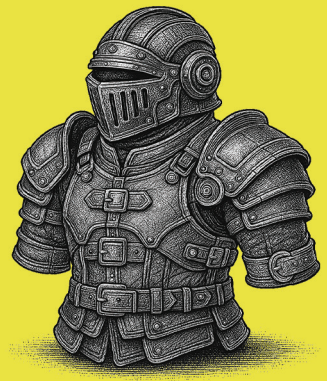
3M Inventory i
Body Armor



1/5 3M

Horror: A Card Game

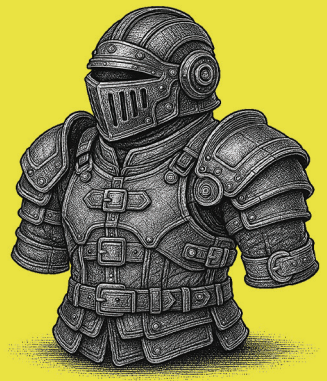
3M Inventory i
Body Armor



2/5 3M

Horror: A Card Game

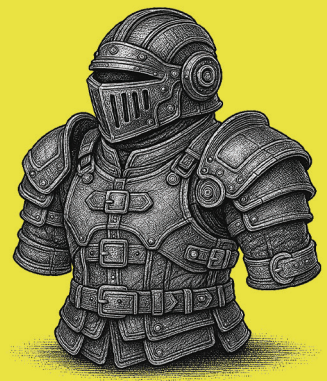
3M Inventory i
Body Armor



3/5 3M

Horror: A Card Game

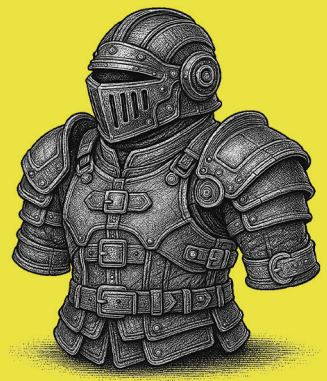
3M Inventory i
Body Armor



4/5 3M

Horror: A Card Game

3M Inventory i
Body Armor



5/5 3M

Horror: A Card Game

4M Inventory i
Traps



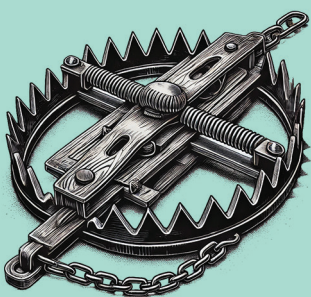
1/5 4M

Horror: A Card Game

4M

Inventory
Traps

i



2/5

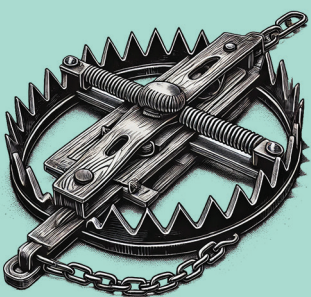
4M

Horror: A Card Game

4M

Inventory
Traps

i



3/5

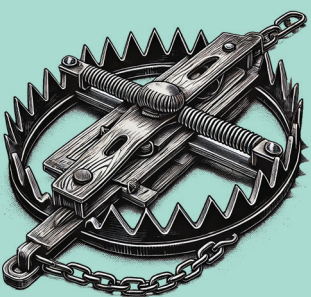
4M

Horror: A Card Game

4M

Inventory
Traps

i



4/5

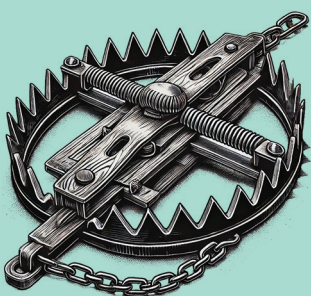
4M

Horror: A Card Game

4M

Inventory
Traps

i



5/5

4M

Horror: A Card Game

5M

Inventory
Shotgun

i



1/4

5M

Horror: A Card Game

5M

Inventory
Shotgun

i



2/4

5M

Horror: A Card Game

5M

Inventory
Shotgun

i



3/4

5M

Horror: A Card Game

5M

Inventory
Shotgun

i



4/4

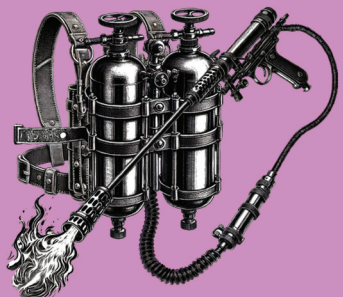
5M

Horror: A Card Game

6M

Inventory
Flamethrower

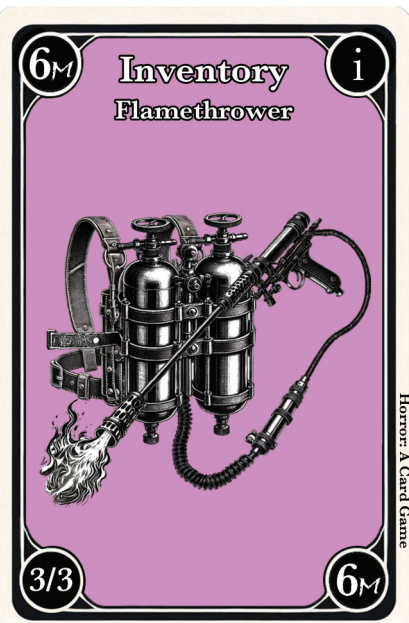
i



1/3

6M

Horror: A Card Game



T

1

2

3

6

2/4

Fae Redcap

2M

Horror: A Card Game

T

1

2

3

6

3/4

Fae Changeling

2M

Horror: A Card Game

T

1

2

3

6

4/4

Fae Undine

2M

Horror: A Card Game

T

1

2

3

6

1/4

Fae Unseelie

2M

Horror: A Card Game

T

1

2

4

6

1/4

Nightmares Endentulism

1

Horror: A Card Game

T

1

2

4

6

2/4

Nightmares Hunted

1

Horror: A Card Game

T

1

2

4

6

3/4

Nightmares Parasite

1

Horror: A Card Game

T

1

2

4

6

4/4

Nightmares Paralysis

1

Horror: A Card Game

T

1

4

2/2

Pestilence Black Death

2M

Horror: A Card Game

T

14

1/2

Pestilence

Rot

2M

Horror: A Card Game

T

236

2/3

Phobias

Acrophobia

3M

Horror: A Card Game

T

236

1/3

Phobias

Claustrophobia

3M

Horror: A Card Game

T

236

3/3

Phobias

Entomophobia

3M

Horror: A Card Game

T

135

1/3

Rituals

Auto da Fé

1M

Horror: A Card Game

T

135

2/3

Rituals

Blood Magic

1M

Horror: A Card Game

T

135

3/3

Rituals

Effigies

1M

Horror: A Card Game

T

38

1/2

Elder Gods

Cernunnos

5M

Horror: A Card Game

T

38

2/2

Elder Gods

Kali

5M

Horror: A Card Game

Horror: A Card Game



HOW TO WIN

The object of the game is to be the first to hold three complete suits.

Suits are the sets of cards grouped by theme (e.g. Monsters, Phobias, Demons).

WHAT'S IT ABOUT?

Horror is a strategy game where you use a variety of actions and terrifying cards to build suits while stealing and hindering others trying to do the same.

STARTING THE GAME

Shuffle the cards well and deal 5 cards to each player. Players keep their hands hidden. Place the remaining cards in the center of the playing area face down—these will be your draw pile. The player closest to death (usually the oldest) goes first.

Play proceeds to the left.

PLAYING YOUR TURN

Play up to 3 actions. Each card you reveal or use counts as one action.

You needn't perform all 3 actions if you don't want to—sometimes it's a better strategy to hold on to your cards.

At the end of your turn, draw 2 cards from the draw pile. Add these to your hand.

You can hold up to 7 cards.

The 3 actions you can perform on your turn are:

Boost Your Inventory

Your inventory is your defense against terror. You must build it up to cope with being terrified by other players.

Placing an inventory card in front of you counts as one action.

All cards placed in front of you enter your “player reserve” area.

Use an Action

Action cards benefit you and hinder other players.

Placing an action card in the center of play counts as one action.

Collect a Suit

Collecting cards in the same suit allows you to take more mettle from other players. The amount you terrify a player for corresponds to the number of cards you possess in a suit.

Owning 3 complete suits wins the game. Placing a card from one of the suits in front of you (in your player reserve area) counts as one action.

One Card = One Action (Usually)

There are a few instances where playing a card does not take up an action, but this is clearly stated on the card, “No action used”.

ACTIONS

To play an action card, place it in the center of the playing area face up.

Players then carry out the instructions on the card.

Once the action is performed, place the action card into the discard pile.

Once all the cards are played from the draw pile, turn the discard pile over and draw from that.

If you prefer, you can add an action card to your player reserve and use it for its mettle value. These action cards cannot be returned to your hand.

PLAYER'S HANDS

A player's hand is like a defense, it cannot be affected by terrify.

Only cards played in front of a player in their reserve are affected.

Conversely, inventory and suit cards held in a player's hand cannot be used to prevent the cards in their reserve being taken.

If a player holds a card that counters an action against them, such as the humiliate or scream card, they can be played out of turn.

At the end of your turn, you cannot hold more than 7 cards in your hand.

If you have more than 7, you must choose which extra cards get discarded.

If you have run out of cards in your hand, pick up 5 more at the end of your turn.

BUILDING METTLE

You can build mettle by accruing inventory cards and placing them in front of you in your reserve area as one of your actions.

You can also play action cards for their mettle value.

Each has a mettle value in the top left and bottom right corners.

Once converted to mettle, they cannot be used as an action again—neither by you nor by a player that wins the card.

COMPLETING SUITS

Some suits are easier to complete than others—some consist of 2 cards, others have 3, 4, and 5 in a suit.

To build a suit, you must acquire and place the cards in front of you in your player reserve area. Placing a card counts as one of your three actions. Remember, three complete suits wins the game.

TERRIFYING PLAYERS

To terrify a player, you must play a terrify card. Terrifying a player reduces their mettle. If their mettle is insufficient to meet the terrify amount, they must forfeit their suit cards for the mettle value shown in the top left and bottom right corners.

Example: If you terrify a player for five mettle and they only have 3 mettle, they must forfeit a suit card(s) with a mettle value of 2 or greater. Ain't that a shame! If a player is terrified for 2 mettle and all they have is a suit card worth 5 mettle, they must give it up.

If a player has neither mettle nor suits in front of them, you collect nothing from them.

Choose to terrify strategically, as it's only effective when opponents have mettle or terror suits to take.

Remember, a player's hand is unaffected by play unless specifically stated on an action card.

LORE CARDS

Lore cards act as wild card for your suits, allowing you to complete one early and potentially win the game.

The Necronomicon is the only card that can be played with any suit.

Lore cards can be switched from one suit to another during a player's turn at the cost of one action (3 actions per turn).