



FRIGHTMARES™

A Halloween Card Game

Instruction Manual

Players 2 - 6 | Content: 108 cards



WELCOME

Welcome to the **Frightmare House**, where vampires, werewolves, goblins and ghouls will test you and your friends to see who is the bravest amongst you. Enter the house, face your fears and outlast your friends. How long can you survive?



OBJECTIVE

In Frightmares, your objective is to outlast your opponents and stay in the Frightmare House for as long as possible. Get frightened, lose courage. Run out of courage, you must leave the house (and the game). Be the last player remaining and **you win!**

But **beware**, your "friends" will be trying to frighten you and expedite your departure. So, put on a brave face, gird your loins and prepare to face all types of monsters and evil creatures.

Enter, if you dare, and let the Frightmares begin...

SET UP THE GAME

To start a new game, deal each player the following cards, depending on the number of players in the game.

2-4 Players:



13 cards



3 cards

5-6 Players:



10 cards



2 cards

Deal each player Frightmares cards face down

These cards will make up a player's hand for the game.

Deal each player Elixir of Courage cards Elixir side up

These cards remain on the table in front of each player and represent each player's current courage levels.

Place remaining Frightmares cards face down in center

These cards will act as the draw pile during the game. Be sure to leave room for a discard pile as well. Any extra Elixir cards can be placed back in the box.

THE FRIGHT FACTOR

The game is centered around a value called the **Fright Factor**. The Fright Factor is the value of the last played Fright card and is the value you need to beat during your turn to avoid a Frightmare.



FRIGHTMARE **noun**

: a feeling of fear and helplessness in the face of a terrifying creature resulting in the sudden urge to flee

For example:

The **Black Cat** Fright card has a Fright Factor of **2**. Playing this card to start a round will set the current Fright Factor to 2. The **Witch** Fright card has a higher Fright Factor of **7**, and thus beats the Black Cat and any other card with a Fright Factor lower than 7.

Each round starts with a Fright Factor of zero.

And there is no limit to how high the Fright Factor can go...



GAME PLAY

Once the cards are dealt, the youngest player goes first.

During your turn, your goal is avoid a Frightmare. You do this by playing a Fright card that has a higher Fright Factor than the current Fright Factor in play.

Once per turn, you may also play one **Trick** or one **Treat** card. These are special cards that are either a treat for you or a trick for your opponents. Follow the instructions on these cards when they are played.

Play all these cards in the center to form a discard pile. Reshuffle and add the discard pile cards back to the draw pile as necessary throughout the game.

Your turn ends when you have avoided a Frightmare by playing a higher Fright Card (possibly with the help of a Trick or Treat card) or by playing one of the cards that allow you to skip your turn.

Play continues clockwise until...



FRIGHTMARES

When a player can't beat the current Fright Factor, they have a **Frightmare** and the round is over. That player must now use an **Elixir of Courage** card by turning it over. Once a player has used all their Elixir cards, **they lose**.

To start a new round, collect all playing cards, reshuffle the deck and deal out new hands to all remaining players. Reset the Fright Factor to zero and start a new round, starting with the player who just had a Frightmare *(or the next player if they were eliminated from the game)*.

Keep playing until there is only one player remaining.

That player **wins!**

Howl at us on our social media pages:



@gamesbygizmo





For more information, scan the QR code
or visit:

<https://gamesbygizmo.com/frightmares>