

## Horrified Game Rules

### **Components**

7 Hero Badges  
1 Game Board  
7 Hero Movers  
6 Monster Mats  
10 Villager Movers  
7 Monster Figures  
60 Item Tokens  
20 Monster Tokens  
1 Frenzy Marker  
1 Terror Marker  
1 Item Bag  
5 Reference Cards  
3 Dice  
30 Monster Cards  
20 Perk Cards

### **Setup**

#### **Monster Setup**

Unfold the game board and familiarize yourself with the locations (spaces with names). As you set up and play the game, instructions and components will reference these locations.

Place the Terror Marker on the "0" of the Terror Level Track in the top-left corner of the board.

Place the 10 Villager movers and 3 dice next to the board.

Shuffle the Monster cards and place them in a deck face down next to the board.

Choose which Monsters to play against. (See DIFFICULTY on the next page).

Take each chosen Monster's corresponding Monster mat. Place the mats in a row next to the board, from lowest to highest Frenzy Order. The Frenzy Order is in the upper left of each mat.

Complete the setup for each Monster in your game, using the back of one of the other Monster mats. Then return all unused Monster mats, figures, and tokens to the box.

Place the Frenzy Marker on the mat with the lowest Frenzy Order.

## **Player Setup**

Mix up the Hero Badges face down and give one at random to each player. Give each player their corresponding Hero mover and a Reference card. Return the remaining Badges, Heroes, and Reference cards to the box.

Place your Hero at the starting location indicated on your Badge.

Shuffle the Perk cards and give one at random to each player, face up. Place the remaining Perk cards in a deck face down next to the board.

Place all 60 Item tokens in the Item bag and mix them up. Draw 12 Items from the bag and place each one at the location indicated on the Item. Place the Item bag next to the board.

## **Object of the Game**

Horrified is a cooperative game in which all the players win or lose together. The players win if they defeat all of the Monsters they are playing against. In order to defeat a Monster, you must first complete a task.

Each Monster's task and subsequent defeat is unique:

Creature from the Black Lagoon: Find the Creature's hidden lair, then drive the Creature away.

Dracula: Smash Dracula's four coffins, then overcome Dracula.

Frankenstein and the Bride: Teach Frankenstein and the Bride what it means to be human so they can live peacefully.

Frankenstein is actually the name of the scientist who created these Monsters. However, with so many Monsters plaguing their village, the villagers have come to refer to these particular Monsters as just "Frankenstein" and the "Bride".

The Invisible Man: Supply evidence to the police of the Invisible Man's existence, then trap him.

The Mummy: Break the Mummy's curse, then return him to his tomb.

The Wolf Man: Discover the cure for lycanthropy, then administer it to the Wolf Man

The players lose immediately if one of the following occurs:

**Terror:** Each time a Hero or Villager is defeated, the Terror Level will increase. If the Terror Level reaches its maximum, indicated by the skull, the Monsters have overrun the village and the players lose.

**Out Of Time:** Each turn, you will draw a card from the Monster deck. If you need to draw a Monster card but the deck is empty, you have taken too long to defeat the Monsters and the players lose.

## **Difficulty**

Adjust the game's difficulty by playing against a different number of Monsters:

### **Your First Game**

Creature from the Black Lagoon & Dracula.

### **Novice Game**

(Recommended whenever you play against a Monster for the first time)

Any two Monsters.

### **Standard Game**

Any three Monsters.

### **Challenging Game**

Any four Monsters.

**First Player:** The player who most recently ate garlic takes the first turn.

## **Game Play**

**On your turn:** Each turn has two phases, performed in this order:

### **Hero Phase**

Take as many actions as indicated on your Badge. In addition, any player may play any number of Perk cards.

### **Monster Phase**

Draw one Monster card from the top of the Monster deck and resolve all three parts of the card.

After completing both phases, play proceeds clockwise, starting with the next player's Hero Phase.

## **Hero Phase**

### **Actions**

Take up to the number of actions indicated on your Badge. You may choose to take fewer. Actions may be taken multiple times and in any order. The possible actions are:

### **Move**

Move your Hero along a lit path to an adjacent space. You cannot move to water spaces and can only cross the river using one of the two bridge spaces.

In addition, you may take any number of Villagers in your Hero's space with you when you move.

Note: Monsters do not affect movement. You may move into, out of, or end your turn in a space with one or more Monsters. However, this could make you more vulnerable to their attacks during the Monster Phase.

### **Guide**

Move one Villager from your Hero's space to an adjacent space, or move one Villager from an adjacent space to your Hero's space. Villagers also cannot move to water spaces, and Monsters do not affect their movement.

### **Special Action**

Some Heroes have a special action, as indicated on their Badge. Just like other actions, special actions count as one of the total number of actions for your turn and can be taken multiple times.

### **Pick Up**

Take any number of Items from your Hero's space. Keep all your Items in front of you, next to your Badge.

### **Share**

All Heroes in the same space as your Hero may freely give or take any number of Items from each other.

Note: Sharing does not require one-to-one trades and does not need to involve you, as long as all Heroes giving or taking Items are on your Hero's space.

### **Advance**

At a specific location, use one of your Items to advance a Monster's task.

## **Defeat**

In a Monster's space, use your Items to defeat that Monster.

Note: You must complete the Monster's task, before you can take the action to defeat that Monster.

Strategy Tip: It's a good idea to pick up Items on your first turn. You need certain Items to advance tasks and defeat Monsters, but Items can also be used to defend against Monster attacks, as explained later.

## **Villagers**

Villagers may appear in the village during the Monster Phase. You will be directed to place the Villager at a specific location. There is no limit to the number of Villagers that can be on the board at one time.

Each Villager has a safe location they are trying to reach, as indicated at the top of their mover. You can use the Move and Guide actions to usher Villagers to their safe location.

As soon as a Villager reaches their safe location, they reward you for your assistance. The current player removes the Villager from the board and draws a Perk card from the deck.

## **Perk Cards**

Each player starts the game with a Perk card, and more Perk cards can be earned by getting Villagers to their safe locations. Keep all your Perk cards face up in front of you. It's a good idea to discuss your Perk cards, and when to play them, with the other players.

Perks may be played on any player's turn, but only during the Hero Phase. When you play a Perk card, do what the card says, and then put it in a discard pile face up. Playing a Perk card does not take an action.

## **Items**

Items are important for advancing tasks and defeating Monsters, as well as defending yourself from the Monsters' attacks. Each Item has a color, indicating its type, and a strength, which is the number at the top. Each Item also has a location, which indicates where the Item is placed when it is drawn from the Item bag.

The color, strength, and location may be important when using Items, as shown on each Monster's mat:

Only one Item of the color shown may be played per action.

Any number of Items of the color shown may be played in a single action. Add together their strengths to meet or exceed the number.

When you use an Item, whether to take an action or to defend against an attack, place it in a discard pile next to the board unless the action tells you to place it on a Monster's mat (as when advancing the Invisible Man or the Wolf Man's tasks).

Don't return Items to the Item bag unless specifically instructed to do so.

## Monster Phase

Draw a card from the top of the Monster deck and resolve the three parts of the card, from top to bottom. After resolving the entire Monster card, put it in a discard pile face up.

### 1. Items

Draw the number of Items listed at the top of the card, if any, from the Item bag. Place each Item at the location indicated on the Item.

If you need to draw an Item when the Item bag is empty, place all the Items from the discard pile into the bag, mix them up, and continue drawing.

### 2. Event

Each Event either involves one of the Monsters or the Villagers.

The card's color, as well as the symbol above the Event's name, indicates who the Event is about. Gray cards are about the Villagers. Colored cards are about a specific Monster.

If the Event Monster is not in your game, completely ignore the Event and continue with the Monster Strike. Otherwise, read the Event out loud and do what it says.

### 3. Monster Strike

Certain Monsters move and attack, as indicated by the symbols at the bottom of the card. In order from left to right, move and attack with the first Monster before proceeding to the next Monster.

If an indicated Monster is not in your game, ignore that symbol. If the Frenzy symbol is shown, the Monster with the Frenzy Marker moves and attacks. This could result in the same Monster moving and attacking twice in one turn. (See Frenzied Monster on page 10).

Note: The Event Monster never attacks on that turn, unless they are Frenzied.

Move the Monster the number of spaces indicated on the card towards the closest person (Hero or Villager). As soon as the Monster is in a space with a person, they stop moving. If the Monster started in a space with a person, they don't move at all.

Attack one person in the Monster's space by rolling the number of attack dice indicated. If there are no people in the Monster's space, the Monster does not attack-do not roll dice. If there are multiple people in that space, the Monster will attack a Hero rather than a Villager.

If there are still multiple people the Monster could attack, the current player chooses one to attack before rolling.

If this symbol is rolled, the Monster's Power is activated, once for each Power symbol rolled.

If this symbol is rolled, the person was hit by the Monster's attack, once for each Hit symbol rolled. See the next page for how hits are applied.

**Path Toward:** If you are directed to move a Monster, Hero, or Villager toward someone or somewhere, you must move them along the shortest possible path. If there are multiple shortest paths, the current player decides which they take. Once they reach whatever they are moving toward, they stop moving.

**Note:** Only the Creature can move to water spaces. Unless the Creature is moving, only consider lit paths when determining the shortest path-do not consider water paths.

**Closest Person:** If there are multiple people equally close to a Monster, the Monster moves toward a Hero rather than a Villager. If there are still multiple closest people, the current player chooses one of them.

**Other Ties:** If an Event or Monster Strike could apply to multiple characters or locations, the current player decides which one to apply it to.

## **Hit by a Monster**

### **Heroes**

To ignore being hit by a Monster's attack, a Hero may discard one Item for each Hit symbol rolled. If the Hero does not have enough Items, or does not wish to discard any Items, they are defeated. One hit defeats a Hero.

When a Hero is defeated, increase the Terror Level by moving the Terror Marker one space and remove that Hero from the board.

At the start of that player's next turn, they place their Hero at the Hospital and take their turn as normal, including their full number of actions. A defeated Hero does not lose any Items or Perk cards.

**Note:** Resolve each Monster's move and attack before proceeding to the next Monster. If a Hero discards Items to ignore an attack, they may still be defeated by a subsequent attack.

If a Hero is defeated, they cannot be the target of any other attacks this turn.

### **Villagers**

A Villager does not have any Items and is therefore defeated immediately when hit. When a Villager is defeated, increase the Terror Level by moving the Terror Marker one space and remove that Villager from the board.

**Note:** The target of an attack must be stated before rolling, and a Hero cannot discard Items to save a Villager.

## **End of the Game**

The game can end in one of three ways:

### **Heroes Triumph**

If you defeat all the Monsters, the game immediately ends and the players have won! You've saved the village from a horrific fate, and perhaps even the Monsters themselves.

### **Terror!**

If the Terror Level reaches its maximum, indicated by the skull, the game immediately ends and the players have lost. Everyone, including the Heroes, are too horrified to continue. You abandon the village to the Monsters.

### **Out Of Time**

If you need to draw a card when the Monster deck is empty, the game immediately ends and the players have lost. You've taken too long to save the village. The Villagers have fled and you aren't able to continue.

Note: The game ends only if you need to draw a card, but none remain. After resolving the last Monster card, play one final Hero Phase to try and defeat any remaining Monsters.

### **Playing Again**

Try playing against different Monsters, or adding additional Monsters to increase the game's difficulty. For a more strategic setup, the players may choose which Heroes to play and who will be first player.

Be sure to consider which Monsters you are playing against, which Heroes' special actions will be the most useful, and who is most vulnerable or best positioned to take the first turn.

### **Solo Play**

The Villagers are more fearful if there is only one Hero trying to save the village. Begin the game with the Terror Marker on the "3" of the Terror Level Track.

All the rules remain the same. However, do not play as the Courier—that Hero's Special Action cannot be taken in a solo game. Also the Perk cards "Special Delivery" and "Conduct An Investigation" cannot be used.

Either remove these cards before playing, or when drawn, immediately discard and draw a new Perk card to replace it.

### **The Monsters of Horrified**





The following contains information specific to each Monster, including how to complete their task, how to defeat them, and their Power, which may be activated when they attack.

Before you begin playing, read the section for each Monster in your game, as well as the information below, which applies to all games.

### **Frenzied Monster**

The Monsters are agitated by your efforts to defeat them, and there is always one Monster who is frenzied. At the start of the game, place the Frenzy marker on the Monster mat with the lowest Frenzy Order.

When the Frenzy symbol appears on a Monster card, the Frenzied Monster moves and attacks. This could result in the same Monster moving and attacking twice in one turn.

Some Events will direct you to place the Frenzy Marker on the next Monster. When this happens, place it on the Monster mat with the next highest Frenzy Order. For example, if the Frenzy Marker is on Dracula's mat (Frenzy Order 1) and the Creature (4) and the Wolf Man (6) are also in your game, move it to the Creature's mat.

If there are no Monsters with a higher Frenzy Order, place the Frenzy Marker on the Monster mat with the lowest Frenzy Order. If there are no other Monsters left in the game, the Frenzy Marker remains on the same Monster.

**Note:** There is one Frenzied Monster at all times during the game. The Frenzied Monster will move and attack more frequently, because they strike each time the Frenzy symbol or their own symbol appears on a Monster card.

### **Defeated by a Hero**

When a Monster is defeated, they are no longer considered to be in your game.

Ignore all Events and Monster Strikes for all defeated Monsters for the rest of the game.

Remove the Monster's figure and location overlay (if they have one) from the board. If the defeated Monster had the Frenzy Marker, place it on the next Monster according to the rules above.

If there are any Items on the Monster mat (the Wolf Man or the Invisible Man), place those Items in the Item discard pile. Then return all of the Monster's components to the box, including their mat, figure, and tokens. If a Hero has one of the Monster's tokens (Soul sign or Hunted emblem), it is also returned to the box.



### Water Spaces

There are three water spaces on the board: the Lagoon, the River, and the Waterfront. Only the Creature can move to or be placed at these spaces.

When the Creature strikes, consider water spaces and water paths when determining who is closest to him and the shortest path toward his target.

### Advance: Find the Hidden Lair

The Heroes must embark on an expedition aboard the Rita to explore the Lagoon and find the Creature's hidden lair. While at the Camp, a Hero may take the Advance action to search the Lagoon.

Discard one Item of any color and move the Boat on the Creature's mat to the next **X** of that color. By carefully choosing which color to use, you can move the Boat further into the lagoon and complete the task more quickly.

The Creature's Lair is represented by the final blue X at the center of the mat-to complete the task, the last Item used must be blue.

**Note:** The Boat could move off the Lair-see the Creature's Power below.

### Defeat: Drive Him Away

If the Boat is at the Lair, you can defeat the Creature by driving it away. A Hero must be in the same space as the Creature and take the Defeat action.

Discard one red, one blue, and one yellow Item. The strengths of the Items do not matter. You've defeated the Creature!

### Power: Rock the Boat

If the Power symbol is rolled when the Creature attacks, the Creature rocks the boat. Move the Boat backward, one **X** for each Power symbol rolled. If the Boat is at the Start, the Power has no effect.

If the Power moves the Boat off of the Lair, you cannot defeat the Creature. A Hero must take the Advance action again to move the Boat back to the Lair before the Creature can be defeated.



*Example:* A Hero at the Camp takes the Advance action and discards a blue Item.

They move the Boat to the next blue **X** in the lagoon path on the Creature's mat.

If a Hero takes one more Advance action and uses a blue Item, the Boat will reach the Lair and any Hero will be able to defeat the Creature.



**Advance: Smash the Coffins**

The Heroes must find and smash Dracula's four Coffins, which are situated around the village. While in a space with a Coffin, a Hero may take the Advance action to smash it.

Discard any number of red Items with a total strength of 6 or more. Then take the Coffin, flip it to show it's been smashed, and place it on Dracula's mat in the corresponding spot.

**Note:** Coffins are not Items and cannot be picked up.

**Defeat: Overcome Him**

If all four Coffins are on Dracula's mat, you can defeat Dracula by overcoming him. A Hero must be in the same space as Dracula and take the Defeat action.

Discard any number of yellow Items with a total strength of 6 or more. You've defeated Dracula!

**Power: Dark Charm**

If the Power symbol is rolled when Dracula attacks, Dracula charms a Hero to come to him. Place the current player's Hero in Dracula's space. If that Hero is already in Dracula's space, the Power has no effect.

**Note:** Dracula charms the current player's Hero, which may not be the same Hero that Dracula just attacked.



Frankenstein is actually the name of the scientist who created these Monsters. However, with so many Monsters plaguing their village, the villagers have come to refer to these particular Monsters as just "Frankenstein" and the "Bride".

### Two Monsters

Frankenstein and the Bride are two of the most frightening Monsters, and if you choose to play against one, you must face them both. To defeat them, you must teach them what it means to be human so they can live happily together.

However, if they meet before you complete this task, they will send each other into a fit of rage.

If Frankenstein and the Bride are ever in the same space before their task is completed, increase the Terror Level by one, place Frankenstein at the Graveyard and place the Bride at the Dungeon. This may happen multiple times in one game.

### Monster Strikes and Frenzied Monster

Frankenstein and the Bride have their own Monster symbols, and are treated as separate Monsters for Monster Strikes.

However, if they have the Frenzy Marker, only Frankenstein is frenzied. Each time the Frenzy symbol appears, move and attack with only Frankenstein-not the Bride.

### Advance: Teach the Monsters

The Heroes must teach Frankenstein and the Bride what it means to be human. However, each Monster is different. Frankenstein requires yellow Items and must reach a humanity score of 11. The Bride requires blue Items and must reach a humanity score of 8.

To teach Frankenstein to be more human, a Hero in the same space as Frankenstein may take the Advance action. Discard one yellow Item and increase Frankenstein's humanity score by the strength of the discarded Item, turning his dial clockwise.

Then, you may move Frankenstein in any direction that same number of spaces. In this way, you can prevent him from meeting the Bride too soon, or bring them together once both their scores are at their maximum.

To teach the Bride to be more human, a Hero in the same space as the Bride may take the Advance action. Discard one blue Item and increase the Bride's humanity score by the strength of the Item, turning her dial clockwise.

You may also move her in any direction, up to the number of spaces equal to the discarded Item's strength.

As soon as a Monster's humanity score reaches its maximum (11 for Frankenstein and 8 for the Bride), flip over that Monster's dial so it's showing their face. An exact number is not required-you may exceed the maximum. Once both dials are flipped over, Frankenstein and the Bride will be defeated when they meet.

**Note:** You may still take the Advance action to move Frankenstein or the Bride, even if their dial has been flipped.

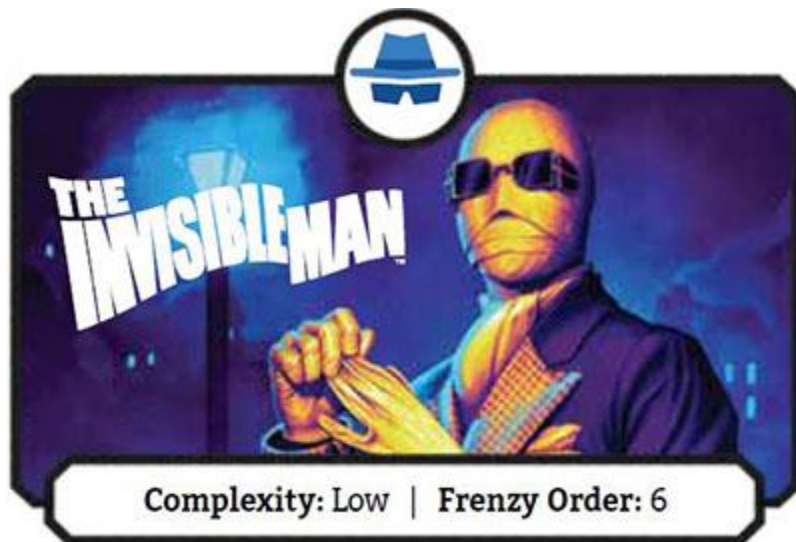
#### **Defeated: When they meet**

Once you have taught Frankenstein and the Bride what it means to be human and they meet, they will live peacefully together and cease terrorizing the village.

As soon as Frankenstein and the Bride are in the same space and both of their dials are showing their faces, they are defeated. This does not require taking a Defeat action.

#### **Power: Here comes the Bride**

If the Power symbol is rolled when either Frankenstein or the Bride attacks, the Bride approaches Frankenstein. After all hits are resolved, move the Bride toward Frankenstein, one space for each Power symbol rolled.



### Advance: Supply Evidence

The Heroes must supply evidence to prove to the police that the Invisible Man exists. While at the Precinct, a Hero may take the Advance action to supply evidence.

Use one Item of any color, as long as the location on the Item matches an empty spot on the Invisible Man's mat. Place the Item on the matching spot.

### Defeat: Trap Him

If all five spots are filled on the Invisible Man's mat, you can defeat the Invisible Man by trapping him. A Hero must be in the same space as the Invisible Man and take the Defeat action.

Discard any number of red Items with a total strength of 9 or more. You've defeated the Invisible Man!

### Power: Stalk Unseen

If the Power symbol is rolled when the Invisible Man attacks, the Invisible Man stalks a Villager. After all hits are resolved, move the Invisible Man toward the closest Villager, two spaces for each Power symbol rolled. If there are no Villagers on the board, the Power has no effect.

**Note:** The Invisible Man does not immediately attack the Villager, but could strike again this turn.



*Example:* A Hero at the Precinct takes the Advance action and places an Item from the Barn on the Invisible Man's mat. If a Hero takes one more Advance action and places an Item from the Mansion, any Hero will be able to defeat the Invisible Man.



### **Reincarnated Soul**

The Mummy believes that one of the Heroes is the reincarnated soul of his true love, and will lure that Hero to him.

The first time a Mummy Event is resolved, the current player takes the Soul sign and that player's Hero moves toward the Mummy. That player keeps the Soul sign for the rest of the game.

### **Advance: Break the Curse**

The Heroes must break the Mummy's curse by aligning the six Scarabs on the tablet. While at the Museum, a Hero may take the Advance action to move the Scarabs. Discard one yellow Item and then make as many moves as the strength of the discarded Item.

A single move is sliding a Scarab along a groove to an adjacent spot or flipping a Scarab face up (see the Mummy's Power below). You are not required to make the full number of moves.

### **Defeat: Entomb Him**

If all six Scarabs are face up and in the spot matching their number on the Mummy's mat, you can defeat the Mummy by returning him to his tomb. A Hero must be in the same space as the Mummy and take the Defeat action.

Discard any number of red Items with a total strength of 9 or more. You've defeated the Mummy!

### **Power: Fortify The Curse**

If the Power symbol is rolled when the Mummy attacks, the Mummy fortifies the curse. Flip one Scarab face down for each Power symbol rolled.

Always flip over the Scarab with the lowest number showing, whether it is in its proper spot or not. If all of the Scarabs are face down, the Power has no effect.

A Scarab that is face down cannot be moved. Also, the Mummy cannot be defeated if any Scarab is face down. When you take the Advance action, you may use one of your moves to flip a Scarab face up.





### **Hunted by the Wolf**

The Wolf Man has a vision of which Hero will be his next victim, and is compelled to hunt that Hero down.

The first time a Wolf Man Event is resolved, the current player takes the Hunted emblem and the Wolf Man moves toward that player's Hero. That player keeps the Hunted emblem for the rest of the game.

### **Advance: Discover the Cure**

The Heroes must discover the cure for lycanthropy by testing ingredients and formulating the antidote. While at the Laboratory, a Hero may take the Advance action to test an ingredient.

Use one blue Item, as long as the Item's strength matches an empty spot on the Wolf Man's mat. Place the Item on the matching spot.

As soon as all six spots are filled, the current player takes the Cure from the mat. The Cure may be given to another Hero using the Share action.

**Note:** The Cure cannot be discarded to ignore a hit from a Monster attack.

### **Defeat: Cure Him**

If a Hero has the Cure, that Hero can defeat the Wolf Man by administering it to him. The Hero must be in the same space as the Wolf Man and take the Defeat action.

Discard the Cure and any number of red Items with a total strength of 6 or more. You've defeated the Wolf Man!

**Power: Vicious Bite**

If the Power symbol is rolled when the Wolf Man attacks, the Wolf Man bites everyone in his space. Each Hero and Villager in the Wolf Man's space is hit (including the person he just attacked)- one hit for each Power symbol rolled.

Heroes may discard Items to ignore the Hits, as normal. Villagers in the Wolf Man's space are immediately defeated.