

# HOUSE OF HORRORS

## SETUP

Shuffle the House Deck and divide it evenly into 3 piles. Shuffle the Dawn card in the bottom pile. Shuffle the Midnight card in the top pile.

Shuffle the Horror Deck and deal 6 cards to each player. The oldest player starts as the Butler... though the Butler alternates each round.

## GAMEPLAY

The Butler draws cards from the House Deck until he gets 2 Room cards. Any Room Items drawn stay on the table to be used later.

The Butler picks *one* Room for the encounter to take place in. She then specifies whether it will be a battle of Strength, Terror, or Psychic combat. She may also declare it a “bloodbath,” in which case *all* of those values are added together.

The Butler starts by playing one Explorer or Monster from her hand. The Explorer or Monster must be allowed to go to the floor of the active Room. She may also play any number of appropriate Item cards from his hand, or take and use Room Items on the table. Play continues clockwise.

Instead of playing, a player may discard 1 card. *Table talk, pleading, and bargains are strongly encouraged!*

*After everyone has played*, the combat is resolved. Any Monster or Explorer with a ? now rolls a die to determine its value. A ?? rolls two dice.

## THE SPOILS

The side (Monster or Explorer) that has the highest combined total in the chosen battle type (Strength, Terror, Psychic) wins the battle. The losing cards with hourglasses (points) are placed on the table to be doled out as *spoils* to the winners, as are any unused Room Items. Cards without hourglasses, along with the winning cards, are recycled to the discard pile.

The player with the largest total *on the winning side* gets first choice of a spoil card. In the case of a tie, the player who played first wins. She must then hand out a spoil card to each allied player before taking another one for herself. Players who had no cards showing at the end of the round (or one with a value of 0) are not eligible for spoils.

The spoil pile is only used to track points; these cards are out of the game. For every 3 light bulbs a player collects in her spoil pile, her hand size increases by 1 (maximum 10 cards).

After spoils are taken, the player to the right of the Butler becomes the new Butler. Players draw up to their hand size (typically 6 cards), and a new round begins.

## WINNING

The Dawn card indicates the final round of play. Whoever has the most hourglasses (points) after this final round wins!

## SPECIAL CASES

*Ties:* If both Monsters and Explorers tie in a round, all cards are placed under the Room card in the center of the table. Players draw up to their hand size. The *next* Butler chooses the type of combat it will be (he does *not* draw room cards) and begins a new round. The side that wins this round gets the appropriate spoils from both rounds!

*Midnight and Dawn:* These cards are always played with another room card. In the case of Midnight, players may play *two* Explorer or Monster cards.

*Claiming Cards:* If a card says to Claim another card, you may immediately add it to your pile of spoils! You may only claim cards on your turn. Thus, if you’ve just played the Vampire Hunter, and the next player plays the Vampire, you cannot claim that card.