

The logo for HeroCard Nightmare is centered at the top. It features the word "HEROCARD" in a stylized, outlined font above the word "Nightmare" in a large, bold, black serif font. The text is enclosed in a decorative, rounded rectangular border with a repeating geometric pattern. The background of the entire page is a textured, light brown surface with a faint, large-scale image of a person's face, possibly a dreamer, looking forward.

# HEROCARD Nightmare

## Only one will awaken...

*That ridiculous witch and her decrepit camera, what harm could come from taking a picture? Had I never looked at that cursed lens none of this would have happened. In a flash I saw where I was going to die and what would kill me, my nightmares have become real.*

*That damned camera trapped me, but I'm not going alone. Everyone the witch photographed is trapped in here with me. Our dreams twisted into macabre visions with the power to kill. I run from one scene to another with monsters and killers past every exit, my only clue to escape is the fear in the others' eyes. One of these killers must be after them as well. As each one falls, my odds of survival increase. If I can only make it through the night this will all be over*

*As I journey through the warped landscape, unable to stir from the dream, it becomes clear, my only hope of waking up is to ensure that no other dreamer survives this Nightmare!*

HeroCard Nightmare is two games in one. The first is the basic HeroCard engine, a card-dueling game. The second is a game of deadly deduction that uses HeroCard to resolve conflicts within the game.

The first part of these rules will teach you the basic HeroCard rules, and how to play HeroCard duels. These form the basis for every game in the HeroCard System.

The second part of the rules tell you how to play the game Nightmare, the game of supernatural horror and deduction.

# HeroCard Core Rules

## Overview

In HeroCard, each player takes on the identity of a character, called a Hero, and uses his or her Action deck to battle against other Heroes. This card-based dueling system is used to resolve fights in a variety of different board games. For example, you might be fighting over the loyalties of Japanese peasants in *Rise of the Shogun*, or over control of a valuable computer network in *Cyberspace*. Each board game has different rules, strategies and goals, but all use the basic HeroCard system to settle conflicts between players.

## Components

Your HeroCard deck contains three Attribute cards, which represent the capabilities of your Hero. Your deck also has Action cards, which you use to attack your opponent or block attacks made against you. Each Hero also has a figure, which is used to mark your location in whichever board game you are playing. Your board game contains additional components required to play that particular game. See the board game section of the rules for further details.

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## The Hero

Each Hero consists of three Attribute cards and a deck of Action cards. The three different attributes are Body, Mind, and Attribute X. Your Action cards are either Attacks, Blocks, or Miscellaneous cards.



## The Attributes

Each Attribute card has a number shown in a colored box on the right side of the card.

The number inside this box is known as the “Attribute Score”. The color of the box indicates which Attribute the card represents. The red box indicates the Body attribute, which represents the physical aspect of the Hero. The blue box indicates the Mind attribute, which represents the mental aspect of the Hero. The yellow box indicates Attribute X, which is different for each Hero.

## The Action Deck

The Action deck contains Action cards. Each Action card has a number shown in a colored box on the left side of the card.

This number is known as the “Action Cost” of the card. The color and position of the box corresponds with one of the three attributes, Body, Mind, or Attribute X. When you play an Action card, you lay it to the right of the corresponding Attribute.

When a card has been placed next to an Attribute in this manner, it is now “In Play” on that Attribute. You may have multiple Action cards in play on a single Attribute. You may not place a card in play if doing so would exceed your Attribute score. For example, if your Body score is 8, you may never have more than 8 points worth of Body Action cards in play.


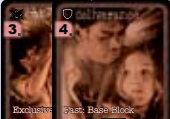


## The Attribute Stack

All of the Action cards in play on an Attribute are known as an “Attribute Stack”. For example, all of the Action cards with a red Body cost box that have been played on the Body Attribute are known as the “Body Stack”. If you play more than one card onto an Attribute stack, place new cards to the right of previous cards. The right-most card on a stack (the most recently-played card) is on “Top” of the stack.

Again, the total Cost of all Action cards in an Attribute stack may never exceed the corresponding Attribute score. Once per turn, you have an opportunity to remove some cards you’ve previously played. This frees up some of your Attribute points to play new cards. This is called “Clearing”, described below.

### Attribute Stacks

Body Attribute	Body Stack
	
	


You currently have two cards in play on your Body Attribute.

## Game Set Up

Select your Hero and separate the Attributes from the Action cards. Place your three Attribute cards in a column, with the Body (B) card at the top, the Mind (M) card in the middle, and the Attribute X (X) card at the bottom. When you start the game, your Attribute stacks are empty, since you have not yet played any Action cards.

Shuffle your Action deck and place it to the left of your Attributes. **Draw a hand of seven cards.** Use any convenient method to determine which player goes first. Turns proceed clockwise from there.

### Your Play Area

Action Deck	Attributes	Attribute Stacks
		
	Body	
Discard Stack		
	Mind	
		
	Attribute X	

# The Turn

Every player takes one turn at a time, starting with the first player. On each turn, you will go through four different phases. The phases always occur in the following order: Discard, Draw, Clear, Action. On your Discard phase, you can get rid of unwanted cards. On your Draw phase, you can draw new cards. On your Clear phase, you can remove cards from your Attribute stacks and place them in your Discard stack. The Action phase is when you play cards, attack your opponents, or take other actions specific to the particular board game you are playing.

## Discard

Begin your turn by discarding as many cards from your hand as you wish. Place your discarded cards face up on your Discard stack. If you haven't discarded or cleared any cards yet, start a new Discard stack near your Action deck. It is often advisable to discard a few cards, since this will enable you to draw on the following phase.

## Draw

On your Draw phase, you may draw up to *three cards* from the top of your Action deck, adding them to your hand. You may *never hold more than seven cards* in your hand at any time. This is why it's often a good idea to discard on the previous phase, to make room for new cards in your hand. If your Action deck runs out of cards, shuffle your Discard stack and place it face down. This is your new Action deck.

## Clear

During your Clear phase, you may *remove up to three cards* from your Attribute stacks and place them face up on your Discard stack. When clearing cards from a given stack, you must always begin with the top (i.e., most recently-played) card in that stack. If you take the first turn in the game, you won't need to clear, since you haven't played any cards yet.

If you have more than three cards in your Attribute stacks, you won't be able to clear them all. *The Attribute points for any uncleared cards remain spent, but the cards themselves have no further effect on the game.* They simply tie up your Attribute points until you're able to clear them.

Some Action cards allow you to clear cards at times other than during your clear phase. If the cleared card is part of a current attack or block, the cleared card no longer affects the current Attack or Block Value (see Attacking and Blocking below). Any immediate effect of the card (for example forcing the target to discard) remains even though the card is removed from play. The text on a card supersedes these rules where the two conflict.

## Action

On your Action phase, you play cards. The Action phase is the only time you may play cards. You may not play cards on your Discard, Draw, or Clear phases. See the following sections for complete rules on attacking, blocking, and other card play.

## Refreshing Your Hand

You may choose to skip your entire Action phase and Refresh your hand instead. When you do so, you may not take any actions of any kind. This means you may not play any cards. Additionally, each board game allows certain actions, for example moving your figure on the board. When you skip your Action phase to Refresh your hand, you may not play any cards, nor take any of these board-game actions.

To Refresh your hand, discard all cards in your hand and immediately draw a like number of cards from your Action deck.



## Action Cards

Each Hero's Action deck contains Attacks, Blocks, and some Miscellaneous cards. On your Action phase, you may attack an opponent by playing Attack cards from your hand. When you are attacked, you can use your Blocks to defend yourself. Miscellaneous cards have effects that help you in the game, but aren't themselves Attacks or Blocks.

### Attacks

Attacks come in three types; Base Attacks, Attack Modifiers (Attack Mods) and Special Attacks.

#### ★ Base Attacks

Base Attacks start an attack against a target. All Base Attacks have the "★" symbol in the upper left corner of the card. Most Base Attacks have a large black number in their text area. They also contain the words "Base Attack" in their information bar.

#### ★ Attack Mods

Attack Mods are used to increase the Value of a Base Attack. All Attack Mods have the "★" symbol in the upper left corner of the card. Most Attack Mods have a large black number in their text area, preceded by a plus sign. They also contain the words "Attack Mod" in the information bar.

*You may never play an Attack Mod unless you've already played a Base Attack.* See The Attack Sequence, below, for further details.

#### ★ Special Attacks

Special Attack cards assist you in attacking, but don't add a numerical Value to the attack. All Special Attacks have the "★" symbol in the upper left corner of the card. They also contain the words "Special Attack" in the information bar. *There are no Special Attacks in the Action decks that come with Nightmare.*

#### Base Attack Card

Base Attack Icon

Information Bar

Card Value



#### Attack Mod Card

Attack Mod Icon

Information Bar

Card Value







## Blocks

Blocks come in three types; Base Blocks, Block Modifiers (Block Mods) and Special Blocks.

### Base Blocks


Use Base Blocks to defend against an attack. All Base Blocks have the “” symbol in the upper left corner of the card. Most Base Blocks have a large white number in their text area. They also contain the words “Base Block” in their information bar.

### Block Mods

Block Mods are used to increase the Value of a Base Block. All Block Mods have the “” symbol in the upper left corner of the card. Most Block Mods have a large white number in their text area, preceded by a plus sign. They also contain the words “Block Mod” in the information bar.

You may never play an Block Mod unless you’ve already played a Base Block. See The Attack Sequence, below, for further details.

### Special Blocks

Special Block cards assist you in blocking, but don’t add a numerical Value to the Block. All Special Blocks have the “” symbol in the upper left corner of the card. They also contain the words “Special Block” in the information bar. *There are no Special Blocks in the Action decks that come with Nightmare.*

## Miscellaneous Cards

Miscellaneous cards have no symbol in their upper left corner. Miscellaneous cards have a variety of effects that are not directly involved in attacking or blocking. Examples of Miscellaneous cards are cards that allow you to draw cards or clear cards on the Action phase. The text on the individual card explains its function. *If the text of a card contains an unfamiliar term, see the glossary at the end of this rulebook for clarification.*



# Action Types

Every Action card represents a certain type of action. There are three Action Types: Exclusive, Fast, and Restricted. Each card identifies its Action Type in its information bar.

## Exclusive actions

You may play only *one Exclusive action per Action phase*, even if you have enough Attribute points to play more. You may *only play Exclusive actions on your own Action phase*. Once you have taken an Exclusive action on your Action phase, you can't take any more Exclusive actions until a later Action phase. Most Base Attacks are Exclusive actions, so in most cases you can only attack once per turn.

## Fast actions

You can play as many Fast actions as you have free Attribute points for *on any player's Action phase*.

## Restricted actions

You can play as many Restricted actions as you have free Attribute points for, but only on your own Action phase.

## Board Game Actions

Each of the HeroCard board games allows you to take certain actions that do not involve playing cards. Moving your Hero on the board is a typical example of a board game action. Many board game actions have an Action Type specified - Exclusive, Fast, or Restricted. These Action Types dictate when you can take the action, and how many times you can take the action on a given turn (as described above). For example, if you take an Exclusive board game action on your Action phase, you may not play any Exclusive cards or take any other Exclusive board game actions on the same turn. In general, *board game actions do not require you to play any cards, and do not cost Attribute points.*

### Exclusive Action

Action Type  
Exclusive →



Exclusive: Base Attack

### Fast Action

Action Type  
Fast →



Fast: Block Mod  
Block Mod +2 for each card in play by attacker.

### Restricted Action

Action Type  
Restricted →



Restricted:  
Draw 2, not to exceed 7 in hand.  
Optional: Clear the top card from your X stack.



# The Attack Sequence

When you play a Base Attack, you begin what's called an "Attack Sequence". During an Attack Sequence, you will play one or more cards that add up to a certain Attack Value. The target of your attack responds by playing one or more Blocks, or even Miscellaneous cards. Once your target has blocked, you may respond by playing cards to increase the Value of the attack. The Attack Sequence proceeds back and forth between attacker and target in this manner. The Attack Sequence ends when both sides stop playing cards.

## Active Cards

Any card played during the course of an Attack Sequence is an "Active Card" until the Attack Sequence ends. *When the Attack Sequence ends, the card remains "In Play" but is no longer "Active"*. A card that is no longer active has no further effect on the game, other than to tie up Attribute points until it is cleared. For example, Blocks you played during an Attack Sequence do nothing to help you defend against a later attack, because they are no longer Active at that time. If an active card is cleared during the Attack Sequence, it ceases to be active.

## Attacking

On your Action phase, you can start an Attack Sequence by playing a Base Attack. A single Attack Sequence may never contain more than one Base Attack. Thus, the only way to increase the power of an attack is by adding Attack Mods or Special Attacks. You may *never play an Attack Mod unless you currently have a Base Attack active*. If your active Base Attack is cleared or otherwise removed from play, any active Attack Mods no longer have any effect. Playing a new Base Attack initiates a new Attack Sequence, in which case any Attack Mods previously played will no longer be active.

Most Base Attacks are Exclusive actions. Since you may only play one Exclusive action per turn, this means you may usually only attack once per turn. However, some Heroes have Base Attacks that are Restricted actions. Such cards allow you to start multiple Attack Sequences each turn, since you are allowed to play multiple Restricted actions on your Action phase. Remember, a Block played during a certain Attack Sequence does not help to defend against a subsequent Attack Sequence.

## Blocking

Your opponent responds to your Attacks by playing Blocks. Unlike Base Attacks, an Attack Sequence may contain multiple Base Blocks. If you play multiple Base Blocks during an Attack Sequence, their Values add together. You may also play Block Mods, but only if you have at least one active Base Block.

### Sample Attack

Isis starts the attack with a Base Attack 2

Attack Value: 2  
Block Value: 0



Will responds with Self Defense, a Base Block 5.

Attack Value: 2  
Block Value: 5



Isis plays a set of Attack Mods for +6

Attack Value: 8  
Block Value: 5



Will can't play any more Blocks or Block Mods, so Isis' attack succeeds.

You may play Special Blocks even if you don't have an active Base Block. Having an active Special Block does not allow you to play Block Mods. Some cards can clear active cards such as a Base Block. If all of your active Base Blocks are cleared, any active Block Mods you have no longer add to your Block Value. If you play a new Base Block in the current Attack Sequence, any active Block Mods will once again count toward your defense.

## Attack and Block Value

Base Attacks and Attack Mods have an Attack Value, while Base Blocks and Block Mods have a Block Value. A card's Attack or Block Value is indicated in its text area. **Note that a card's Value is not the same as its Action Cost.** Most Bases and Mods have a number in their text areas. These cards provide an unchanging attack or Block Value when they are played. Therefore, they are known as "Constant Value" cards.

Other cards provide a value that depends on when they are played, and whom they are targeting. These are known as "Variable Value" cards. For example, the Deon deck contains an Attack Mod called Damnation. This card says "Attack Mod +2 per active Block (♣, ♠, ♡) in play." This is a Variable Value card, since the value of the Attack Mod depends on a changeable game state.

As long as a Variable Value card is active, its Value changes as the associated game state changes. For example; Deon plays Damnation. During the Attack Sequence in which it was played, Damnation's Value will increase as Deon's opponent plays Block cards, and decrease if Deon's opponent clears Block cards.



## Successful Attack

If the combined Value of all Attack cards exceeds the combined Block Value, the attack succeeds. If the Attack Value is equal to or less than the Block Value, the attack fails. The actual effect of a successful attack depends on which game you're playing. For example, in Galaxy, a successful attack might allow you to capture one of your opponent's planets, while in Champion of New Olympia, a successful attack allows you to defeat a crime in progress. See the individual board game rules for further details.

## Sets

When you play cards during an Attack Sequence, you may play a single card or a set of cards. A set may contain Bases and/or Mods only. For example, you could play a Base Attack and two Attack Mods as a set, or two Base Blocks and a Block Mod. Since an Attack Sequence may only contain one Base Attack, you may not play multiple Base Attacks as part of a set. **You may not play Special Attacks, Special Blocks, or Miscellaneous cards as part of a set.** Such cards must always be played singly.



## Priority of Card Play

Once you have played a card or a set of cards on your Action phase, each of your opponents has an opportunity to respond. The active player (the player whose turn it is) may always play the first card or set of cards on his/her Action phase. The other players may then play a single Fast action or a legal set of Fast actions. The player to the left of the active player has the first opportunity to respond, proceeding clockwise from there. Once each opponent has either played a card or set of cards, or passed, it is again the active player's "Priority" to play. Priority proceeds one-by-one around the table until all players pass, at which point the Attack Sequence ends.

*When a card is played, its full effect is completely resolved before priority proceeds to the next player.* For example, the active player uses a card against the player to his left that forces the target to discard. The target must first discard the specified cards before being allowed to play any cards herself.

## Board Game Actions

Each board game specifies certain actions the Heroes may take, that do not involve playing cards. Moving your Hero around on the game board is an example of a board game action. Taking a board game action does not cause you to lose priority. Your opponents may only respond to cards or sets of cards that you play, they may not play Fast actions in response to a board game action.

### Non-Attack Actions

Sometimes you will play a card that does not initiate an Attack Sequence, for example if you play a Miscellaneous card. Playing a non-attack action does cause priority to pass to the player to your left. That player then either plays or passes, and priority proceeds around the table until all players pass.

### No Action Cards

If the active player plays no Action cards on his Action phase, priority automatically passes to the player to his left at the end of his turn. As usual, this player may play or pass and priority proceeds around the table until all players pass. When all players pass, the next player's turn begins with his Discard phase.

### Range

You may never affect another Hero with any card you play, unless you are in Range of that Hero. Each board game specifies when two Heroes are in Range of each other. In most cases, your Hero must occupy either the same space or an adjacent space in order to be in Range of a target Hero. Refer to the individual board game rules to determine the Range rules for that game.

## Creating Your Own Decks

Each HeroCard deck represents a full Hero, ready to be pitted in duels against other Heroes. Each includes three Attribute Cards and about thirty corresponding Action cards. You can create your own Heroes and Action decks as well. Here's how:

1. Combine different Attribute Cards from different Heroes. Your custom Hero must always have three Attribute Cards: one Body (B), one Mind (M) and one Attribute X (X) card.
2. Combine different Action cards from different Action decks. Your custom Action deck must always have at least 20 Action cards, and may contain no more than six copies of the same card.

### Balancing Customized Heroes

Each Attribute Card shows a build point number in the bottom left corner of the card. When creating a custom Hero, add up the build point numbers on your three Attribute Cards. This is the total build point value of your Hero. In general, the higher the build point value, the more powerful the Hero.

For dueling to be fun for all players, Heroes must be similar in power. When using customized Heroes, all players in the game must agree to a maximum build point value. No player may use a Hero that exceeds this limit. The standard limit for HeroCard Heroes is 30 points.

## Playing Head-to-Head Duels

Your Hero is designed for use with HeroCard board games such as Galaxy, Cyberspace and many others. However, you can play head-to-head duels with your friends using just your HeroCard Action decks. In head-to-head HeroCard, your goal is to win by earning the required number of Victory Points. You must earn three Victory Points in a two-player game, five in a three-player game, and seven in a four-player game.

### Starting a Duel

To play direct duels, randomly determine who starts. Shuffle your decks and draw seven cards. Begin play, with turns proceeding in a clockwise direction.

### Victory Points

Each time you successfully attack your opponent, you earn a Victory Point. A successful attack gains you only one Victory Point, so you must launch separate, successful attacks on separate turns to earn the required number of Victory Points. No matter how much the Attack Value exceeds the Block Value, a successful attack always gains only one Victory point. You may never earn more than one Victory point each turn, regardless of how many successful attacks you play.

## Contradictory Rules

If the text on a card contradicts the game rules in this booklet, the card text overrules the game rules.

# Nightmare

## Components

- 1 Dreamer Figure
- 5 Killer Figures
- 5 Killer Cards
- 7 Death Scene Cards
- 33 card Will Deck
- 33 card Isis Deck
- 33 card Deon Deck
- 33 card Aisling Deck
- 4 Reference Cards
- 7 Scene Tiles
- 1 Rule Booklet

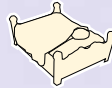
## Overview

In Nightmare, you try to survive a deadly dream. You start the game knowing where you will die and what will kill you. Through card play, you deduce the Killer and Death Scene of each other player. Meanwhile, you bluff to hide the details of your own fate.

As with all HeroCard board games, in Nightmare you battle your opponents using the HeroCard dueling system. You use your Action deck to attack and defend against other players. In Nightmare, Attribute X represents the power of the character's soul. For details, refer to the HeroCard Core Rules.

The board represents the dream in which you are trapped. Each tile represents a Scene in that dream. On your turn you can move the Dreamer and Killers through Scenes. You can even rearrange the Scenes in the dream. You can then play cards to scare all players. You deduce from their fear which Killer and which Death Scene your opponent was dealt. Once you are certain, trap the Hero in their Death Scene with their Killer... and attack to Kill.

## Components



The Dreamer



The Killer Figures



Killer Cards



Scene Cards

### Hero Decks



Will



Isis



Aisling



Deon

### Scene Tile



## Game Setup

Pick a Hero and the corresponding Action deck. Each Nightmare Hero requires a different level of HeroCard experience, so choose the one best suited to your skill.



### Will (beginner deck)

A small town sheriff, Will is known for laying down the law in his town. Fiercely protective of his wheelchair-bound daughter, Aisling, Will goes to any lengths to make certain that she is safe from any “bad influence.” Will has been known to be brutal, however, and he recently shot a man that he wrongly thought was involved in a crime.

### Isis (intermediate deck)

A medium and occultist from out of town, Isis carries an enchanted camera. Usually benign, the camera has drawn her and the other townsfolk into a deadly dream from which only one of them will awaken.



### Deon (intermediate deck)

Deon is an extremely faithful young man, recently orphaned after his father died in an encounter with the police. Deon and Aisling have been seeing each other secretly for some time. He loves her deeply, but fears what will happen if her father ever realizes what's going on between them.

### Aisling (intermediate deck)

A young woman possessed of a strange psychic power, Aisling's legs were broken in a riding accident years ago, and ever since then she's been confined to a wheelchair. Still, she rides through the dreamworld on the back of a powerful black stallion.



Lay out your Body (B), Mind (M) and Soul (X) Attribute Cards, Action deck, Discard area and Attribute stacks in front of you, as described in the HeroCard rules (previous section). *Shuffle your Action deck and draw seven cards.*

## Deal Scene and Killer Cards

Shuffle the Scene cards. Deal one face down to each player. There are seven Death Scenes, which correspond to the seven tiles: Cemetery, Farm, Forest, Cabin, Sanctuary, Lake, and Asylum. Set aside the remaining Scene cards, face down, without looking at them. Look at your Scene card. This is where you will die.

Shuffle the Killer cards. Deal one face down to each player. There are five Killer cards, which correspond to the five Killer figures: Beast, Cultist, Leviathan, Stalker, and Zombie. Set aside the remaining Killer cards, face down, without looking at them. Look at your Killer card. This is what will kill you.

Randomly determine who starts. This starting player takes the Dreamer figure. Begin constructing the dream.

# Constructing the Dream

The dream is where the Killers hunt you down. You look for other Heroes' Scenes and Killers, while avoiding your own Scene and Killer. The dream is composed of hexagonal tiles, which are adjacent to each other.

## Placing the Scene Tiles

The person to the left of the starting player selects one tile and places it in the center of the table, face up. This is the first tile of the dream. Leave about a foot of space in all directions from this initial tile. Then, continuing in clockwise order (to the left), each player selects any tile and attaches it to one or more existing tiles in the dream, also face up. When placing a tile, the exits on adjacent tiles do not need to line up.

Continue, in clockwise order, placing tiles until all Scene tiles are connected.

## Placing the Killers

Killers will move throughout the dream, hunting their victims.

After the dream has been constructed by placing the Scene tiles, players place these Killer figures. Start with the person to the left of the starting player. This player places one figure. Then, continuing in clockwise order, each player takes a turn placing a Killer figure until all Killer figures have been placed. Each Killer figure must be placed onto an empty tile, which has no Killer in it already.

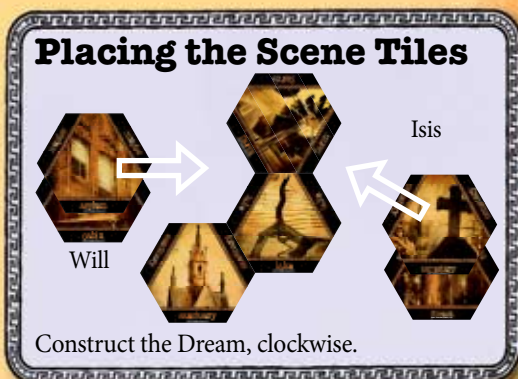
You can place any Killer figure that is not yet in the dream; it does not have to be the Killer figure that is on your Killer card. Since there are more Killer figures than players, some players will place more than one figure.

## Placing the Dreamer

The starting player, who has the Dreamer figure, places this figure on any empty Scene tile. You are now ready to play the game.

# A Note on Range

In Nightmare, all players are in range all the time. Since all players are represented by a single Dreamer figure, any player may attack any other player (obviously on their turn.) Cards that require you to choose a player in range can be used on any other player.



# Playing the Game

During play, you want the Dreamer to avoid your Death Scene and your Killer. At the same time, you want to discover each other player's Death Scene and Killer. You discover Death Scenes and Killers by playing cards.

The starting player takes the first turn. Afterward, turns proceed clockwise. On each turn, you have six phases, which are summarized as follows:

1. Discard any Action cards as per HeroCard rules.
2. Draw 3 Action cards up to a max hand size of 7 cards, as per HeroCard rules.
3. Clear 3 Action cards as per HeroCard rules (you don't have to clear cards; some Heroes are stronger when they leave cards in play).
4. Move three times. Each move may affect a:
  - 👁 Dreamer figure,
  - 👁 Killer figure, or
  - 👁 Scene tile.
5. Play Action cards to:
  - 👁 Scare all players, or
  - 👁 Kill a single player.
6. Eliminate the active Scene tile and Killer figure, if appropriate.

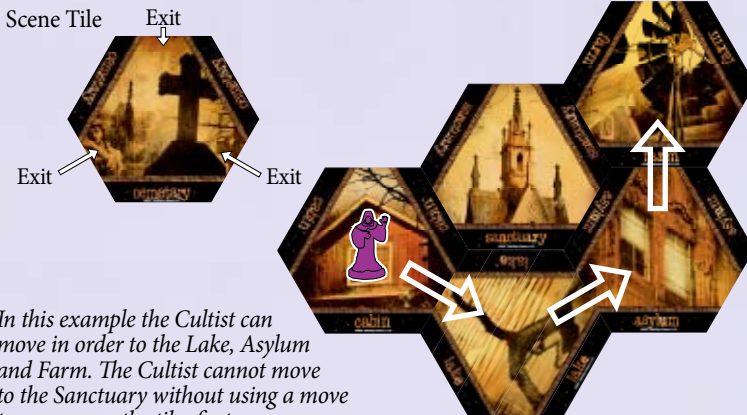
For details on discarding, drawing, clearing, and playing of cards, please refer to the HeroCard Rules in the previous section.

## Moving the Dreamer or a Killer

You want to move the Dreamer away from your Death Scene tile, and you want to move opponents' Killers toward the Dreamer. This movement is necessary to match up the Dreamer to the Killer figure and Scene tile that your opponent is afraid of.

Whichever Death Scene tile that the Dreamer currently occupies is referred to as the active Scene. Each Scene has three exits. A Dreamer or Killer figure may move out of a Scene if there is an outgoing exit on the destination tile. There need not be a corresponding exit on the destination tile. There is no limit to the number of figures that may occupy the same Scene. Each tile of movement of the Dreamer or a Killer costs one of the three movement points.

### Moving Through the Scene Tiles



*In this example the Cultist can move in order to the Lake, Asylum and Farm. The Cultist cannot move to the Sanctuary without using a move to re-arrange the tiles first.*



## Moving a Scene Tile

You can drastically alter the distances between the Dreamer, Scenes, and Killers by moving a Scene tile.

A tile need not be the active Scene to be moved. But there are some restrictions to which tile may be moved. A tile may be moved only if:

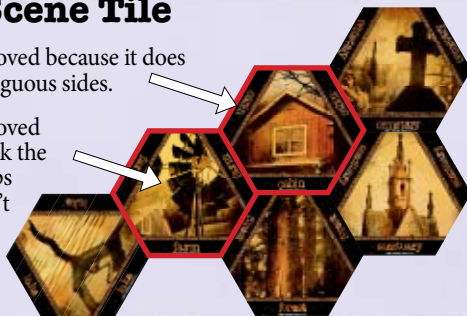
- 👁️ There are three open, contiguous sides of the tile that are not adjacent to other tiles.
- 👁️ And, detaching the tile does not separate the other tiles into two groups.

The detached tile may be rotated and reattached to any other tile. Exits on the tiles need not line up. Each movement of a tile costs one of the three movement points.

### Moving a Scene Tile

This tile cannot be moved because it does not have 3 open contiguous sides.

This tile cannot be moved because it would break the dream into two groups (and because it doesn't have three open contiguous sides).



All other tiles may be moved legally.

## Scaring a Player

To discover another Hero's Killer or Death Scene, you need to scare that Hero.

To scare, declare an attack to scare. Then start an Attack Sequence by playing a card or a set. In a two player game, this begins a normal HeroCard duel (please refer to the HeroCard rules for an explanation on dueling).

If the attacker succeeds with the attack (i.e. has a higher Attack Value than the defender has Block Value,) then **all players** must check to see if they are scared. All players check if the tile they're on is their Death Scene, and if the Killer in the tile is their Killer. If either or both of these is true, they are scared (see below.) If neither of these is true, they are not scared.

### Attacking to Scare



After a successful attack to scare, the Cultist scares Will and the Farm scares Isis. Both players are Scared, and must discard and draw.

## Attackers and Targets

Some Action cards have effects that depend on the "Attacker" or the "Target". In Nightmare, multiple players can be an attacker or a target, however such Action Cards require that you specify a single player. If the card says "Attacker", this is always the player with the active Base Attack in play. If no player has an active Base Attack in play, you may not play a card that depends on the "Attacker". If the card says "Target", the player who plays the card chooses one opponent to be the Target. This opponent remains the Target throughout the current Attack Sequence.

# Being Scared

## Scared of a Scene

After a successful attack to scare, if any player (even the attacker) possesses the Scene card that matches the Scene where the Dreamer is, then that player is scared.

## Scared of a Killer

After a successful attack to scare, if any player (even the attacker) has a Killer card that matches a Killer figure in the same Scene as the Dreamer, then that player is scared.

## Being Scared

The scared player (or players) counts his or her cards in hand, discards these cards, and then draws an equal number of cards from his or her Action deck. If the scared player has no cards in hand, he or she redraws a full hand of seven cards. Scared players must announce to other players that they are scared.

By paying attention to who is scared in which tile, players can deduce the Scenes that scare their opponents. By paying attention to who is scared with which Killers, players can determine which Killers scare their opponents. By process of elimination, players can eventually discover the combination of Killer and Scene which will remove their opponents from the game. At that point, players must Attack to Kill (see below.)

# If No One was Scared

If a player successfully attacked to scare and no Hero was scared, then it is obvious that no player possesses the corresponding cards for the active Scene and any Killer figures in this Scene. So, those pieces are eliminated from the dream.

## Eliminating a Killer Figure

After a successful attempt to scare, if none of the players are scared and a Killer figure is present in the active Scene, then that Killer figure is eliminated.

## Eliminating a Scene Tile

After a successful attack to scare, if no Hero was scared, then the active Scene tile is removed from the game. After removing a Scene tile, the active player puts the Dreamer into any Scene remaining in the dream.

## Reconnecting the Dream

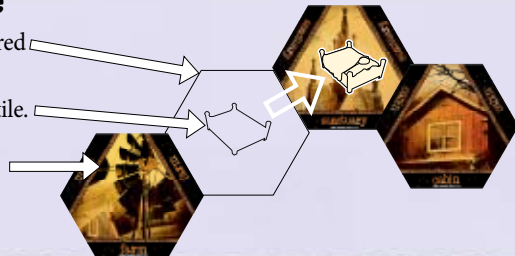
If removing the active Scene separates the dream into two separate groups of tiles, then the active player also moves one of the two portions of the dream to reattach to the other. He or she may rotate the group of tiles being moved, so long as the relationship of the tiles in the group is not altered (so individual tiles can not be rotated, and the group of tiles can not be split apart.)

## Eliminating a Tile

After the attack where no one is scared the tile is eliminated.

The Dreamer is then moved to any tile.

Finally the dream is reconnected by moving the tiles back together.



# Attacking to Kill a Player

To win, you need to outlive all other Heroes by killing the other players. To Kill, the Dreamer and the appropriate Killer must be in the target's Scene. Furthermore, the active player must specify a single other player as the target and declare which Killer figure in the active Scene is going to Kill the target Hero. For example, the Dreamer and the Beast are in the Farm. Will's player says, "We're in the Farm with the Beast, so the Beast is going to Kill Isis." The active player then plays an Attack.

Attacking to Kill a player involves only the Attacking Player and the Target. Other players may not provide assistance, and the effects of the attack are not global.

For details on attacking and blocking, please refer to the HeroCard Core Rules, and the "Scaring a Player" section above. If the attack fails, or if the target's Scene or Killer card does not match the attacker's declaration, then the target Hero survives and gets Relief (see below). Otherwise, if the attack was successful and the active player correctly identified the Killer and the Scene, then the target Hero dies and is removed from the game.

Continuing the example above, if Isis were afraid of the Leviathan (not Beast), then even if Will successfully attacks to kill, Isis is not killed.

## Rules for 3 and 4 player games

### Scaring Players for 3 and 4 player games

Just as in a two player game, an attack to scare affects everyone around the table. So, everyone may be scared by the result. Even the attacker may be scared. The block also affects everyone, so if the block succeeds, then no one will be scared.

Any player may play any Fast Action card (such as Attack Mods, Base Blocks, or Block Mods) to assist the losing side of the attack or block.

Starting clockwise from the active (attacking) player, each player is given the option of playing a Fast action card, a set of Fast actions, or passing. At any point when you have Priority to play cards, you can only join the losing side. Playing any card on your turn indicates that you are joining the losing side at that time, and from that point on you may not play cards that benefit the other side. So you may only play a Block if blockers are losing, or an Attack if the attackers are losing. Although a player can only assist the losing side, the active player may always play a card, even if his or her side is currently winning the conflict.

Once you assist on one side of a conflict, you cannot switch sides. For example, after you play a Block card in an Attack Sequence, you may not play an Attack Mod in the same Sequence. Even if the card you originally played to join the attack is cleared, you may not switch sides. Being forced to waste a card does not constitute choosing sides, even if another player gains a benefit from you Wasting that card.

### Killing a Player



*In this example Will already knows that Isis is afraid of the Farm. Will moves the Dreamer and the Beast to the Farm and attempts an attack to Kill on his turn. This duel is fought between Isis and Will only and Will wins. Unfortunately Isis is not afraid of the Beast so she is not eliminated, does not reveal her Killer, and gets Relief.*

Playing a Miscellaneous card does not count as choosing sides, so long as the Miscellaneous card does not affect the outcome of the Attack Sequence. Playing an Attack Mod increases the current Attack Value for the whole attack. Likewise, playing a Base Block or Block Mod increases the total Block Value.

Whenever you have Priority to play a card, you may either play or pass. If you pass, you may still come back in later. The Attack Sequence continues until all players pass consecutively. If the total Attack Value exceeds the total Block Value, the attack succeeds, otherwise the attack fails. In a successful attack to scare, even players who joined the winning side might be scared. If the attack fails, no player will be scared.

## Relief

In a three- or four-player game, players on the winning side of an Attack Sequence get Relief. If the attack succeeded, then players on the attacking side get Relief. If the attack failed, players on the blocking side get Relief. Relief occurs after determining who is scared. When you get Relief, you choose to either draw 3 cards or clear 3 cards. You may not both draw and clear.

If you Kill another player, you also get Relief (see “Attacking to Kill,” above). If your attack to Kill succeeds, but you incorrectly identified the Killer and/or Death scene, then the target gets Relief instead of you. Remember, if the game is down to the last two players, no player *ever* gets Relief. However, you do get Relief when you Kill the third player, after which point the game has only two players.

## Eliminating the Death Scene and Killer

The killing player removes the Scene tile and the Killer figure, and places the Dreamer into any Scene in the remaining dream. The killing player places any other figures that were on the removed Scene into any remaining Scenes. If necessary, the killing player reconnects the dream. For details, see the section titled If No One was Scared.

## Burying the Dead

If a Hero was killed, then that Hero’s Killer and Scene are also eliminated.

## Burying the Hero

The dead Hero’s Action cards are discarded. The Discard stack is turned face down and placed on top of the Action deck. The Attribute cards are flipped face down.

# Winning the Game

The last surviving Hero wins.

# Multi-player Attack Example

For this example, the Players are seated in this order: Will, Isis, Deon, Aisling.

The Dreamer is in the Sanctuary tile with the Zombie. It is Will's turn.

He wishes to attack to discover his opponent's weaknesses. He attacks for 9 with his Shotgun card.

Isis is next. She blocks for 2 using her Premonition card.

Deon can not join the attack because it is winning. He plays Prayer, a Miscellaneous card, to draw 3 cards.

Aisling does not want to join the blocking side, which is still losing. Aisling passes.

Will passes because he is on the winning side.

Isis plays Retouch, a Block Mod of +4. The Block Value is now 6. The Attack Value is still 9.

Deon Blocks for 5 using his Deliverance. The Attack Value at this point is 9. The Block Value is 11.

Aisling now can join the attacker's side, since it is losing. She plays Night Terror, adding +5 to the Attack Value. The Attack Value is now 14. The Block Value is still 11.

Will passes. Deon and Isis have no more Block cards, and each pass. Aisling passes, so all players have consecutively passed and the Attack Sequence ends. The attack is successful. Deon is scared and must discard his hand and redraw. Will and Aisling get Relief. Isis is unaffected.

Will's turn is over. It is now Isis's turn.



Will starts the attack with a Base Attack for 9

Attack Value: 9  
Block Value: 0



Isis responds with a Base Block 2.

Attack Value: 9  
Block Value: 2



Isis adds a Retouch block mod for +4.

Attack Value: 9  
Block Value: 6



Deon joins the defense and plays deliverance to add 5 to the block total.

Attack Value: 9  
Block Value: 11



Aisling joins the attack with Night Terror for +5.

Attack Value: 14  
Block Value: 11

# Card Combos

These combos are just some of the ways to use the Nightmare decks. Experiment and discover more on your own!

## Will



+



+



Will is probably the most straightforward character in Nightmare. Will has some brutal Base Attacks...

...and Mods...

And a little extra surprise. At the end of this sequence, you've used up almost all of your Attribute points, but on the other hand, you've just launched an attack of Value 25!

## Aisling



+



+



Aisling's most powerful attacks depend on your opponent having the right cards in play. Use Panic and Phantasm to make sure they're primed...

When you're hunting cards, remember to grab a big Base Attack so that Spite will have maximum effect...

Then follow up with Malice, and every card you've put into play on them suddenly makes your attack more powerful!

Nightmare

# Deon



+



+



Deon's Guardian Angel is always useful, but especially when you're setting up for his big attack.

Add Judgment, choosing as your target the player with the greatest number of cards in play.

Finally, Damnation makes them squirm when they realize that every Block they play just makes your attack stronger!

Nightmare

# Isis



+



Isis can power up by building on her previous attacks. Stack up lots of Soul Capture, Burn, and Knife Ritual cards to get things going...

Then drop Blood Rite when you're all pumped up. If you've got two, so much the better!

Remember that you don't have to clear cards on your Clear phase. By leaving previous Attack cards in play, Isis is able to launch larger attacks later.

# HeroCard Glossary

**Action Card:** A card you play from your Hero's Action Deck.

**Action Cost:** The number of Attribute points you must spend to play an Action Card.

**Action Deck:** The collection of Action Cards you may play as a particular Hero. An Action Deck may not contain fewer than 20 cards, nor more than 6 of the same card.

**Action Type:** The rule that governs when you can play an Action Card. There are three Action Types: Fast, Restricted and Exclusive.

**Action Phase:** Fourth phase of a turn, in which you may play Action Cards.

**Active Card:** A card played during the current Attack Sequence.

**Active Player:** The player whose turn it currently is.

**Attack Card:** Any Base Attack card, Attack Mod card, or Special Attack card.

**Attack Mod:** An attack card that increases the value of a Base Attack by a constant or variable amount.

**Attack Sequence:** An Attack Sequence begins when the active player plays a Base Attack and includes all attack cards, block cards, and other cards opponents play in the course of resolving the attack. The Attack Sequence ends when all players involved have passed.

**Attack Value:** A numerical value, shown on the face of each attack card, that represents the force of the attack. If you play multiple attack cards (e.g., a Base Attack plus one or more Attack Mods) within a single Attack Sequence, add their individual attack values to find the total current Attack Value.

**Attribute Score:** A numerical value, shown on the face of each Attribute Card, that represents the capabilities of the Hero you are playing. The three Attributes, Body (B), Mind (M) and X Attribute (X), correspond to that Hero's relative strengths and weaknesses in those areas.

**Attribute Card:** A card that shows a Hero's Attribute score in Body, Mind, or X Attribute. Each Hero has three Attribute Cards.

**Attribute Stack:** The cards you currently have in play that expend a given Attribute, placed to the right of that Attribute Card. The total Action Cost of the cards in a given Attribute stack indicates how much of that Attribute is currently expended.

**Base Attack:** An attack card that initiates an Attack Sequence and has a constant or variable Attack Value.

**Base Block:** A block card that counteracts a constant or variable amount of Attack Value.

**Block Card:** Any Base Block card, Block Mod card, or Special Block card. Block cards counteract attack cards.

**Block Mod:** A block card that increases the value of a Base Block by a constant or variable amount.

**Block Value:** A numerical value, shown on the face of each block card, that represents the force of the block. If you play multiple block cards (e.g., one or more Base Blocks plus Block Mods) within a single Block Sequence, add their individual block values to find the total current Block Value.

**Clear Phase:** Third phase of a turn, in which you may clear up to three in-play cards.

**Clear:** To place a card from your Attribute stack into your Discard stack. Usually, you clear during the Clear phase of your turn. However, there are cards that allow you to clear during your Action phase. Clearing a card in this way does not usually cancel the effect of the cleared card. However, clearing a card that affects the attack or Block Value of the current Attack Sequence cancels the effect of the cleared card. There are cards that contradict these rules; this is noted in the text of the card.

**Constant Value:** A numerical value that does not change with the current state of the game. A card with a constant value has a number written on it, for example, "Attack 5" or "Block Mod +5."

**Convert:** To alter the effect of a card to a different effect, as if the text on the card had been changed.



**Deploy:** To place a card face-down onto the appropriate Attribute stack. A deployed card immediately expends Attribute points, but does not take effect until you play it at a later time.

**Discard Phase:** First phase of a turn, in which you may discard as many cards as you like.

**Discard Stack:** The pile of cards onto which you place discarded cards face-up.

**Discard:** To place a card from your hand face up onto your Discard stack.

**Draw Phase:** Second phase of a turn, in which you may draw up to three cards.

**Draw:** To take one card from the top of your Action Deck and place in your hand.

**Exclusive action:** You may play only one Exclusive action per turn, only during your own Action Phase.

**Fast action:** You may play as many Fast actions as you have free Attribute points for, during any player's Action Phase.

**Hero:** Your incarnation in the world of HeroCard, comprised of three Attribute Cards, a deck of 30 or more Action Cards, and in most games, one or more figurines.

**In-Play Card:** A card that you have played by placing it to the right of the appropriate Attribute.

**Purge:** To completely negate the effect of a card, as if it had never been played. You may only purge the last card played in the current Attack Sequence. If you purge an Exclusive action, it doesn't count as the target's Exclusive action for that turn.

**Play:** To place a card face-up on the top of its appropriate Attribute stack; the card takes effect immediately.

**Range:** The distance between Heroes in a game. You must be in range of an opponent to target him or her with cards. In a basic HeroCard duel, all Heroes are in range of each other at all times. Other games have rules that govern whether a target is in range; these are described in the game's rule booklet.

**Restricted action:** You may play as many Restricted actions as you have free Attribute points for, only during your own Action Phase.

**Set:** Multiple attack or block cards you play simultaneously during an Attack Sequence. A set is either a Base Attack plus one or more Attack Mods, or one or more Base Blocks plus one or more Block Mods. During an Attack Sequence, you may only play a single set at a time, after which you must allow your opponent(s) to respond with their own single set.

**Special Attack:** A card that assists an attack, but does not contribute directly to the numerical Attack Value.

**Special Block:** A card that assists a block, but does not contribute directly to the numerical Block Value.

**Successful Attack:** An attack whose total value exceeds the total Block Value played against it.

**Twist:** To turn a card sideways to indicate it's under a long-term effect. Long-term effects vary; the effect is described by the text of the twisting card.

**Unwind:** To turn a twisted card back to its normal orientation, indicating the removal of a long-term effect. The conditions required to unwind a twisted card are described by the twisting card.

**Variable Value:** A numerical value that changes with the current state of the game. The text of a card with a variable value describes the conditions that determine its value, for example, "Attack 0, plus the cost of all cards of selected Attribute in play by target."

**Waste:** To force an opponent to play a card that then has no effect on the game. The player places the card onto the appropriate Attribute stack. The wasted card expends Attribute points, but has no other effect on the game. If player does not have enough Attribute points to play the card, he or she discards it instead.

# Terror Tracker Sheet.

You may want to use this sheet to keep track of attacks to scare during the game. Feel free to make copies for your personal use.

You can track who blocked and who attacked to determine which cards they are afraid of. Possible rubric for tracking: (A)ttacked, (B)locked, (S)cared, (N)ot scared, (K)illed, (L)ived.

	Player	Player	Player
 Beast			
 Cultist			
 Stalker			
 Leviathan			
 Zombie			
 Cemetery			
 Lake			
 Cabin			
 Asylum			
 Sanctuary			
 Farm			
 Forest			

# General Strategy Tips

You may find the following tips helpful to develop your strategy.

- 👁️ Keep your Killer out of your Death Scene.
- 👁️ Rearrange a tile to keep your Death Scene far away from the Dreamer.
- 👁️ To isolate who is afraid of a Scene, scare in an empty Scene.
- 👁️ Occasionally block when you have nothing to fear. This may confuse others. Record your discoveries about what other players do and do not fear. If you cross-reference these discoveries you can deduce who is afraid of which Killer. We have provided a Terror Tracker Sheet, which you are welcome to copy.

## Nightmare Pointers

- 👁️ All players are always in Range of each other. In Nightmare, any player can attack any other player on their turn.
- 👁️ When you play a card that requires a “target,” you must declare one player the “target” of that card for the remainder of the Attack Sequence.
- 👁️ You get Relief on any successful attack when there are three or more players in the game. When there are only two players in the game, neither player ever gets Relief.
- 👁️ The “Active” player is the player whose turn it is. Other players can play cards during an Attack Sequence, but the “Active” player plays first in any Attack Sequence.

Nightmare

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*HeroCard based on an original concept and design by  
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# Nightmare Reference

## Your Turn.

1. Discard any cards.
2. Draw 3 cards  
up to a max hand size of 7.
3. Clear up to 3 cards.
4. Move up to three pieces:
  - 👁 Dreamer
  - 👁 Killer
  - 👁 Scene Tile
5. Action:
  - 👁 Attack to Scare (All Players)
  - 👁 Attack to Kill (One on One)
6. Relief
  - 👁 Either Clear up to 3 cards, or
  - 👁 Draw up to 3 cards not to exceed 7

## Attack to Scare

1. Attack to scare all players.
2. In clockwise order, each player may play a card, a set of cards, or pass.
3. Continue the Attack Sequence until all players pass, consecutively.
4. If the attack fails, no one is scared.
  - 👁 The Defenders get Relief
5. If the attack succeeds:
  - 👁 Each player is scared whose Death Scene/Killer card matches the active Scene/Killer.
  - 👁 Each scared player replaces their hand.
  - 👁 The Attackers get Relief after the scared players replace their hand.

## Killing a Player

1. Announce an attack to Kill using the current Scene and one Killer in the Scene.
2. Resolve a HeroCard duel between you and the target of your attack to Kill.
3. If the attack fails the target gets Relief (3 or 4 player only.)
4. If the attack succeeds, the target reveals if they are alive or dead.
  - If they are alive, they get Relief (3 or 4 player only.)
  - If they are dead, you get Relief (3 or 4 player only.)
5. If they are dead, remove the Scene Tile and reconnect the dream.



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