

# RULEBOOK



THE MOST FRIGHTENING MONSTERS HAVE COME TO LIFE AND HAVE TAKEN OVER THE CASTLE OF HORRORS. AND THE MOST INTREPID ADVENTURERS MUST GET IT BACK. CHOOSE YOUR CHARACTER, USE ENCHANTED ITEMS AND CAPTURE THE MONSTERS... DO YOU DARE TO GO IN?

*The Castle of Horrors is a terrifyingly fun game for all ages, which includes 62 cards and 3 totally different variants: Observant Investigator, Fast Explorer and Good Memory Hunter*

**THE CASTLE OF HORRORS – ISBN (978-84-697-6634-7)**

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DEAR ADVENTURERS,

YOU HAVE PROBABLY READ MANY OF THE HORROR AND MYSTERY STORIES I HAVE WRITTEN FOR YEARS. A YEAR AGO, I ACQUIRED AN ANCIENT CASTLE IN TRANSYLVANIA TO RETIRE AND TO BUILD AN ATTRACTION WHERE FAMILIES COULD ENJOY THE RECREATION OF THE CREATURES LIVING IN MY STORIES.

HOWEVER, SOMETHING ODD HAS HAPPENED- THE MONSTERS FROM THE ATTRACTION HAVE COME TO LIFE! AND, NOW THEY KNOW I DON'T INTEND ON WRITING ABOUT THEM ANYMORE, THEY ARE REALLY ANGRY AND THEY HAVE TAKEN OVER EVERY ROOM IN THE CASTLE. I HAD TO RUN AWAY FROM THERE AS MY AGE DOES NOT ALLOW ME TO CONFRONT THEM. SO, IN ORDER TO CAPTURE THEM AND GET MY CASTLE BACK, I HAVE ORGANISED AN INTERNATIONAL COMPETITION AMONG THE MOST INTREPID ADVENTURERS- AND YOU HAVE BEEN CHOSEN!

YOU NEED TO BE WATCHFUL, FAST AND, MOST OF ALL, BRAVE TO COMPETE AGAINST OTHER ADVENTURERS. YOU WILL CONFRONT THE MOST FRIGHTENING CREATURES. PROVE YOUR COURAGE IS UP TO YOUR INGENUITY. THE ONE WHO PREVAILS IN THIS GAME WILL WIN A GREAT REWARD AND MY ETERNAL GRATITUDE.

THE CASTLE OF HORRORS AND ALL ITS CREATURES AWAIT YOU.

MR. STOKER

## COMPONENTS

This game includes 62 cards divided in 15 Monster cards, 4 Character cards, 33 Basic Item cards and 10 Special Item cards.



Characters



Monsters



Basic Items



Special Items

## OBJECT OF THE GAME

Once the 15 monsters have been captured, the player with the most points wins the game. Scoring and colour are in the upper right corner of the Monster cards. If a player captures monsters of the same colour, they score 5 extra points for each of them.



# VARIANT 1: OBSERVANT INVESTIGATOR

## SETUP

Shuffle the Item cards and deal 4 to each player. Place the rest facing down in an easy to reach deck. Also, shuffle the 15 Monster cards and place the deck facing down. Then, draw a number of Monsters cards equal to the number of players in play plus 1 and place them in the centre of the play area. This is an example of a setup for 3 players:



## TURN SEQUENCE

The starting player will be the last person who went on a ride in a scary attraction. In case of a tie, the youngest player will be the starting one. So, beginning with the starting player and in clockwise order, players choose a Character card and set it aside in their play areas.



Then, the starting player begins their turn by drawing a card (they will have 5 cards in hand in that moment) and looking at them:

### **IF THE ACTIVE PLAYER HAS THE NECESSARY ITEMS**

shown in one of the Monster cards on the table... they may capture that monster! They show the items to the other players and place the captured Monster card next to their Character card so everyone can see it. Then, the active player draws a new Monster card to replace the captured monster. They also place the played Item cards in a face up discard pile next to the Item deck. Finally, they draw new Item cards up to 4 cards in hand and finish their turn, continuing with the next player.



### **IF THE ACTIVE PLAYER DOESN'T HAVE THE NECESSARY ITEMS**

to capture a monster, they must discard an Item card from their hand by placing it in the discard pile. They must also finish their turn, so the game continues with the next player. If the Item deck runs out of cards, shuffle the discard pile to create a new Item deck.

## **END OF THE GAME**

The game ends when the 15 monsters have been captured. In that moment, each player calculates their final scoring.

## ITEM CARDS

There are different kinds of items in the Castle of Horrors that investigators may use to capture the different creatures. The Basic items are: the amulet, the book, the flashlight and the silver chain. There are more items, but they must be properly used as there are only a few of them, like the potion and the following Special items:

- **BACKPACK:** It is a wild card and so an investigator may play it as any Basic item to capture monsters.
- **PADLOCK:** It may be played to capture a monster directly, without playing all the items its card requires. But, careful! There are very powerful monsters that cannot be captured with this item as they have a picture of “no padlock” in the upper left corner of their cards.
- **KEY:** An investigator may play the key to capture a monster from another player’s play area (a monster that has been previously captured by another player) instead of a monster in the centre of the table. To capture another player’s monster, in addition to the key, it’s necessary to play the required items on its card too. Also, as with the padlock, there are monsters with a picture of “no key” that cannot be captured with this item. **Warning: A key cannot be played to capture monsters when there are less than 3 monsters left in game.**



## ABILITIES OF THE CHARACTERS

If you are an observant investigator, you will have identified an item in each one of the Character cards.

These items grant the following abilities:

**DATA & YU:** They have a magnifying glass, whose ability is to look at the top card of the Item deck. Then, the player who controls them may choose to draw the top card or to put it at the bottom of the deck and draw the next card..

**MARTY & CARRIE:** They have a big backpack, which means they can carry more items. That is, the player who controls them has 5 cards in hand instead of 4.

**INDY & LARA:** They always have a flashlight, and so the player who controls them may use this card as having a Flashlight card when they want to capture a monster. Besides, at the end of their turn, they may additionally discard one of their Flashlight cards to draw up to 4 cards in hand.

**ELLIOT & SARAH:** They have a new gadget in their investigations: a hook. With this item, the player who controls them may draw the top card of the Item discard pile, which is visible, instead of the top card of the Item deck.

## DIFFICULTY RECOMMENDATIONS

For inexperienced players, this game variant may be played without the abilities of the characters.

And for the youngest in the household, it's also recommended to play without the Special item "key", as well as to simplify the scoring system by only counting the amount of monsters each player has captured.



## VARIANT 2: FAST EXPLORER

### SETUP

Place 3 monsters randomly in the centre of the table so all players can see them. Then, place the rest facing down to create a deck. Shuffle all the Item cards (except for the “key”, which is out of the game) and deal all of them facing down so each player has their own deck.

This is an example of the setup:



### TURN SEQUENCE

The starting player will be the last person who went on a ride in a scary attraction. In case of a tie, the youngest player will be the starting one.



The game begins with the starting player drawing a card from their deck and placing it in front of them so everyone can see it (a card cannot cover any other card in your play area).

Then, the next player does the same and so on, and so forth, revealing more Item cards until the necessary items required by one Monster card (or more) are facing up on the table. The first player who realises these items are on the table must name the monster and must cover it with their hand.

Once this is done, check all the necessary items are really on the table. Then, these items (one copy of each) are removed from the game and the captured Monster card belongs to the first player who covered it. That Monster card is replaced with a new one.

If the necessary items are not on the table, the player who missed must discard their last captured monster to the bottom of the Monster deck as penalty.

Once all monsters have been captured, players count their points. The player with the most points wins the game.



## VARIANT 3: GOOD MEMORY HUNTER

### SETUP

Lay 15 Item cards out in a 3x5 grid, all of them face down. Also, deal 3 Monster cards to each player. The Character cards won't be used in this variant.

This is an example of the setup:



### TURN SEQUENCE

The starting player will be the last person who went on a ride in a scary attraction. In case of a tie, the youngest player will be the starting one.

At the beginning of their turn, the active player places in their play area one of the monsters they want to try to capture, facing up.

Then, that player must flip Item cards over, one by one, until they find one unnecessary item or all the necessary items to capture that monster

· **IF AN UNNECESSARY ITEM IS FLIPPED OVER:**

the active player places all the flipped Item cards facing down and passes their turn to the next player.

· **IF ALL THE NECESSARY ITEMS ARE FOUND**

the active player captures their monster and set it aside face up in their play area. Then, they draw a new Monster card to have 3 cards in hand again (if there are monsters left) and remove the used items from the game, replacing them with new face down cards.



## **SPECIAL CARDS**

### **BACKPACK:**

It is a wild card and so it may be played as any other item. If the active player reveals a Backpack, they will continue flipping Item cards over until they only need one Item card to capture a monster.

### KEY:

It allows a player to swap one of the monsters in hand for the top card of the Monster deck. When the Key is revealed, the active player must decide to swap one of their monsters in hand or to continue flipping Item cards over to capture their monster.

### PADLOCK:

It allows a player to flip an unnecessary item over (one you don't need to capture a monster) and to continue playing. The Padlock is removed from the game like any other Item card once a monster has been captured.

### END OF THE GAME

The game ends when a player gets to capture 4 monsters. Then, count up the points; the player with the most points wins the game.

