

# WELCOME TO CRIMSON HOLLOW

*An Evolving Deck-Builder Card Game*

## Overview

**Crimson Hollow** is a competitive deck-building game where players confront terrifying enemies, recruit allies, and unleash horrors that permanently alter the game. Victory is achieved by defeating enemies and collecting victory points. Every horror you unleash brings chaos to the center row as the rules and mechanics evolve each time.

## Components

- **1 Rulebook**
- **6 Themed Horror Sets** (23 cards each)
  - Sinister Carnival
  - Zombie Apocalypse
  - Better Days Asylum
  - Alien Invasion
  - Living Dolls
  - Haunted Manor
- **40 Starter Cards**
- **12 Training Day Cards**
- **28 Determined Cards**
- **60 Center Deck Cards**
- **12 Basic Enemy Cards**

- **48 Basic, Item and Companion Cards**
- **4 Player Aid Cards**

*Each Horror Set includes a Horror Token, a named Boss Card, and a Twisted Companion.*

## Objective & Win Condition

Players score **Victory Points (VP)** by defeating enemies.

When the game ends, the player with the **most Victory Points** wins.

## End Game Conditions

The game immediately ends when **either** of the following occurs:

- A player has **13 or more non-basic enemy cards** in their **Victory Point Pile**
- There are **2 “Flipped” Horror Tokens** in players’ active areas

After either of the end game conditions are met, finish the round so that all players have had an equal amount of turns. Then add up all victory points from your VP Pile, Cards in your deck, hand and discard pile and then **SUBTRACT** all negative points (cards with VP in Red), to determine your victory point total. The player with the most points wins. In case of a tie, the player who defeated the most boss cards wins. If still tied, the player with more cards in their VP pile wins. If **STILL** tied, sharpen two machetes and have at it.

## Setup

1. Each player chooses **one Horror Theme** and places:
  - The matching **Horror Token**
  - The **Twisted Companion** near the play area (not yet in play).
  - *\*Optional - simply play with every Horror Theme in your collection!\**
2. Each player receives a starting deck of:
  - **8 Determined**

- **2 Training Day**  
Shuffle your deck and draw **5 cards**.
  - **1 Unleashed Horrors**
3. Shuffle the **60-card Center Deck** (cards without theme symbols).
  4. Reveal **6 cards** in a row to form the **Center Row**.
  5. Randomly determine a starting player. Play proceeds **clockwise**.

## Game Flow

Players take turns clockwise. Each turn consists of **three phases**:

1. **Start of Turn**
2. **Player Actions**
3. **End of Turn**

### 1. Start of Turn

Resolve any **start-of-turn ongoing effects**.

These may be from cards in the center row or from any Horror Themes that have been “Drafted” so far.

Each player takes a full turn and may then begin playing cards **one at a time** from their hand into their **Active Area**, fully resolving each card before playing another. Keep playing and resolving cards until you have declared your turn over or no longer have any resources to spend or cards you wish to play.

### Fear Card Option

Once per turn, a player **may add exactly one (1) Fear card** to their hand.

- The Fear card provides **either**:
  - +1 Insight (💡) **OR**
  - +1 Courage (💪) (chosen immediately)

- Fear cards in your hand are **Silenced**. They still count as a “card”.

## 2. Player Actions

Players may take the following actions in **any order**, using resources generated from played cards:

### Acquire Cards

- Spend **Insight** (💡) to acquire cards from the **Center Row**
- The following cards are able to be acquired
  - Basic
  - Item
  - Companion
  - Location
- Acquired cards are placed into your **Discard Pile**
- Costs are shown in **black** in the upper-left corner
- **Enemies can never be acquired. Only defeated. If a card says “Acquire a card”, it can never be an enemy card.**

### Defeat Enemies

- Spend **Courage** (👊) to defeat enemies in the **Center Row**
- Enemy strength is shown in **red** in the upper-right corner
- Defeated enemies are placed into your **Victory Point Pile**
- **Whenever you defeat an enemy**, you may **trash one card** from your discard pile (optional), in addition to any rewards listed on the card.

## Boss Cards & Horror Tokens

Each **Horror Token** names a specific **Enemy Card**.

- When a player defeats that Enemy:
  1. They take control of the matching Horror Token
  2. Flip the token to its **Victory Point side**
  3. Place it in their Active Area
  4. **Remove the associated Twisted Companion from the game**

⚠ When **2 Horror Tokens are flipped**, the game end condition is triggered.

## Unleashed Horrors

**Unleashed Horror** is a special starter deck card that permanently changes the game.

When played:

1. You may gain 1 **Insight** (💡) or 1 **Courage** (💪)
2. **If you have 3 or more cards in your VP Pile you may trash this card to “Draft a Horror” Use the following steps to “Draft a Horror”**
  - a. Choose **one unused Horror Theme**.
  - b. Place its **Horror Token** on top of Unleashed Horror.
  - c. Place the **Twisted Companion** next to the token.
  - d. Read the Horror Token rules aloud.
  - e. Shuffle the remaining **20 cards** of that horror theme into the Center Deck.

## Twisted Companion Rules

- Only the controlling player may defeat it.
- It is **never placed** in any Victory Point pile.
- The only reward is the ability to **trash one card from your discard pile**.
- If the Horror Token is ever flipped, the accompanied Twisted Companion is removed from play.

## Unleashed Horror Token Flipped

When the horror token becomes flipped (by way of defeating the enemy named on the card). Do the following in order.

1. The player that defeated the named enemy takes control of the token and turns it over revealing the 4 victory point side.
2. Remove the accompanying Twisted Companion from the game, it is no longer available to defeat for its effect.
3. The revealed Unleashed Horror card that was beneath the token is now placed into its original owner's discard pile, potentially being used again!

## 3. End of Turn

1. Refill the **Center Row** to **6 cards**.
2. Discard:
  - All remaining cards in hand.
  - All non-token cards in your Active Area.
3. Draw **5** new cards from your deck.
  - If you run out of cards in your deck to draw. Keep the cards you have drawn, then shuffle your discard pile. This becomes your new deck. Continue drawing cards until you reach 5 total cards (Or your current hand size) for your new hand.
4. Pass play to the next player clockwise.

# GLOSSARY & KEYWORDS

## **Active Area**

The area in front of a player where cards are played and remain until the end of the turn.

## **Acquire**

Spend Insight to gain a card from the Center Row and place it into your discard pile.

## **Basic Enemy**

An enemy card that starts the game in the original center deck. These enemies do not count toward the limit of 10 enemy cards in the VP pile, for triggering the end of the game.

## **Boss Card**

A named enemy tied to a Horror Token. Defeating it flips the Horror Token and removes the Twisted Companion.

## **Center Deck**

This deck contains items, companions, enemies, and special cards.

## **Center Row**

The face-up display of 6 cards available to acquire or defeat.

## **Companion**

A card that remains in play until an effect removes it.

## **Courage (👊)**

A resource used to defeat enemies.

## **Cycle**

Set aside one or more Center Row cards, refill the row completely, then place the set-aside cards on the bottom of the Center Deck in any order.

## **Defeat**

Spend Courage to defeat an enemy and place it into your Victory Point Pile.

## **Discard Pile**

Where used and discarded cards are placed.

## **Draft a Horror**

Choose a currently unused Horror Theme, place its token and accompanying Twisted Companion in play near your active area. Shuffle the remaining 20 Horror Theme cards into the center deck.

**Enemy**

A card type typically in the center row, to be defeated by using courage and placed into your VP pile.

**Fear Card**

A shared card available once per turn that grants +1 Insight or +1 Courage. Fear cards played from hand are Silenced.

**Flip**

Turn a card over to reveal its opposite side.

**Hand**

The cards a player holds and plays during their turn.

**Horror Token**

A card representing a theme's ongoing rule change and associated boss.

**Insight (💡)**

A resource used to acquire cards.

**Item**

A card type acquired from the center row.

**Location**

A card that remains in play until removed by an effect.

**Silenced**

A silenced card is treated as blank for the turn when played. It can still be discarded or trashed.

**Token**

A card representing special rules or effects introduced by a Horror Theme.

**Trash**

To remove a card from the game entirely.

**Twisted Companion**

A special enemy tied to a Horror Token, defeatable only by its controlling player and never worth Victory Points. This is never placed into your VP pile.

**Victory Point (VP) Pile**

Where defeated enemies are placed. Victory Points are shown as blue/white lanterns. The game ends when there are 10 non-basic enemies or more in any players VP pile.