

CRIMSON HOLLOW

Quick Start Guide – Rules v6.0

Objective

Score Victory Points (VP) by defeating enemies. When the game ends, the player with the most VP wins.

Setup

- Each player chooses a Horror Theme and sets aside its Horror Token and Twisted Companion.
- Each player starts with 8 Determined and 2 Training Day and 1 Unleashed Horror card in their starter deck. Shuffle these, and draw 5 cards.
- Shuffle the 60-card Center Deck and reveal 6 cards to form the Center Row.
- Randomly choose a starting player. Play proceeds clockwise.

Turn Structure

- Start of Turn: Resolve start-of-turn effects. You may add exactly one Fear card to your hand (+1 Insight or +1 Courage).
- Play Cards: Play cards one at a time into your Active Area, fully resolving each.
- Acquire Cards: Spend Insight to acquire cards from the Center Row into your discard pile.
- Defeat Enemies: Spend Courage to defeat enemies. Place them in your VP pile and optionally trash a card from your discard pile.
- End of Turn: Refill the Center Row to 6 cards, discard all played and unplayed cards, then draw 5 new cards.

Unleashed Horrors

When Unleashed Horror is played, if you have 3 or more cards in your VP pile, you may Draft a Horror. Choose a Horror Theme not already in play, place its Horror Token and Twisted Companion into play near your active area, read the token rules aloud, and shuffle the theme's remaining cards into the Center Deck. This permanently changes the game.

Bosses & End Game

Each Horror Token names a Boss. Defeating that Boss flips the token and removes its Twisted Companion from the game. The game ends immediately when a player has 10 VP cards or when two Horror Tokens are flipped.

This Quick Start Guide is a learning reference. For full rules, exceptions, and glossary definitions, refer to the Crimson Hollow Rules v1.0 booklet.