Table of Contents

Decks

Your deck must contain at least 40 cards, with no more than 3 copies of the same card. For your first game, use all the included 45 cards.

Game Setup

Place the board between the players. Place the character figurines on the starting positions. Shuffle your decks and decide who will play first.

How to Play

The goal of the game is to either force your opponent off the board or reduce their HP to 0. Each player starts the game with 30 HP. You cannot have more than 30 HP during the game.

Board
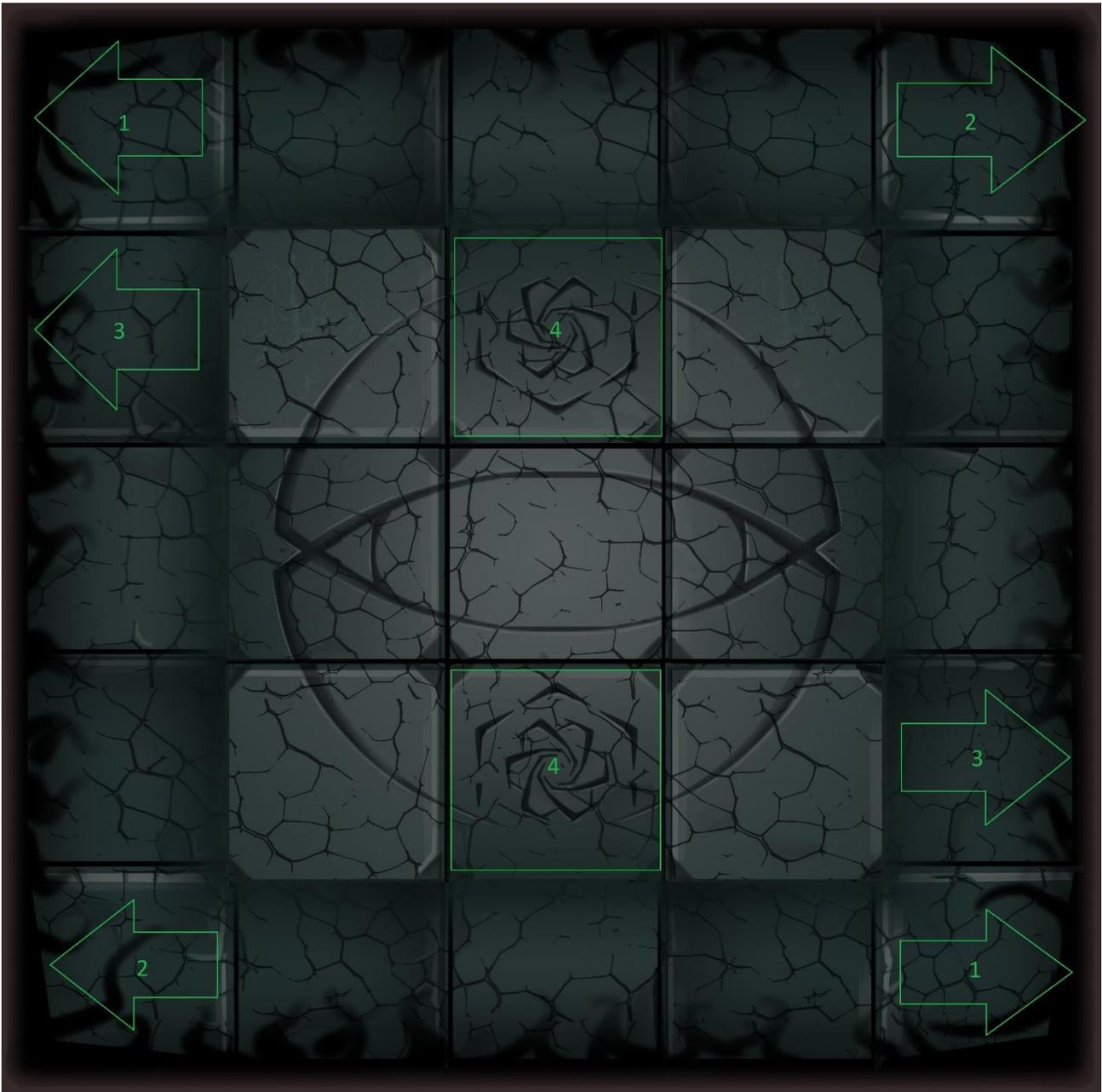
1. Deck Zone
2. Discard Pile
3. Play Zone
4. Starting Positions

Discard pile

Whenever you send a card to the discard pile, place it face up on top of the pile. You may not change the order of the cards and both players may look at each other's discard piles during the game.

Cards

Nightmare Eyes

Nightmare Eyes

⚔ 🏹 : **Cycle** your entire hand. **Expose** the opponent on the chosen position during the next exchange.

▽ Your opponent is **HandLocked** during this and the next exchange.

Envelop your opponent with Aura extending from your big, red, horrifying eyes

1. Card Name
2. Card Class
3. Effect Section
4. Flavor/Reminder Text

Effects

Different Effects are separated by horizontal lines in the Effect Section of a card. They represent what the card does when it is played. A single Effect consists of a **Restriction Icon**, the **Effect's Type** (optional), the **Effect's Cost** (optional) and the **Key Effect**.

*(**Restriction Icon** and **Effect's Type** are both explained in **Effects Advanced**.)*

Effect's Cost

Effects with a Cost have a colon (":") symbol. The Effect's Cost is the section of the Effect up to that symbol.

Resolution of an Effect can only be done if the cost was successfully resolved.

Key Effect

If the Effect has a cost, the Key Effect is the section after the cost.

Otherwise, it is the whole Effect.

Resolution

Resolution of an effect without a **Type** consists of resolving the **Key Effect**.

Resolution of an effect with a **Type** is explained in **Effects Advanced**.

Phases

Draw Phase

The Attacking player places their discard pile onto the bottom of their deck.

Both players **Draw** until they have 5 cards in their hand. Go to the **Exchange Phase**.

Exchange Phase

1. Attack Play

The Attacking Player takes an **Action**, which means choosing one of the following:

1) Place a card from their hand onto their Play Zone face down.
2) Declare to use a **Utility effect** of a card they control on the board.

2. Defense Play

The Defensive Player chooses one of the following:

1) Take an **Action.**
2) **Pass**, with the option to **Discard** a card, and if they do, **Draw** a card.

3. Attack Pre-Resolution

If the Offensive Player placed a card onto the Play Zone, that card is revealed, and they must declare which Effect they want to use (Different effects are separated by a horizontal line).

The Offensive Effect's **cost** is resolved.

4. Defense Resolution

If the Defensive Player placed a card onto the Play Zone, that card is revealed, and they must declare which Effect they want to use.

The Defensive Effect's **Cost** is resolved, and if it is successful, the **Effect** is **Resolved**.

5. Attack Resolution

The Offensive Effect is **Resolved** if its **cost** was successfully resolved.

6. Cleanup

All cards that are still in the Play Zone get sent to their respective discard piles.

The Offensive Player may start a new **Exchange Phase** or go to the **End Phase**.

End Phase

The Attacking and Defending player Roles are reversed. Go to the **Draw Phase**.

Effects Advanced

Restriction icons

1. ☥ – You may only **resolve** this effect if you are the Offensive Player.

2. ▽ – You may only **resolve** this effect if you are the Defensive Player.

3. ☥ – You may **resolve** this effect as both the Offensive and Defensive Player.

Effect Types

Board – On resolution, place this card onto any unoccupied position on the board.

Board (Mark) – This is a subtype of **Board**. On resolution, **Move** yourself once, and if you do, place this card onto your original position; if your movement was prevented, the Mark card is not placed on the board.

Equipment – On resolution, **Equip** this card (see **Equip**).

1. When your character figurine **Repositions**, your Equipped Card is placed onto your new position.
2. Equipment Cards are **Chained** (see **Chained**).
3. Equipment cards have an **ATK** value, which represents the damage they deal.

Trap – Instead of revealing a card with this type in the Play Zone, you may place this card face down onto any unoccupied position adjacent to you.

1. If an effect with this type was declared for use after revealing, it does nothing.
2. When damage is dealt onto the position of a face down Trap, or a Player steps on it, that Trap is **Triggered**.
3. While a Trap effect is being resolved, the card is not considered to be on the board; Cards/Players can be placed onto its position without destroying that card.
4. The Activator of a Trap's effect is the player who **Triggered** it, not the Owner of the Trap.

Other Rules

While a card is face up on the board, it's Effects (after the cost) can be:

- **Singular effects**, that are activated when a card is placed onto the board face up, usually they begin with "When placed,…"
  e.g., When placed, Lose 2 HP.
- **Continuous effects**, that are active as long the card is on the board.
  *e.g., You are **Chained**.*
- **Initiated effects**, that are activated whenever the conditions are met.
  e.g., Whenever you Draw a card, lose 2 HP.
- **Utility effects**, that can be used as **Actions** while the card is on the board. They usually have a number "X)" in front of them.
  e.g., 1) Discard 1: Draw 1.

Phrases

Game Time

Duration of effect can be expressed in Turns and Exchanges. A turn is the time between the beginning of the **Draw Phase** and the end of the **End Phase**. One exchange is equal to one **Exchange Phase**.

Melee target - ✊

Target a position adjacent to you.

1. If you are **Repositioned,** all active **Melee targets** are repositioned along with you.
2. You can target a position that is off the board if it is adjacent to you.

Range target - ⬹

Target a position anywhere on the board.

- If you are **Repositioned**, the range target is not repositioned along with you.

Direction

One out of 8 directions relative to the origin.

Card Owner

The player who started the game with that card in their deck.

Object

A **Character Figurine** or a card on the board.

Equipped Card

The **Equipment Card** that is currently under the referenced player's character figurine.

Effect Activation

If the Effect has a **Cost**, the Activation of that effect consists of resolving the **Effect's Cost**, and if that is successful, resolving the **Effect**.

Otherwise, the Activation consists only of resolving the **Effect**.

Trigger

Flip the referenced trap card, after that, start resolving its effect. After resolution, send it to the Discard pile.

Trapped player

Is the player that is on the position of the Trap during its resolution.

Mechanics

Draw

Put the top card of your deck into your hand.

Reveal

Show the referenced card to your opponent.

Discard

Send the referenced card from your hand to the Discard pile.

Discard X

Discard a card X times.

Deal X damage

Remove X from the referenced player's life total.

Deal X damage to a position

If a player is on the referenced position, deal X damage to them. If a Trap is on the referenced position, and X is greater than 0, **Trigger** it.

Destroy

Send the referenced card from the Board to the Discard pile.

Cycle X

Discard X cards, and if you do, draw X cards.

Search

Look through your deck, find a card that matches the constraints (if specified). If you find an appropriate card, you may **Reveal** and put it into your hand. Shuffle your deck.

Equip

If you have an **Equipped Card Destroy** it; if the **Equipped Card** was not destroyed, you cannot equip a new card.

Put the referenced **Equipment Card** under your **Character Figurine** on the board.

Reposition/Place

Put the referenced **Object** onto the referenced position.

1. When an object is being repositioned/placed onto a position that is occupied by a character figurine, the repositioning/placement is canceled.
2. When an object is being repositioned/placed onto a position that is occupied by a card, that card is Destroyed, If the card was not destroyed, the repositioning/placement is canceled.

Move

Melee target one of the referenced **Object's** orthogonal (non-diagonal) positions. **Reposition** the referenced **Object** onto the targeted position.

1. If not specified, the referenced Object is your Character Figurine.
2. See Melee target 1.

Teleport

Range target. **Reposition** the referenced **Object** onto the targeted position.

1. If not specified, the referenced Object is your Character Figurine.
2. See Range target 1.

Push

Target the position opposite of the direction that the opponent is facing you. Reposition the opponent onto the targeted position.

1. If the opponent is diagonally adjacent to you, Target the diagonal position away from you.
2. If the opponent is not adjacent to you, Target the position in the direction they are farther away from you.

Handlock

The referenced player cannot **Draw**, **Search** or add cards to their hand for the referenced amount of **Game Time**.

Chained

The referenced player cannot be **Repositioned** or chosen to be **Repositioned**, **Teleported**, **Moved** or **Pushed** for the referenced amount of **Game Time**.

e.g., If a card says, "Move a player once" and your opponent is **Chained**, you must **Move** yourself because your opponent cannot be chosen.

Protected

Players with this modifier cannot be damaged/lose health, and they cannot be chosen to deal damage to.

e.g., If a card says, "Deal 2 damage to a player" and your opponent is **Protected**, you must deal that damage to yourself because your opponent cannot be chosen.

Exposed

The referenced player must **Pass** (and may **Cycle**) during their **Defense Play Phase** for the referenced amount of **Game Time**.