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Game: **HORRIFIED**
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Page 1: **Rules summary front**
Page 2: **Rules summary back**
Page 3: **Monsters reference**
Page 4: **Player reference**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Peter 'Universal Head' Gifford
The Esoteric Order of Gamers



HORRIFIED

SETUP

Place the **game board** in the center of the table. Place the **10 villager standees** and **3 dice** next to the board.

Place the **terror marker** on 0 on the terror level track.

Shuffle the **monster cards** and place them in a deck facedown next to the board.

Choose the game's **difficulty** and which **monsters** to play against. Recommendations:

First game: Creature from the Black Lagoon and Dracula.

Novice game (when you play against a monster for the first time): Any 2 monsters.

Standard game: Any 3 monsters.

Challenging game: Any 4 monsters.

Take each chosen monster's corresponding **monster mat** and place them in a row next to the board, from lowest to highest **frenzy** (upper left of the mat) order.

Complete the setup for each monster in your game, using the back of one of the other monster mats. Then return all unused monster mats, figures, and tokens to the box.

Place the **frenzy marker** on the mat with the lowest frenzy.

Shuffle the **hero badges** facedown and give 1 at random to each player. For a more strategic setup, the players may choose which heroes to play and who will be first player. Give each player their corresponding **hero standee** and a **reference card**. Return the remaining badges, heroes, and reference cards to the box.

Place your hero at the **starting location** indicated on your badge.

Shuffle the **perk cards** and give 1 at random to each player, faceup. Place the remaining perk cards in a deck facedown next to the board.

Place all **60 item tokens** in the item bag, shuffle them, draw 12 items, and place each one at the location indicated on the item. Place the bag next to the board.

TURN SEQUENCE

The player who most recently ate garlic takes the first **turn**. On your turn, perform the following **2 phases**, then play proceeds clockwise, starting with the next player's Hero phase.

1. HERO PHASE

Take up to the number of actions indicated on your badge. Actions may be taken multiple times and in any order.

In addition, *any* player may play any number of perk cards.

MOVE

Move your hero along a lit path to an adjacent space. You cannot move to water spaces and can only cross the river using one of the two bridge spaces. In addition, you may take any number of villagers in your hero's space with you when you move.

Monsters do not affect movement. You may move into, out of, or end your turn in a space with one or more monsters.

GUIDE

Move one villager from your hero's space to an adjacent space, or move one villager from an adjacent space to your hero's space. Villagers also cannot move to water spaces, and monsters do not affect their movement.

SPECIAL ACTION

Some heroes have a special action, as indicated on their badge. Special actions count as one of the total number of actions for your turn and can be taken multiple times.

PICK UP

Take any number of items from your hero's space. Keep all your items in front of you, next to your badge.

SHARE

All heroes in the same space as your hero may freely give or take any number of items from each other. Sharing does not require one-to-one trades and does not need to involve you, as long as all heroes giving or taking items are on your hero's space.

ADVANCE

At a specific location, use one of your items to advance a monster's **task**.

DEFEAT

In a monster's space, use your items to **defeat** that monster. **You must complete the monster's task before you can take the action to defeat that monster.**

2. MONSTER PHASE

Draw 1 card from the top of the monster deck and resolve all 3 parts of the card, from top to bottom, then put it in a discard pile faceup.

1. ITEMS

Draw the number of items listed at the top of the card, if any, from the item bag. Place each item at the location indicated on the item.

If you need to draw an item when the item bag is empty, place all the items from the discard pile into the bag, shuffle them, and continue drawing.

2. EVENT

Each event either involves one of the monsters or the villagers. The card's color and symbol indicate who the event is about. Gray cards are about the villagers; colored cards are about a specific monster.

If the event monster is not in your game, completely ignore the event and continue with the **monster strike**. Otherwise, read the event out loud and do what it says.

3. MONSTER STRIKE


Certain monsters move and attack, as indicated by the symbols at the bottom of the card. In order from left to right, move and attack with the first monster before proceeding to the next monster. If an indicated monster is not in your game, ignore that symbol. If the **frenzy symbol** is shown, the monster with the frenzy marker moves and attacks. This could result in the same monster moving and attacking twice in one turn.

The event monster never attacks on that turn, unless they are frenzied.

MOVE the monster the number of spaces indicated on the card towards the closest person (hero or villager). As soon as the monster is in a space with a person, they stop moving. If the monster started in a space with a person, they don't move at all.

ATTACK one person in the monster's space by rolling the number of **attack dice** indicated. If there are no people in the monster's space, the monster does not attack. If there are multiple people there, the monster will attack a hero rather than a villager. If there are still multiple people to choose from, the current player chooses one to attack before rolling.



The monster's power is activated, once for each power symbol rolled. Refer to the  on that monster's mat.



The person is hit by the monster's attack once for each hit symbol rolled.

Path Toward: If you are directed to move a monster, hero, or villager toward someone or somewhere, you must move them along the shortest possible path. If there are multiple shortest paths, the current player decides which they take. Once they reach whatever they are moving toward, they stop moving. Only the Creature can move to water spaces. Unless the Creature is moving, only consider lit paths when determining the shortest path—do not consider water paths.

Closest Person: If there are multiple people equally close to a monster, the monster moves toward a hero rather than a villager. If there are still multiple closest people, the current player chooses one of them.

Other Ties: If an event or monster strike could apply to multiple characters or locations, the current player decides which one to apply it to.

HIT BY A MONSTER

HEROES

To ignore being hit by a monster's attack, a hero may discard 1 item for each hit symbol rolled. If the hero does not have enough items, or does not wish to discard any items, they are **defeated**. One hit defeats a hero.

When a hero is defeated, increase the terror level by 1 and remove that hero from the board. At the start of that player's next turn, they place their hero at the Hospital and take their turn as normal, including their full number of actions. A defeated hero does not lose any items or perk cards.

Resolve each monster's move and attack before proceeding to the next monster. If a hero discards items to ignore an attack, they may still be defeated by a subsequent attack. If a hero is defeated, they cannot be the target of any other attacks this turn.

VILLAGERS

A villager does not have any items and is therefore defeated immediately when hit. **When a villager is defeated, increase the terror level by 1 and remove that villager from the board.**

The target of an attack must be stated before rolling, and a hero cannot discard items to save a villager.

VILLAGERS

Villagers may appear in the village at a specific location during the Monster phase. There is no limit to the number of villagers that can be on the board at one time. Each villager has a safe location they are trying to reach, as indicated at the top of their standee. You can use the **move** and **guide** actions to usher villagers to their safe location.

As soon as a villager reaches their safe location, they reward you for your assistance. The current player removes the villager from the board and draws a perk card from the deck.

PERK CARDS

Perks may be played on any player's turn, but only during the Hero phase. When you play a perk card, do what the card says, and then put it in a discard pile faceup. Playing a perk card does not take an action.

ITEMS

Each item has a **color** (its type), a **strength** (the number at the top), and a **location** (where the item is placed when it is drawn from the item bag).



Only 1 item of the color shown may be played per action.



Any number of items of the color shown may be played in a single action. Add together their strengths to meet or exceed the number.

When you use an item, whether to take an action or to defend against an attack, place it in a discard pile next to the board unless the action tells you to place it on a monster's mat. Don't return items to the item bag unless specifically instructed to do so.

MONSTERS

FRENZIED MONSTER

There is always 1 monster who is **frenzied**. The frenzied monster will move and attack more frequently, because they strike each time the frenzy symbol or their own symbol appears on a monster card.

When the frenzy symbol appears on a monster card, the frenzied monster moves and attacks.

This could result in the same monster moving and attacking twice in one turn.

Some events direct you to place the frenzy marker on the next monster. When this happens, place it on the monster mat with the next highest frenzy order. If there are no monsters with a higher frenzy order, place the frenzy marker on the monster mat with the lowest frenzy order. If there are no other monsters left in the game, the frenzy marker remains on the same monster.

DEFEATED BY A HERO

A defeated monster is no longer considered to be in the game. Ignore all events and monster strikes for all defeated monsters for the rest of the game.

Remove the monster's figure and location overlay (if they have one) from the board. If the defeated monster had the frenzy marker, place it on the next monster according to the rules above. If there are any Items on the monster mat (the Wolf Man or the Invisible Man), place those items in the item discard pile. Then return all of the monster's components to the box, including their mat, figure, and tokens. If a hero has one of the monster's tokens (Soul sign or Hunted emblem), also return it to the box.

HEROES AND PERK CARDS

You must get permission from a player to move or affect that player's hero or items.

Movement from a perk card or special action follows all the normal rules for the move action. A hero may take any villagers in their space with them.

The Archaeologist's special action cannot be used to take items from another hero.

The Scientist's ability is always in effect. It does not take an action.

Conduct An Investigation and *Taxi Ride* cannot be used to place a hero who is not already on the board (from being defeated).

Special Delivery may affect any 2 players, even if their hero is not on the board (from being defeated).

MONSTER CARDS

If *The Hunt Is On* is drawn and the hero with the Hunted emblem is not on the board (because they were defeated), the event has no effect.

If *Reincarnated Soul* is drawn and the hero with the Soul sign is not on the board, the event has no effect.

If *Thief* is drawn, be sure to draw and place items before resolving the event. If multiple locations are tied for having the most items, the current player places the Invisible Man on the tied location of their choice. Only items on the board are discarded—heroes in that space keep their items.

TERMS

Moving requires following paths to adjacent spaces. **Placing** does not. Pick up the person or monster indicated and place them at the specified location.

A **person** or **people** refers to both heroes and villagers. A **monster** refers to any of the 7 characters you are playing against.

GAME END

The game can end in one of 3 ways:

HEROES TRIUMPH

If you defeat all the monsters, the game immediately ends and the players win.

TERROR!

If the terror level reaches its maximum (the skull), the game immediately ends and the players have lost.

OUT OF TIME

If you need to draw a card when the monster deck is empty, the game immediately ends and the players have lost. The game ends only if you need to draw a card, but none remain. After resolving the last monster card, play one final Hero phase to try and defeat any remaining monsters.

SOLO PLAY

The villagers are more fearful if there is only 1 hero trying to save the village. Begin the game with the terror marker on the 3 of the terror level track.

All the rules remain the same, but do not play as the Courier—that hero's special action cannot be taken in a solo game. Also the perk cards *Special Delivery* and *Conduct An Investigation* cannot be used; either remove them before playing, or when drawn, immediately discard and draw a new perk card to replace it.

THE MONSTERS

DRACULA

Complexity: Low

Frenzy order: 1

ADVANCE: SMASH THE COFFINS

The heroes must find and smash Dracula's 4 coffins. A hero in a space with a coffin may take the **advance** action to smash it. Discard any number of red items with a total strength of 6 or more. Then flip the coffin and place it on Dracula's mat in the corresponding spot. Coffins are not items and cannot be picked up.

DEFEAT: OVERCOME HIM

If all 4 coffins are on Dracula's mat, a hero in the same space as Dracula can take the **defeat** action. Discard any number of yellow items with a total strength of 6+.

! POWER: DARK CHARM

Place the current player's hero in Dracula's space (this may not be the same hero he just attacked). If that hero is already in Dracula's space, the power has no effect.

THE INVISIBLE MAN

Complexity: Low

Frenzy order: 6

ADVANCE: SUPPLY EVIDENCE

While at the Precinct, a hero may take the **advance** action to supply evidence that the Invisible Man exists. Use 1 item of any color, as long as the location on the item matches an empty spot on the Invisible Man's mat. Place the item on the matching spot.

DEFEAT: TRAP HIM

If all 5 spots are filled on the Invisible Man's mat, you can trap him. A hero must be in the same space as the Invisible Man and take the **defeat** action. Discard any number of red items with a total strength of 9+.

! POWER: STALK UNSEEN

After all hits are resolved, move the Invisible Man toward the closest villager, 2 spaces for each ! rolled. If there are no villagers on the board, the power has no effect. The Invisible Man does not immediately attack the villager, but could strike again this turn.

CREATURE FROM THE BLACK LAGOON

Complexity: Medium

Frenzy order: 3

WATER SPACES

There are 3 water spaces: Lagoon, River, and Waterfront; only the Creature can move to or be placed at these spaces. When the Creature strikes, consider water spaces and water paths when determining who is closest to him and the shortest path toward his target.

ADVANCE: FIND THE HIDDEN LAIR

While at the Camp, a hero may take the **advance** action to search the Lagoon. Discard 1 item of any color and move the boat on the Creature's mat to the next X of that color. The Creature's lair is represented by the final blue X at the center—to complete the task, the last item used must be blue.

DEFEAT: DRIVE HIM AWAY

If the boat is at the lair, a hero in the same space as the Creature can take the **defeat** action. Discard 1 red, 1 blue, and 1 yellow item (their strengths do not matter).

! POWER: ROCK THE BOAT

The Creature rocks the boat: move the boat backward, one X for each ! rolled. If the boat is at the start, the power has no effect. If this moves the boat off the lair, a hero must take the **advance** action again to move it back to the lair before the Creature can be defeated.

THE WOLFMAN

Complexity: Medium

Frenzy order: 5

HUNTED BY THE WOLF

The Wolf Man has a vision of his next victim, and must hunt that hero down. The first time a Wolf Man event is resolved, the current player takes the Hunted emblem and the Wolf Man moves toward that player's hero. That player keeps the Hunted emblem for the rest of the game.

ADVANCE: DISCOVER THE CURE

The heroes must discover the cure for lycanthropy. While at the Laboratory, a hero may take the **advance** action to test an ingredient. Place 1 blue item, as long as the item's strength matches an empty spot on the Wolf Man's mat. Place the item on the matching spot. When all 6 spots are filled, the current player takes the Cure. The Cure may be given to another hero using the **share** action. The Cure cannot be discarded to ignore a hit from a monster attack.

DEFEAT: CURE HIM

A hero with the Cure in the same space as the Wolf Man can take the **defeat** action. Discard the Cure and any number of red items with a total strength of 6+.

! POWER: VICIOUS BITE

If ! is rolled when the Wolf Man attacks, the Wolf Man bites everyone in his space. Each hero and villager in the Wolf Man's space, including the person he just attacked, is hit (1 hit for each ! rolled). Heroes may discard items to ignore the hits, as normal. Villagers in the Wolf Man's space are immediately defeated.

THE MUMMY

Complexity: High

Frenzy order: 2

REINCARNATED SOUL

The Mummy believes that one of the heroes is the reincarnated soul of his true love. The first time a Mummy event is resolved, the current player takes the Soul sign and that player's hero moves toward the Mummy. That player keeps the Soul sign for the rest of the game.

ADVANCE: BREAK THE CURSE

The heroes must break the Mummy's curse by aligning the 6 Scarabs. While at the Museum, a hero may take the **advance** action to move the Scarabs. Discard 1 yellow item and then make as many moves as the strength of that item.

A single move is sliding a Scarab along a groove to an adjacent spot or flipping it faceup. You don't have to make the full number of moves.

DEFEAT: ENTOMB HIM

If all 6 Scarabs are faceup and in the spot matching their number on the Mummy's mat, a hero in the same space as the Mummy can take the **defeat** action. Discard any number of red items with a total strength of 9+.

! POWER: FORTIFY THE CURSE

Flip 1 Scarab (always the one with the lowest number showing, whether it is in its proper spot or not) facedown for each ! rolled. If all of them are facedown, the power has no effect. A Scarab that is facedown cannot be moved, and the Mummy cannot be defeated if any Scarab is facedown. When you take the **advance** action, you may use one of your moves to flip a Scarab faceup.

FRANKENSTEIN & THE BRIDE

Complexity: High

Frenzy order: 3

TWO MONSTERS

Frankenstein & the Bride must be faced together. If both are ever in the same space before their task is completed, increase the terror level by 1, place Frankenstein at the Graveyard and the Bride at the Dungeon.

MONSTER STRIKES AND FRENZY

Frankenstein & the Bride have their own monster symbols, and are treated as separate monsters for monster strikes. If they have the **frenzy marker**, only Frankenstein is frenzied. Each time the frenzy symbol appears, move and attack with only Frankenstein.

ADVANCE: TEACH THE MONSTERS

To teach Frankenstein to be more human, a hero in the same space may take the **advance** action. Discard 1 yellow item and increase Frankenstein's humanity score by the item's strength. Then, you may move him in any direction up to that same number of spaces.

To teach the Bride to be more human, a hero in the same space may take the **advance** action. Discard 1 blue item and increase the Bride's humanity score by the item's strength. Then, you may move her in any direction up to that same number of spaces.

As soon as a monster's humanity score reaches its max (11 for Frankenstein and 8 for the Bride), flip over that monster's dial. An exact number is not required. You may still take the **advance** action to move Frankenstein or the Bride, even if their dial has been flipped.

DEFEATED WHEN THEY MEET

When Frankenstein and the Bride are in the same space and both of their dials are showing their faces, they are defeated (they live peacefully together and stop terrorizing the village). This does not require taking a defeat action.

! POWER: HERE COMES THE BRIDE

After all hits are resolved, move the Bride toward Frankenstein, one space for each ! rolled.

TURN SEQUENCE

1. HERO PHASE

Take up to the number of actions shown on your badge. Any player may play any number of perk cards.

Persons cannot move to water spaces and can only cross the river at a bridge space. Monsters do not affect movement.

MOVE Move your hero along a lit path to an adjacent space. You may take any number of villagers in your space with you when you move.

GUIDE Move 1 villager from your hero's space to an adjacent space, or move 1 villager from an adjacent space to your hero's space.

As soon as a villager reaches their safe location, they reward you. The current player removes the villager from the board and draws a perk card.

SPECIAL ACTION Special actions can be taken multiple times.

PICK UP Take any number of items from your hero's space.

SHARE All heroes in the same space as your hero may freely give or take any number of items from each other (this does not need to involve you).

ADVANCE At a specific location, use one of your items to advance a monster's task.

DEFEAT In a monster's space, use your items to defeat that monster. You must complete the monster's task before you can take the action to defeat that monster.

2. MONSTER PHASE

Draw 1 card from the top of the monster deck and resolve all 3 parts of the card, from top to bottom, then discard it.

1. ITEMS

Draw the number of items listed from the item bag. Place each at the location indicated.

2. EVENT

Gray cards are about the villagers; colored cards are about a specific monster. If the event monster is not in your game, ignore the event and continue with the monster strike. Otherwise, read the event out and resolve it.


3. MONSTER STRIKE

Following the symbols at the bottom of the card from left to right, move and attack with each monster in order. If an indicated monster is not in your game, ignore that symbol. The **frenzy symbol** means the monster with the frenzy marker moves and attacks. The **event monster never attacks on that turn, unless they are frenzied**.

MOVE the monster the number of spaces indicated towards the closest hero or villager. As soon as the monster is in a space with a person, they stop moving. If they started in a space with a person, they don't move at all.

ATTACK one person in the monster's space by rolling the number of **attack dice** indicated. If there are multiple people there, the monster will attack a hero rather than a villager. If there are still multiple people to choose from, the current player chooses one.



The monster's power is activated, once for each power symbol rolled. Refer to the  on that monster's mat.



The person is hit by the monster's attack once for each hit symbol rolled.

HIT BY A MONSTER

HEROES

To ignore being hit by a monster's attack, a hero may discard 1 item for each hit symbol rolled. If you do not have enough items, or you do not wish to discard, you are **defeated**. Increase the terror level by 1 and remove that hero from the board.

At the start of that player's next turn, they place their hero at the Hospital and take their turn as normal.

VILLAGERS

A villager is defeated immediately when hit. Increase the terror level by 1 and remove that villager from the board.

ITEMS



Only 1 item of the color shown may be played per action.



Any number of items of the color shown may be played in a single action. Add together their strengths to meet or exceed the number.