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INTRODUCTION

IF YOU ARE HUMAN:

THINK BACK TO YOUR CHILDHOOD. DO YOU REMEMBER A TIME FEELING SAFE AND CARED FOR? WHEN YOU BELIEVED THAT GOODNESS STOOD OUT LIKE A SHINING BEACON AND EVIL NEEDED TO BE VANQUISHED? DO YOU WEEP AT SUCH MEMORIES?

YOU WERE GOING ABOUT YOUR DAY; EAT CEREAL, HEAD TO THE OFFICE, MAYBE DUCK OUT EARLY BECAUSE YOU SKIPPED LUNCH...WHEN IT WENT DOWN. YOUR EYES SAW THE FIRST MONSTER CLIMB OUT OF AN ALLEY, AND YOUR BRAIN DIDN’T MAKE SENSE OF IT. WHEN THE CARNAGE BEGAN, YOU DIDN’T WANT TO UNDERSTAND, BUT YOUR LEGS FOUND THE FIRST SHELTER IT COULD. NOW YOU WAIT TO SEE WHAT WILL HAPPEN, HUDDLED IN HOPES THAT THIS WILL ALL END SOON....

IF YOU ARE DEMON:

OUT OF THE NEVERENDING FIRE YOU CAME INTO THIS REALM, COOL AND WET. THE BRIGHTNESS OF THE SKY STINGING YOUR MYRIAD OF EYES ALMOST AS MUCH AS THE FIRES BEFORE. YOU HAD NEVER FELT SUCH HUNGER FOR EVERYTHING AROUND YOU, SUCH A DESIRE TO CONSUME IT ALL...BUT YOU HAVE BEEN GIVEN A TASK. IF YOU DO NOT CARRY OUT YOUR ORDERS THERE WILL BE PAIN, OR WORSE, BEING SENT BACK. SO YOU CLAW YOUR WAY OUT INTO THE OPEN, WHERE THESE SOFT, PUTTY LIKE CREATURES BEGIN TO WAIL. IT REMINDS YOU OF HOME...AND YOU GET TO WORK.

HEY ALL! THIS IS DIRK MANNING! BE YOU A HERO OR A VILLAIN, THE ODDS ARE STACKED AGAINST YOU AS YOU TRY TO SURVIVE (AND THRIVE) DURING THE "THREE DAYS OF DARKNESS" CURRENTLY RAVAGING THE (NIGHTMARE) WORLD, BUT I'M HERE TO HELP OFFER YOU A FEW TIPS AND TRICKS IN ORDER TO HELP YOU ATTAIN YOUR GOALS (IF YOU'RE A VILLAIN) OR AT LEAST PREVENT THE FORCES OF EVIL FROM DOMINATION (IF YOU'RE A HERO). DID I MENTION THAT NO MATTER WHAT DIRECTION YOUR MORAL COMPASS POINTS, YOU'RE (LITERALLY) IN FOR A HELL OF A BATTLE? THAT'S THE MOST IMPORTANT THING TO REMEMBER: YOU HAVE SIX ROUNDS -- THREE DAYS AND THREE NIGHTS -- TO SURVIVE AND THRIVE, AND IT'S GOING TO PASS MUCH FASTER THAN YOU THINK! GOOD LUCK!
COMPONENTS

(1) Rule book
(1) Doom Track Token
(110) Playing cards
  • (6) Game Reference Cards
  • (21) Power cards (Greed/ Hope)
  • (5) Hero Cards
  • (35) Minion Cards
  • (5) Villain Cards

(10) Post Cards
  • (9) Location Card
  • (1) Doom Track card

SETTING UP THE GAME

**FIGURE #30**
FIGURE #01 (THIS SETUP IS FOR A 4 PLAYER GAME)

1. Each Villain player selects a Villain, and gathers their Villain card and standee. Villain cards have 2 sides; place the Villain on the Starting side face-up.

2. For each Villain playing, the Hero player selects a Hero card and places it in front of them. For example, if there are 3 Villains in the game, the player will select 3 Heroes to team up against them. Each Hero card has 2 sides; place the Heroes with their Starting side face-up.

3. Shuffle and place a number of Locations equal to the number of players face up in a central area. If this is your first game, it is recommended all locations will have their “no-text” side face-up. The rest of the Locations won’t be used during this game.

4. Shuffle and deal 3 Innocent cards to each Location, face-down. Place the remaining Innocents cards in a deck face-up near the Hero player. Some Villains require a specific number of Innocent card types (Child, Adult, Officer) in play. If you are playing with 1 of those Villains, place the amount of Innocent cards required aside first, and then add more randomized cards to the selected Innocent card pile until you have enough for the Locations. For example, if all innocents are face-up and no Officers are in play, William automatically wins the game. There are 4 players (3 Villains and 1 Hero player) so there are 4 Locations. In this case find 4 Officer cards, then add 8 random Innocent cards to those 4. Shuffle that deck of 12 cards and distribute 3 Innocent cards face down to each Location.

5. Place the Doom Track near the Locations, visible to all players. Place the Doom Track token on Day 1.

6. Shuffle all Power cards with the Greed side face-up. Place these in a central Location to all players, forming the Power deck. Place the top 4 cards adjacent to the Power deck.

7. Shuffle and deal each Villain player 3 Minion cards. Place the remaining cards in a central Location to all Villain players to form the Minion deck.

8. The Hero player places each chosen Hero’s standees on any number of Locations of their choice. Note that the villain players do not begin the game with a standee in play.

9. Separate and place each of the 3 kinds of Brawl cards (Magic, Fight, and Charm) into their own respective piles, near the Hero player.

10. If desired, distribute player reference cards to each player.

WINNING THE GAME

HAVE YOU EVER HEARD THE PHRASE, “WINNING ISN’T EVERYTHING?” TELL THAT TO THESE TWO SIDES. ON THE ONE, YOU HAVE THE VILLAINS, ALLIED IN LUCIFER’S CAMPAIGN OF TERROR ACROSS CREATION, BUT WANTING THE GREATEST SLICE OF THE PIE. POWER IS EVERYTHING, AND CONTROL OF THIS REALM HAS BEEN A LONG SOUGHT AFTER JEWEL. ON THE OTHER, ARE THOSE THAT DARE STAND AGAINST THEM. KNOWING IT MAY BE FUTILE, BUT NEEDING TO ASSIST THEIR FELLOW HUMANS IN ALL WAYS POSSIBLE. THE STAKES ARE EARTH ITSELF, AND THAT MAY NOT BE EVERYTHING... BUT IT’S HOME.

The win conditions varies if the player is a Villain or the Hero player:

IF YOU ARE A VILLAIN

- If, at the end of a Round, a Villain controls 2 Locations, they win.
- If, at the end of their Turn, a Villain achieves the specific goal written on their Villian card, they win.

IF YOU ARE THE HERO PLAYER

- At the end of each round, the Doom Track progresses forward. If the game finishes Night 3 on the Doom Track, humanity has survived the 3 Days of Darkness, and the Hero player wins.
ROUND ORDER

Rounds include a Chase Phase and a Showdown Phase. They alternate between Day and Night, for the 3 Days of Darkness. Each Day and Night are considered a complete Round. (Looking at the Doom Track, you will see Day 1, Night 1, Day 2…and so on) If the game completes all 6 Rounds in Mr. Rhee: Surviving the Nightmare World, the Hero player has won the game! Of course, a Villain can complete their objective sooner, and the game will end at the close whichever Round the Villain has succeeded in. See “Day/Night Mode” on page 20 for more information.

CHASE PHASE

This part of the round is a back and forth sequence where Villain and Hero players take turns playing cards or performing actions. Each round begins with the Hero player selecting the starting Villain to take the first turn. After each Villain takes their turn, the Hero player then takes a turn. Play alternates between the Hero player and each Villain (going clockwise after the chosen Villain) until each Villain and Hero has taken a turn. Heroes each get exactly one turn.

DIRK ALERT! AS THE HERO PLAYER, CONSIDER CHOOSE WHICH VILLAIN TO START EACH ROUND WISELY! THE STARTING VILLAIN WON’T HAVE THE ADVANTAGE OF THE LAST VILLAIN, WHO KNOWS WHICH LOCATIONS HAVE SEEN ACTION, BUT THEY WILL GET A BONUS AT THE END. LOOK AT THE GREED CARDS AS WELL. IS THERE A LOT OF GREED TO SPEND? WHICH VILLAIN IS THE GREEDY TYPE? WILL IT BE MORE WORTH IT TO HAVE THAT ONE GO FIRST OR LAST? KNOW YOUR ENEMY...

ANATOMY OF A VILLAIN CARD

A. The name of the Villain. If this character has an alter ego or is a demon in disguise, they may have a different name on each side.
B. Each Villain card has a starting side and a transformed side. At the beginning of the game during setup, each Villain should be on the starting side.
C. Once a Villain has control of 1 Location, they come into play on the board. This is indicated by placing their standee on that Location. As long as a Villain is in play, they have their abilities.
D. Every Villain has their own win condition listed here on their card. A Villain may win by having control of 2 Locations, or by completing the win condition listed here. See “Locations” on page 19 for more information.
E. A Villain may pay the cost in Greed to flip their card to its opposing side to use their alternate ability.

FIGURE #02 (VILLAIN CARD):

A. The name of the Villain. If this character has an alter ego or is a demon in disguise, they may have a different name on each side.
B. Each Villain card has a starting side and a transformed side. At the beginning of the game during setup, each Villain should be on the starting side.
C. Once a Villain has control of 1 Location, they come into play on the board. This is indicated by placing their standee on that Location. As long as a Villain is in play, they have their abilities.
D. Every Villain has their own win condition listed here on their card. A Villain may win by having control of 2 Locations, or by completing the win condition listed here. See “Locations” on page 19 for more information.
E. A Villain may pay the cost in Greed to flip their card to its opposing side to use their alternate ability.
**DIRK ALERT!** WHEN CHOOSE YOUR VILLAIN BE MINDFUL OF YOUR WIN CONDITION VERSUS OTHER PLAYERS’ VILLAINS AND THEIR UNIQUE WIN CONDITIONS. WILL THEY BE IN DIRECT OPPOSITION WITH YOU? DO YOU KNOW WHO YOUR POTENTIAL ALLIES (ALBEIT TEMPORARY) WILL BE? DID YOU NOTICE WHICH HEROES WERE SELECTED? KEEP IN MIND THAT SOME HEROES HAVE ABILITIES THAT CAN MORE DIRECTLY HINDER CERTAIN VILLAINS MORE THAN OTHERS. PLAN ACCORDINGLY IF YOU WANT TO BE THE VILLAIN TO WIN THE GAME!

**ANATOMY OF A MINION CARD**

![Figure #03 (Minion Card) Diagram]

**FIGURE #03 (MINION CARD):**

A. If a Villain wants to play a Minion face down, this is the cost of Greed they must spend to place this Minion face down at a Location. They will remain hidden until the Showdown Phase.

B. When placing a Minion, the Villain player must angle their cards so that the bottom is pointed in their direction. When placed face down, that means the arrows should be pointed at the player.

C. The Fight value of a Minion shows how much power they have standing up to Innocents, Heroes, and other Villain’s Minions in a Brawl. See "A. Fight" on page 15 for more information.

D. The Resist value of a Minion shows how well a Minion can stand up to Magic and Charm. See "B. Charm" on page 17 and "C. Magic" on page 18 for more information.

E. The text at the bottom of the Minion card explains that Minion’s additional ability. There may be certain conditions required for this ability to come into effect.

F. This is the cost of playing a Minion face up. Playing a Minion face up allows that Minion to target a single Innocent, Hero, or other Villain’s Minion on a Location. It may also enact their additional ability. See "Chase Phase: Villain Turn" on page 8 for more information.

**DIRK ALERT!** PLAYING MINIONS FACE-UP LEADS TO A MUCH MORE AGGRESSIVE AND FAST-PACED STYLE OF PLAY. THAT MAY HELP YOU… BUT IT COULD POTENTIALLY HELP ANOTHER VILLAIN — OR POSSIBLY EVEN THE HEROES — EVEN MORE. HOW BOLD ARE YOU?
Since Villains share a community deck, players need a method of determining whose card is whose. Whenever a Villain plays a Minion card face-down, they should play it in a manner so that the arrow on the back points towards them. This way you (and everyone else) knows it is yours! When Minions are played face-up, place them at the Location in any way you see fit, so long as it is clear to all players who control which Minions.

**FIGURE #04 (POINTY SYSTEM):**

**THE BALANCE OF POWER**

When Villains play cards to help them in their nefarious schemes, they can generate opportunities for the good guys. This is accomplished by a system of double-faced Power cards. This deck of cards is shuffled at the beginning of the game, with the Greed-side face-up. Four Power cards will be in play at a time at the start of each turn. Add up the total number on the Greed side, and that is the amount you have to spend in total for the Villain’s turn. For example; if you have Greed 4, 4, 2, 2, you could spend 7 to play a Minion face up, and then draw a Minion card for a total of 8 Greed, and only have to flip the 4 and 4 Greed cards. Be warned, the value of Greed to Hope may be asymmetrical- being greedy has its costs! The Hero player spends the cumulative Hope points in the same way, but the Hope cards then go into the discard pile and new Greed cards are placed for the next Villain. If a Greed card was not used, it remains in play for the next Villain's turn.

**FIGURE #05 (POWER CARDS):**

- Villains pay for cards and effects with Greed. To pay for this, the Villain selects the appropriate Greed card, and flips it over – revealing the Hope side of the card. If you don’t have enough Greed available, you cannot play the card or effect.
- Heroes pay for cards and effects with Hope. To pay for this, the Hero player selects the appropriate Hope card, and returns it to the bottom of the deck, Greed-side face-up. If you don’t have enough Hope available, you cannot play the card or effect.

**CHASE PHASE: VILLAIN TURN**

If you are a Villain, welcome to the club, and read on! If you are the Hero player, you may read this section for curiosity’s sake...or wait until your good willed nature is influenced by a darker ethos. Heroes may move on to "Chase Phase: Hero Turn" on page 12.

During a Villain turn, the player may perform any of the following actions, as many times and in whatever order they choose, as long has they have the ability (or Greed) to complete said action(s). See "The Balance of Power" on page 8 for more information.
Perform your Villain’s effect, if able. These actions are:

1. **DRAW MINION CARDS.** Pay any amount of Greed, and then draw that many cards.

   **FIGURE #06 (EXAMPLE):** Thelma Lushkin would like to draw 3 Minion cards. To do that she must use 3 of her Greed. (A) She flips the 2 Greed and 1 greed over to the Hope side, and (B) draws her 3 Minions.

2. **PLAY A MINION FACE DOWN.** Pay the cost in Greed, then place the card face down to any Location. These Minions will turn face up during the Showdown Phase and work as a team with any other Minions belonging to that Villain at that Location. During the Showdown phase, they will compare their score against any other Villain’s Minions, and Heroes at that Location.

   **FIGURE #07 (EXAMPLE):** Faust wants to send some of his Minions to Dirk’s Perk. (A) Playing them face down would cost 1, 1, and 3 Greed respectively, for a total of 5 Greed. (B) He turns over that amount of Greed to place them face down, (C) remembering to angle the Minion Cards towards him, so all players remember who placed those Minions.

3. **PLAY A MINION FACE UP.** Pay the cost in Greed, then place the card face-up to any Location. This will initiate an attack at that Location, with a specific target you must announce. You may play a face up Minion to a Location without a target present. Note that heroes cannot prevent this action. With a face up Minion you may:
**FIGURE #08 (TARGET AN INNOCENT):** (A) Pay the cost of playing a Minion face up in Greed. (B) If the played Minion’s Fight total is higher than the targeted innocent, then remove them from play and place the targeted Innocent back to the Innocent Deck.

**FIGURE #10 (TARGET A HERO):** A Hero may discard Fight cards in response to increase their Fight during the attack. If the played Minion Fight total is higher than the targeted Hero, then the Hero player must discard their entire hand and is forced to move away from the location!

4. **MOVE MINIONS.**

**FIGURE #11 (MOVE):** (A) Pay any amount of Greed to (B) move up to that many Minions to any Location(s) you choose.

5. **FLIP VILLAIN CARD.** Each Villain has a Staring side and a Transformed side. These abilities unlock once a Villain is at a Location, or has taken control of that Location. The cost to switch them back and forth is listed on the card.

**FIGURE #12 (FLIP VILLAIN):** Some characters, like Ranobus, will automatically switch back to their Starting side at the end of the Round.

Once a Villain is no longer able to perform more actions, or after passing, the Hero player takes a turn.
ANATOMY OF A HERO CARD

A. The name of the Hero. If this character has an alter ego or is a demon in disguise, they may have a different name on each side.

B. Each Hero card has a Starting side and a Transformed side. At the beginning of the game during setup, each Hero should be on the Starting side.

C. Each Hero has the symbols for their actions (Fight, Magic and Charm) on their card - during the Showdown phase, these actions are resolved in the order listed on the Hero card. If a Hero does not have 1 of the symbols, they are unable to use that ability. For example, Brad Thomson may never use Magic. However, some Heroes’ action choices vary depending on which side their card is face up. Back to our example Brad- when he is on his Braphion side, only has Fight, and may not use Charm (or Magic) actions at all.

D. Every Hero has an additional ability listed here on their card. A Hero may exhaust their card once per Round and complete this action. If the Hero chooses not to complete the action, they will exhaust their card at the end of the Chase phase regardless, to show that Hero has been used already during this phase. Some Heroes’ abilities vary depending on which side their card is face up.

E. A Hero may pay the cost in Hope to flip their card to its opposing side to use their alternate ability.

DIRK ALERT! Take a look at your Heroes! In addition to some of them having abilities that counter Villains well, look to see if their actions are similar. During a brawl, you’ll be able to select which Hero’s sequence of actions you’ll perform, so teaming up can help give you options, but spreading them too thin may leave locations vulnerable, allowing an ambitious Villain to swoop in and win the game!

ANATOMY OF A INNOCENT CARD

A. Innocents come in 3 varieties: Child, Adult, and Officer.

B. Depending on the Innocent’s type, they will have a Fight value of 1, 2 or 3. This Fight is their ability to resist Minions or even Villains when in a Brawl against an opposing Fight value, it is also their cost in Charm for a Hero to recruit to a Location.

C. The names of the Innocents. Each Innocent can be found in the Nightmare World or Tales of Mr. Rhee series.

Fun Fact: Each Innocent can be found in a story from either Nightmare World and/or Tales of Mr. Rhee series.

FIRST TIME HERO?

Right on! We all have to step up when evil is around us at some time. If this is your first time playing Mr. Rhee: Surviving the Nightmare World, or even your first time as Hero player, the amount of game text can be tough. But fear not, there is a mode of play to help folks hit the ground running! For this first game ignore all text found on your Hero cards and place all Locations cards to have the “no text” side face-up.
CHASE PHASE: HERO TURN

Welcome to the Heroes’ corner! If you’re a Villain, I suppose you can listen in, but maybe you want to retreat to your lair to plot your nefarious plans. Villain’s information started on "Chase Phase: Villain Turn" on page 8 if you need to reference it.

The Hero player selects 1 of their Heroes to take a turn. During each Hero player’s turn, they may perform any of the following actions, as many times and in whatever order they choose as long as they have the ability (or Hope). Before passing their turn— even if the Hero did not use their ability, the Hero is exhausted (turned horizontally) as a reminder that they took a turn. When unable to perform more actions or after passing, the next clockwise Villain player then takes a turn.

During the Hero player’s turn, select a specific Hero, and perform the following action(s), if able. These actions are:

1. **BUY BRAWL CARDS - FIGHT, MAGIC, AND CHARM.** The cost in Hope is equal to the number of cards in your hand. This means your first card is free, but your fifth card will cost 4 Hope. Purchase as many as you are able.

   FIGURE #15 (EXAMPLE): (A) Charity had only 1 card, a Magic, in her team’s arsenal. (B) She spends 1 Hope to (C) select a Charm, and then (D) 2 Hope to (E) select another Charm. She cannot buy any more, but the next card currently would have cost her 3 Hope.

   DIRK ALERT! **When it comes to brawl cards, it’s a good idea to focus on only 1 or 2 types as you first build your arsenal. If you have too few cards in all your categories, you may not have enough power to handle any situation. Remember: Being able to do something is always better than being able to do nothing!**

2. **EXHAUST YOUR HERO CARD TO PERFORM THEIR SPECIAL ACTION.**

   FIGURE #16 (EXAMPLE): Charity’s Transformed Side ability, as a telepath, is to peek at a single stack at her Location. (A) She exhausts her card and (B) looks at the Innocent stack at her Location. Seeing that the Minion stack looks costly, the Innocents here (1, 1, and 2 Fight for a total of 4 Fight) may be in trouble.

3. **RECRUIT.** Pay 1-3 Charm, search the innocent deck for an innocent with equal Fight and add it face-up to the Hero’s Location. You may only perform this action once for each Hero’s turn.

   FIGURE #17 (EXAMPLE): (A) Charity used her ability and has assessed that these Innocents need help. She does not have any Fight to help them, but that’s not her go-to anyway. She may still save the day! (B) She spends both of her Charm to (C) recruit an adult. If you’ll recall, the Innocents at this Location have a total of 4 Fight, and now it has increased to 6! Also, by acting now, the Hero player will have a lower cost for cards if they have another Hero turn this Chase phase.

4. **MOVE HERO.** Pay 1 Hope to move that Hero to any Location. Even if the Innocents at a Location can defeat the Minions who are present, a Hero must be there to eliminate a Minion.
FIGURE #18 (EXAMPLE): (A) Here, Charity chooses to move to another Location, perhaps because she is more concerned with another Villain, or because she knows a different Hero can move to the Tavern on a subsequent turn. She (A) pays the 1 Hope and (B) moves her standee to the new Location, Dirk’s Perk.
5. **FLIP HERO CARD.** Each Hero has a Staring side and a Transformed side. The cost to switch them back and forth is listed on the card. Some characters, like Brad/Braphion, will automatically switch back to their Starting side at the end of the Round.

**EXAMPLE:** Charity was on her Transformed side, where she can peek at a Villain players Hand. No one has cards in hand right now, and this area seems quite the mess. She pays the 1 Hope to flip her card, and then she may exhaust her cards to look at a single stack at her location.

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**SHOWDOWN PHASE**

This part of the round is when much of the real action takes place! To begin, the starting Villain (who was selected by the Hero player at the start of the Chase phase) selects the order that all Brawls will resolve, by selecting the Locations where there are 1 or more Villains or Minions. At those Locations, any face down cards are now turned face up when that Location is being resolved. Do not turn face down cards over in advance, as some Minion cards abilities go into effect when they are turned.

**DIRK ALERT!** Fickle fate has given the starting Villain the upper hand. With this choice, the starting Villain may select Locations far from their own Minions, in the hopes that the Hero player will not have enough Brawl cards in hand to take them on when they finally get to that Location.

**ORDER OF BRAWL RESOLUTION**

Brawls are just as they sound- a messy free for all, where damage is handed out like free ice cream at a kids birthday party. Things will move quickly here, so look sharp. Even if there is no Hero is at a Location, a Brawl will occur between the Villain’s Minions and the Innocents, or among Villains’ Minions. (Villains themselves may be in the mix as well!)

First, any face down cards are flipped, everyone sees the Fight strength of the Innocents there, and any effects on those Minion cards happen.

Once the carnage from that has finished, a Hero may wade into the fray and add their Brawl cards to the mix, assisting the Innocents there (if they are able). Each Hero has a list of actions printed on their Hero card - these actions must be resolved in the order listed on the Hero card. If more than 1 Hero is at a Location, the Hero player chooses which Hero’s actions will be used.

**DIRK ALERT!** Did you use the Location rules? Make sure to factor those in! Take a look at them first, even before you flip those Innocents and Minions for the big reveal!
BRAWL CARDS

Heroes may perform the following Brawl actions in the order they are placed on their card.

A. FIGHT

Fists and fangs start flying! The Hero may discard any amount of Fight cards they have from their hand to temporarily increase their Hero’s Fight score for the duration of the Brawl. All Innocents present add their Fight to the Hero player’s total. For a Villain, each Minion of theirs at a Location provides their own Fight, and is totaled up as well. Remember: if you are controlling Minions, look at their special abilities which may increase the Fight score.

Compare Fight Scores:

- **When a tie occurs**, nothing happens. If Innocents’ Fight ability is higher than the Minions’ Fight, and there is not a Hero present, treat this as a tie.

- **When a Villain wins**, they gain control of the Location. If this is their first Location, they place their Villain standee at this Location. Now the special ability on their card comes into play. In addition, they may choose one of the following results:
  » One Innocent is removed from play and returned to the Innocent deck.
  » Move each Hero present to another Location.
  » Choose any other Villain present to select a minion they control to remove it from play and place into your hand. Note that you may later play it on subsequent turns.

- **When a Hero wins**, they may choose any Villain present to select a Minion they control and discard it from play. If the Location was under a Villain’s control, that Villain loses control, but their standee remains in play.

FIGURE #20 (EXAMPLE): Villains (A) Vanessa and (B) William have both placed Minions at Buzz’s Garage, and (C) Gannon is there to face them.
**FIGURE #21 (FIRST, THE BIG REVEAL!):** Our Innocents include 2 Officers (3 and 3 Fight) and a Child (1 Fight) for a total of 7 Fight. (D) Vanessa’s Minions have a collective Fight of 8, and they also both have abilities that go into effect. (E) One gains +2 Fight with a Hero at the Location, and (F) the other adds +1 Fight and +1 Resist for each additional Minion. This gives her a total Fight of 11.

**FIGURE #22 (EXAMPLE):** Normally this would crush her opponent William’s Minions, (G) who have a collective Fight of 6. However, (H) 1 of his Minions has an ability, when revealed, which allows him to add a Minion with a face down cost of 2 or less from his hand to this Location. (I) He adds a Minion (Minion #5) with a Fight of 2, (J) whose ability is to choose a player to discard a card when played face up. Solid one-two punch William.

**FIGURE #23 (EXAMPLE):** William chooses Vanessa to lose a card, rather than Gannon as he knows he may lose to Gannon, but he still has a chance, and will definitely lose to Vanessa if he does not pick her. It is Night, which means he may choose the Minion card receiving the effect. (If it were Day, the Hero player would have chosen… either way Vanessa did not get to pick.) He chooses Minion #15 removing its 5 Fight and its +1 bonuses. (K) Vanessa now has 5 Fight total, while William has 8.
FIGURE #24 (EXAMPLE): (L) Gannon must first attempt to Fight William. If that fails he could try Charm, but cannot use Magic at all. He has 2 Fight in his Hand to add to the Innocents' total of 7. He can either choose to spend 1 Fight to tie, where nothing will happen, or he can spend both and defeat William. It’s a shame Gannon is not on his Transformed side, where he can win ties! Knowing that a single fight will probably not work out in the next Brawl, (M) he chooses to spend both. Now Gannon may choose which Villain loses a Minion. He Picks William, who removes one of his #5 Minions. William still has 2 Minions worth 6 Fight at this Location, and may try to build on that strength the following Round, or he may move them elsewhere to Avoid Vanessa and Gannon.

DIRK ALERT! That could have gone differently if there were three or more Villain’s Minions at that Location! Let’s say William had made his move to gain 8 Fight, and remove a card in play... but Thelma was also there with a Minion strength of 9! He would have lost to another Villain for sure... but he would have gotten to be Queen Maker. That’s when negotiations, bribes, and threats come into play. Brawl responsibly though friends... you don’t want to make enemies in real life too!

B. CHARM

Sweet talking can get you somewhere...sometimes. In this action, the Hero persuades a Minion to switch allegiances. If the amount of Charm is equal to or higher than the Resistance of a single Minion, the Hero may re-assign control of that Minion to another Villain...any Villian, even if that Villain does not have any other Minions in play at that Location. Rotate or shift the Minion to indicate the change in control.

FIGURE #25 (EXAMPLE): Charity is going toe to toe against Ranobus the Villain and his Minion! (A) Normally this is devastation waiting to happen as Ranobus’ ability adds +3 Fight to his location. His Minions have 5 Fight so there is a total of 8 Fight against the Innocents 5 Fight. (B) Charity eyes that Minion with 3 Fight, who also has a Resist of three, as she has that amount of Charm, with one to spare. She points out how Ranobus never appreciates its mauling abilities... but Brian would definitely praise its technique. (C) Just like that, Ranobus is down to 5 Fight.
FIGURE #26 (EXAMPLE): Charity could leave it at a tie, or she may know this Villain is close to making their win condition and wants to finish them. So she (D) adds 1 Fight to the Innocents Fight, which defeats Ranobus and he must (E) remove a Minion, in this case, his only one! (F) So now at this Location, Ranobus is still present, although he will switch to Faust at the end of the Round, Brian, now has a Minion in play there, and Charity is also at the Location. Her team only has 1 Fight and 1 Charm remaining.

C. MAGIC

In this action, the Hero casts spells to exterminate specific Minion threats. The Hero may discard any amount of Magic cards from hand. If the amount of Magic is equal to or higher than the resistance of a single Minion, the Hero may discard it from play.

FIGURE #27 (EXAMPLE): (A) Faust has two Minions at his Location. (B) One of them has a +2 Fight when there is a Hero, for a total of 9 Fight against the (C) Innocent’s Fight. (D) Mr. Rhee, looks at his 3 Magic, and (E) targets that problem Minion who has a Resist of 3. Mr. Rhee removes the Minion from play, (F) which brings the Fight down to 4. (G) He adds his Fight to the Innocents, which ties the Brawl, leaving the Innocent, Minion, and Mr. Rhee at the Location.

DIRK ALERT! Why sweet talk Minions with Charm, when you can simply annihilate them with Magic? Besides the obvious “some are immune” and “my Hero can’t do Magic” reasons, each has their own place, depending on the situation. You’ll figure it out as you go, Heroes… I promise! (or is that P.R.O.M.I.S.E., eh?) Remember, ties are like wins for the Hero as you battle for survival!

SPLIT (PERSONALITY) RESOURCES:

Each Hero has their own turn, and as such you may only perform actions with that single Hero during their one turn. Despite this, the Hero player has only a single hand of cards, shared amongst all Heroes. At any time a Hero may discard Fight, Charm, or Magic cards from hand to momentarily increase their capabilities to defend, convert, or kill. When a resource card is discarded, the Hero player simply returns it to its respective stack so it can be bought again later.
END OF THE ROUND

After all actions are resolved:

- If a villain won the fight action, they gain control of the location and if this is their first location, they may place their villain standee at this location.
- If the hero(es) won the fight action and the location was under a villain’s control, that villain loses control. Now no one controls that location.

Once all conflicts have been resolved, the Hero player increases the Doom Track by 1. The round ends, each player refreshes (return to vertical state) all cards, and play returns once again to the Chase phase. Unless a Villain has completed their win condition before the end of Night 3, the “Three Days of Darkness” are over, the game ends, and the Heroes have won!

DIRK ALERT! REJOICE, HERO AS YOU’VE DEFIED THE ODDS AND EMERGED VICTORIOUS! SERIOUSLY… IT’S MORE DIFFICULT FOR YOU TO WIN THAN IT IS FOR A VILLAIN TO ACHIEVE VICTORY, SO MIGHT I SUGGEST YOU CELEBRATE WITH SOME ICE CREAM? MAYBE I’LL EVEN BE ABLE TO JOIN YOU FOR A SCOOP OR TWO IF I’M AVAILABLE… AND INVITED.

LOCATIONS

Location cards are the spots from the Nightmare World where … bad things are happening. We recommend during your first time playing that you use the art only side. In Fiend Mode, switch the cards over to include bonus conditions. For example, Vanessa’s Minions are immune to Charm actions at Pickman’s Tavern. Innocent cards begin face down at each Location, and are only revealed if a Brawl starts among Villains or between a Villain and Hero at that Location. Once a Villain has sent enough Minions to take over a Location from Innocents, Heroes, and other Villains by the end of a Round, they take control of that location. They place their standee at that Location to show the Villain is now in play. It is at this point that the abilities on their Villain card may be used. Even if the Villain loses the Location in a later Round, their standee will remain on the board, and they may still use their Villain abilities.

FIGURE #28 (LOCATION CARDS):

A. Front: Advanced Side
B. Back: Normal Play side.
Dirk Alert!
You read that right: Once a Villain’s Minion(s) take control of a location, the Villain (along with their bonus abilities) remain in play for the rest of the game. If you’re a Villain, this is why you want to gain control of a location right away. If you’re a Hero, this is why you want to prevent this from happening for as long as possible.

DOOM TRACK

The Doom Track is the time counter for each Round. Rounds alternate between Day and Night for 6 potential Rounds total during the game.

DAY/NIGHT MODE

Depending on the position of the Doom Track, the game will be in a day or night mode.

FIGURE #29 (DAY/NIGHT):

A. If Day mode is active, when a Villain or Hero is required to discard a card or move, the Hero player decides which cards to discard or which Location to move to for both Heroes and Villains, in any situation that may call for it.

B. If Night mode is active, when a Villain or Hero is required to discard a card or move, the Villain causing the effect decides which card to discard or which Location to move to for both Heroes and Villains, in any situation that may call for it.
THE PLAYERS

TEAM EVIL

No one knows what plans Cthulhu has for Brian Carter, least of all Brian himself. While he once tried to withstand the awesome power and influence of the Great Old One, the remnants of that struggle -- along with his sanity -- are nothing but a distant memory. Brian was once like the rest of us, but now that he is in possession of The Necronomicon he lives only for eternal chaos in the name of his Eldritch master.

Medical doctor turned melodramatic villain of the black and white film variety, Jack Faust began dabbling in demonic summonings and found himself before power he wasn’t ready to handle. Like a minor league player trying to compete in the majors, Faust quickly found himself overwhelmed by Ranobus, a demon that now permanently resides inside him. While Ranobus, a powerful archdemon from Hell, desperately desires to regain his full corporeal form once more, his main desire is to exact revenge on the young kid who imprisoned him in the first place: a man now known only as Mr. Rhee.

Thelma Lushkin started this world as Betsy Summers and lived a fairly nondescript life until it was discovered that she could see demons walking amongst us in human form. Quickly kidnapped by one such Lilim-in-disguise (who went by the human name “William Smith”), Betsy accepted an offer to join her captors, getting a complete makeover in the process. Now known as businesswoman Thelma Lushkin, she is the CEO of Dumashine Enterprises and finds herself transformed in not only status and body, but also in her very soul. Once mild-mannered and kind, Thelma now finds herself eager to cut people apart and make their entrails into pretty necklaces… although no accessory will ever be as precious to her as the ancient ceremonial dagger she is loathe to ever let leave her possession.

Born centuries ago in Barbaric times, when placed in mortal danger Vanessa Valdis found herself presented with an opportunity to serve as a High Priestess for Cthulhu. Choosing eternal life as a monster over death at the hands of her former lover, she has since spent centuries recruiting unsuspecting followers for the powerful Elder God… and destroying those who resisted their true destiny. Now that the stars are entering their proper alignment, Vanessa finds herself presented with an opportunity to not only save all humankind… but perhaps even himself, too.

A demon living a successful life on Earth posing as a human and working as a conspiracy theory radio personality, Brad Thomson oozes charisma and also acts as Mr. Rhee’s most trusted informant. Gregarious in a used car salesman kind of way, people naturally like and trust Brad… until they accidentally see him in demon form, prompting him to rip their heads off to protect his secret. Brad we’ll be the first to tell you that this type of things is completely against his nature, though…

Calista White, another demon in disguise, is always ready for a good time, be at her record store in the mall, at the clubs after-hours, or on sunny afternoons when she’s taking her son to the park. When the Three Days of Darkness begin, Calista safely secures her son and then joins Mr. Rhee and his peers to protect humanity against those who threaten to undo the nice life she’s created for herself and her son… with a secondary objective to save as many children as possible in the process.

A powerful magician and clairvoyant, Charity, is a prominent member of The P.R.O.M.I.S.E. Group, a clandestine organization that mix magical might with a military mindset in order to keep the world safe from the creatures that -- until now -- only dwelled in the shadows. Dedicated to saving as many people as possible and disciplined more than both her partner Gannon and her lover Mr. Rhee, Charity is willing to do whatever it takes to save the world from the forces of evil. After all, you can’t make an omelette without breaking a few eggs…

Fighting demons is equally business and pleasure for Gannon Beaumont, the most mountainous member of The P.R.O.M.I.S.E. Group. As polite as he is powerful, Gannon is the type of guy who looks both ways (twice) before crossing the street, clears his plate and then does the dishes, always says please and thank you, and uses his seemingly supernatural might to pound demons into pudding in order to save humanity. You’re welcome, humanity.

Mr. Rhee is the everyman of the Nightmare World, a reluctant hero who was beset on the path to becoming a wizard (and later paranormal troubleshooter for hire) when, as a child, he accidentally summoned a powerful demon named Ranobus. From then to now he has followed a dark and dangerous path to keep himself and others who’ve found themselves engulfed in demonic danger safe from threats both external and internal, and as the Three Days of Darkness begin he finds himself faced with an opportunity to not only save all humanity… but perhaps even himself, too.

TEAM HERO

A demon living a successful life on Earth posing as a human and working as a conspiracy theory radio personality, Brad Thomson oozes charisma and also acts as Mr. Rhee’s most trusted informant. Gregarious in a used car salesman kind of way, people naturally like and trust Brad… until they accidentally see him in demon form, prompting him to rip their heads off to protect his secret. Brad we’ll be the first to tell you that this type of things is completely against his nature, though…

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AD/COMIC SPACE
**Glossary**

**Adult** - Innocent card worth 2 Fight

**Brawl Cards** - Fight, Charm and Magic, which allow the Hero to assist Innocents against Villains and their Minions.

**Charm** - One of the types of Brawl Cards Heroes may use. Charm cards beat Minion’s Resist on a tie and the Hero player may reassign that Minion to any other Villain in the game (tilt towards that player).

**Chase Phase** - The first phase of a Round. The Hero assigns the first Villain to complete their actions, and then alternating Villain, Hero, everyone takes 1 turn going clockwise from the starting Villain.

**Child** - Innocent card worth 1 Fight

**Day** - One full Round of the game. There are 3 Days on the Doom track. If Day mode is active, when a Villain or Hero is required to discard a card or move, the Hero player decides which cards to discard or which Location to move to for both Heroes and Villains.

**Doom Track** - The Doom Track is the time counter for each Round. Rounds alternate between Day and Night for 6 potential Rounds total during the game.

**Exhaust** - To rotate your card 90 degrees on its side, signifying its power has been used for the duration of the Round.

**Face Down** - Placing a card with its action choices hidden.

**Face Up** - Placing a card with its action choices showing.

**Fight** - One of the types of Brawl Cards Heroes may use. Fight cards add strength to the Innocents Fight at a Location, against Minions’ and Villains’ Fight. Ties result in nothing happening, but if a side wins a fight, they may choose an opponent who has lost to remove one of their Minions, or an Innocent from play.

**Flip** - Turn a card that is double sided, from one side facing up to the other.

**Greed** - One side of a power card. Villains may spend Greed to draw Minion Cards, play Minions face down or face up, move Minions from one Location to another, or flip their Villain card.

**Hero** - An individual with moderate to no abilities, who decided to take a stand against the darkness. Fool.

**Hope** - One side of a power card. The Hero player may spend Hope to draw Brawl Cards (Fight, Magic, Charm), move a Hero from one Location to another, or flip a Hero card.

**Innocent** - The unlucky folks who happened to be out and about when the Three Days of Darkness rolled in. There are three types of cards: Child, Adult, Officer. If you read NIGHTMARE WORLD or TALES OF MR. RHEE, you’ll know their back story.

**Kill** - When a Minion hates an Innocent verrrry much…. Remove card from play and put them into the deck they came from (Innocent or Minion).

**Locations** - Places where very bad things happen. First time playing? Use the art only side, or switch the cards over to include bonus conditions. Once a Villain has control of a Location, they place their standee there and have use of their abilities.

**Magic** - One of the types of Brawl Cards Heroes may use. Magic beat Minion’s Resist on a tie and the Hero player may remove that targeted Minion from play.

**Minion** - A pawn in the greater machinations of evil, Minions are a Villain’s primary weapon. For details on Minions, see “Anatomy of a Minion Card” on page 7.

**Night** - One full Round of the game. There are 3 Nights on the Doom track. If Night mode is active, when a Villain or Hero is required to discard a card or move, the Villain player decides which cards to discard or which Location to move to for both Heroes and Villains.

**Officer** - Innocent card worth 3 Fight

**Refresh** - To rotate your card 90 degrees upright, signifying its power is now able to be used again.

**Resist** - The ability to withstand Charm and Magic. Ties go to the attacker.

**Round** - Rounds include a Chase Phase and a Showdown Phase. They alternate between Day and Night, for the 3 Days of Darkness.

**Showdown Phase** - The second phase of a Round where all Locations with 2 or more opponents (Minions, Villains, Heroes and Innocents, in any combination) resolve their Brawl. The order of each Location Brawl resolution is determined by the Villain who was chosen to go first in teh Chase phase by the Hero player.

**Starting Side** - Side of a Hero/Villain card which is placed face up at the beginning of Day 1. Players may pay Greed/Hope to flip to their card’s Transformed side, or may have a Starting card condition that forces that flip.

**Target** - The specific Minion or Innocent that is about to get the smackdown (singled out for a Fight, Magic, Charm attack).

**Transformed Side** - Side of a Hero/Villain card which is placed face down at the beginning of Day 1. Players may pay Greed/Hope to flip to their card’s Transformed side, or may have a Starting card condition that forces that flip.

**Villain** - A power hungry maniac who has a plan to take over the world. Maybe it will work out for them. Ferum remo consed moluptatus quis porhenda inciatem alit ut et mod ma derum quasi denda ipsam quae soluptas volorempore excepe versped esequid que por moluptur solo etur, odipici dolupta ditis dolesti nctoris se veritae il et est, ad quam, sit laut veribus alit fugia nusam quam nihilicase cor aut lab invelen deriam dolendam est exero volurator?