

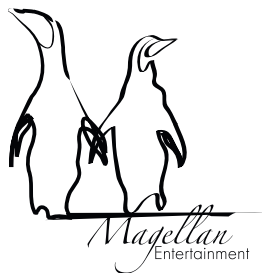


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For centuries, the masters of the Order of Dreamers studied the endless expanses of the human dreamscape. They journeyed across the hilly plains of Slumber, swam the waves of Rapid and Languorous Sleep, descended into the caves of Hypnosis, and even made their way to the land of Secret Desires. Only one corner of the netherworld remained off limits to them: the Nightmarium, populated by gruesome Night Terrors, fragments of human nightmares.

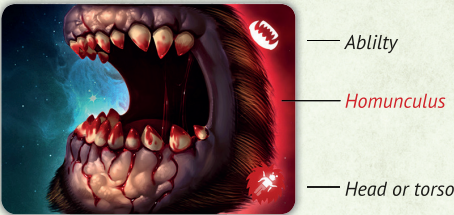
Ages have passed, and the Order's successors, the learned mediums from the Dream Research Institute, have now mastered the art of subduing Night Terrors and weaving phantasmagorical Creatures out of them. These things are hostile and unstable, and they often escape the dreamers' control—only to attack one another or disintegrate. Yet only with their help can the heart of the Nightmarium be reached: the pulsating Crystal of Panic. The scholar who first assembles five Creatures of their own design around the Crystal will come to know the essence of the Nightmarium and acquire power over the Terrors themselves.

Components

- 108 Night Terror cards;
- 'Classified' leaflet;
- 5 reference cards;
- These rules.

The Nightmarium box contains 108 Night Terror cards that players can combine to form Creatures. A complete Creature is made up of three parts: legs, a torso, and a head. On the right side of each card is an icon indicating which part of a potential Creature this Night Terror can become. Most cards can be used for only one body part, but some Night Terrors can be used as one of two or even three parts.

Each Night Terror is also associated with one of four Legions of Horror: Necronauts, Insektoids, Homunculi, or Chimeridae. A Terror's legion is indicated by the color of the card's background: blue stands for Necronauts, brown for Insektoids, green for Chimeridae, and red for Homunculi. A creature can be made up of any Night Terrors, but players are better off weaving Creatures out of cards that all belong to the same legion. Most cards have a special ability icon in the top-right corner; this activates when the player completes the Creature. There are six such abilities, all of which are described in detail later in these rules.



How to Play

At the beginning of the game, shuffle the deck of Night Terrors and deal five cards to each player. Players keep these cards in their hand, secret from their opponents. Place the deck in the middle of the table face down, and leave a space next to it for the discard pile. If you run out of cards in the deck during the game, reshuffle the discard pile and place it face down, creating a new draw deck.

Players take turns in clockwise order, beginning with the last person who had a nightmare. The game continues until one of the players completes five Creatures—this player immediately becomes the winner. If you like, you can play to a higher number of Creatures—six or even seven, for example—but this will require a very large table, especially if you have many players participating.

During your turn, you perform two actions, after which the next person to your left takes their turn. There are 3 possible actions to choose from. You can perform the same action more than once.

Possible actions

- A) Draw a card.
- B) Discard as many cards as you like from your hand and draw half that number (round down).
- C) Play a card from your hand and activate a Creature's abilities (if the Creature is complete).

A) Draw a card

Draw the top card from the deck and add it to your hand without showing it to your opponents. You can have as many cards as you like in your hand.

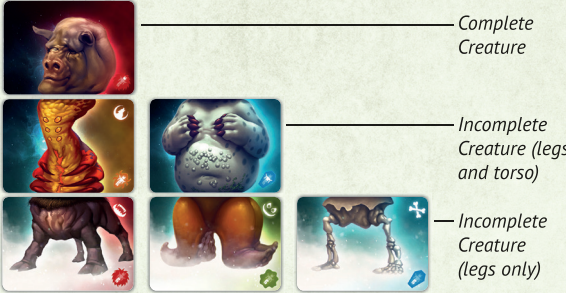
B) Discard cards from your hand and draw cards

Discard as many cards as you like, then draw one card from the deck for every two cards you discarded. For example, if you discard five cards, draw two cards, and if you discard six, draw three. Place the discarded cards face up in the discard pile next to the deck.

C) Play a card from your hand

This is the primary action in the game in that it allows you to weave Creatures from Night Terrors. Choose one card from your hand and place it in front of you to make it a part of one of your Creatures. When you do this, you must observe the following rules:

- Each card can only be placed in the position (head, torso, or legs) indicated on the right side of the card.
- Legs are placed first (beginning a new Creature). In other words, Creatures are always assembled from the bottom up.
- Torsos can only be added to Creatures that already have legs.
- Heads can only be added to Creatures that already have legs and torsos.
- You do not have to complete one Creature before beginning another. However, you cannot have more Creatures than are required to win (usually five). For example, if you have already have five legs cards in front of you, you cannot play a sixth legs card.
- If you choose to use both of your actions to play cards, the two cards you play MUST belong to the same legion.



Activating Abilities

As soon as you complete a Creature (by adding a head), perform all of its abilities starting with the Creature's head, then its torso, and ending with its legs. Abilities are activated one at a time in the order they appear, top to bottom. You cannot refuse to perform the abilities.

If a certain ability of the completed Creature cannot be performed because there is no appropriate target, this ends the activation of the Creature's abilities. This ability is not performed, and neither are the ones that follow it.

If the completed Creature is comprised of Night Terrors of the same legion (in other words, if all three cards that make up the Creature have the same background color), each of your opponents must discard one card of that legion from their hands before its abilities are performed. If an opponent does not have an appropriate card, they must discard any two cards.



### Creature Abilities

**Herald:** reveal two cards from the deck. Place them in front of you according to the usual rules if you can. Discard any cards that you cannot play.

**Weeper:** draw two cards from the deck.

**Mocker:** play one card from your hand according to the usual rules.

**Executioner:** add the top card from any other player's Creature (complete or incomplete) to your hand.

**Scavenger:** discard any incomplete Creature belonging to another player.

**Devourer:** discard the top card from any of your Creatures other than this one.

Weaving Creatures with well-thought-out ability chains will increase your chance of winning. For example, a Creature with the Executioner and Scavenger abilities can rip the head off a completed Creature, thus making it incomplete, then send it back to the discard pile. A chain of Devourer and Mocker will allow you to remove the head from your own Creature, give it a new one, and activate its abilities.

When resolving the Herald or Mocker abilities, it is possible to complete another Creature. If this happens, stop activating the first Creature's abilities and immediately switch to performing the new Creature's abilities (including the need for your opponents to discard cards if all of the new Creature's parts belong to the same legion).

### Example: Performing Abilities

You play a card and add a head to Creature #1, thus completing it. This Creature's head and legs have the Mocker ability, so you need to play one card from your hand twice. By playing two cards, you complete Creature #4 and must now perform its abilities: Devourer, Weeper, and Herald.



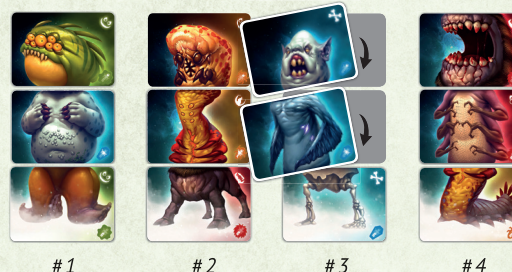
You use Devourer to discard the head from your own Creature #2, Weeper to draw two cards from the deck, and then Herald to reveal two more cards from the deck.



One of them turns out to be a head, so thanks to the Herald you immediately add it to the very same Creature #2 you just decapitated.



Creature #2 is now complete again, and you perform its abilities Mocker, Herald, and Devourer. Using Mocker, you add a torso to Creature #3, then, using Herald, you reveal two cards from the deck, one of which is a head, which you use to complete Creature #3.



Creature #2 didn't have a chance to perform its Devourer ability because you have just completed another Creature, so you now begin performing the abilities of Creature #3 instead. The first thing you do is notify your opponents that you have created a pure

Necronaut, which means that they have to discard either one Necronaut card or any two of their other cards. You then perform the two Scavenger abilities from Creature #3 – you destroy an opponent's incomplete Creature, but you can't find another target, so the creature activation ends.



Developed by: Igrology, 2014. www.igrology.ru

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