

KOMNATA STRACHU

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COMPONENTS

55 cards:

40 Fear cards



15 Special cards



20 Fear tokens (1 set of 5 different

Fear tokens for each player):



Lightswitch:



GOAL OF THE GAME

Each round 3 cards depicting Fears and/or Special events are revealed from the deck. Players have to react to them properly. Depending on what the revealed cards show, players have to choose the right Fear tokens from their sets and then turn the light on. Each round the fastest player wins the revealed cards. At the end of the game the player who gathered the most cards is the winner.

GAME SETUP

- A Shuffle **all cards** thoroughly. Place them in a face-down deck at the side of the table.
- B Place the **Lightswitch** in the middle of the table.
- C Each player takes **1 set of 5 different Fear tokens** and places it in a row in front of themselves.
- D Each round players draw 3 cards from the deck, place them face-down next to the Lightswitch and then reveal them simultaneously.



C



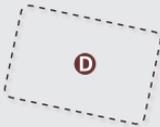
A



B



C



C



GAMEPLAY

Note: All players act simultaneously:

- reveal 3 cards from the deck
- choose the appropriate Fear tokens and turn on the light as fast as possible.

REVEALING 3 CARDS FROM THE DECK

Three players draw 1 Card from the deck each (without looking at them), place them in the middle of the table and then reveal them simultaneously.

2 player game: the first player draws 2 cards, and the other draws 1 card. Next round players switch: the first player draws 1 card and the other draws 2 cards and so on.

4 player game: players decide which 3 players will be revealing the cards. They can change between the rounds.

Note: Players should flip the cards away from themselves so that all players can see the contents at the same time.

CHOOSING APPROPRIATE FEAR TOKENS AND TURNING THE LIGHT ON

Players try to choose the right Fear tokens from the ones they have in front of themselves as fast as possible. The chosen Fear tokens should be pushed forward from the row.



All the Fear tokens chosen by the player have to meet **exactly one of the following conditions**:

- they all should have **the same shape** as the Fears on the revealed cards
OR
- they all should have **the same color** as the Fears on the revealed cards.

After that, players have to **turn on the light** as fast as possible (i.e. place their hand on the Lightswitch). The player who chose the appropriate Fear tokens and turned on the light the fastest gets the 3 revealed cards and places these next to themselves – these are their points.

Note: While **choosing Fear tokens** and **turning on the light** you are allowed to **use only one hand!** Players who reveal the cards do that with one hand and choose the Fears/turn on the light with the other.

***Example:** Players revealed 3 cards: a white and a red ghost and a yellow skull. All the players try to choose (push forward) the following Fear tokens from their rows:*

- Player A chose Fear tokens with matching shape to the ones on the cards: **skull and ghost**
- Player B made a mistake: the **skull and ghost** match the shape, but the **pumpkin** does not – this one matches the color but all chosen Fear tokens have to match either color or shape, not both,
- Player C chose Fear tokens with matching colors: **yellow, red and white.**

Either player A or C will win the round, depending on which of them turned on the light faster. The winning player gets the 3 revealed cards.

Once the round is over, players place their Fear tokens back in the rows and play another round.



PLAYER A



PLAYER B



PLAYER C

Note: If the player who turned on the light the fastest **made a mistake** while choosing Fear tokens, the cards are awarded to the player who turned on the light as the second one (under the condition that they did not make a mistake) and so on. If all players made mistakes, nobody gets the revealed cards – these should be placed in the box.

SPECIAL CARDS

If there are **3 Special Cards** among the revealed cards, **these all cancel each other** – you should **place them in the box and reveal 3 new cards**.

If there are **2 Special Cards** among the 3 revealed Cards, **they cancel each other**. Only the third Card matters.

– Players have to choose **only one Fear token** with matching color or shape and **turn on the light**.

– The fastest player gets all 3 revealed cards.

If there is only **1 Special Card**, among 3 revealed cards, players should **perform the following activities**.

FEAR INVASION

All the Fears showed up!

Players should focus only on the Special Card.

– You should line up **all your Fear tokens** (with matching shapes or colors) **in the same order as on the Special Card** and then **turn the light on**.

– The fastest player gets all 3 revealed cards.

***Example:** There is the “FEAR INVASION” card among the revealed cards. Player A lined up their Fear tokens according to shapes, while Player B lined up theirs according to colors.*



PLAYER A

PLAYER B



FEAR ESCAPE

Some of the Fears escaped from the chamber!

- You should choose **all the Fear tokens** (with matching shapes or colors) that **are not visible** on 2 other revealed Cards and then **turn the light on**.
- The fastest player gets all 3 revealed cards.

***Example:** There is the “FEAR ESCAPE” card among the revealed cards. Player A pushed the Fear tokens in colors different from the ones visible on the cards forward from their row: yellow, pink i turquoise.*



Player B pushed the Fear tokens with shapes different from the ones visible on the cards forward from their row: spider, skull and pumpkin.

PLAYER A



PLAYER B



GUEST

- A guest visited the chamber and you have to send the Fear tokens to welcome them.
- You should choose **all Fear tokens** (with matching shapes or colors) that **match** the 2 other revealed cards and then **turn the light on**.
 - The fastest player gets all 3 revealed cards.



Example: There is the “GUEST” card among revealed cards.

Player A pushed a Fear token with the matching color forward from their row:
white pumpkin.



PLAYER A



Player B pushed the Fear tokens with the matching shapes forward from their row: ghost and puppet.

PLAYER B



END OF THE GAME

The game is over when there are no more cards in the deck. After the last round all the players count the cards they gathered. The winner is the player with the most cards. In case of a tie, the winner is the player who gathered more Special Cards. If there is still a tie, players rejoice in their shared victory.



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