

MY LITTLE HORRORS™

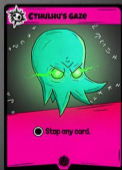
My Little Horrors is a turn-based card game where the player's goal is to take possession of the 3 treasures of power, bringing forth the apocalypse. Watch out! Your fellow players are aiming to bring your demise. Form alliances and rivalries to get your hands on as many treasures as you can.



54 CHARM CARDS




7 TREASURE CARDS



39 HEX CARDS




STARTING THE GAME


Shuffle and deal 5 cards to each player. If a player has a **Treasure**  in their opening hand, they immediately place it on the table in play. Place the deck between the participating players. If the deck ever runs out of cards, shuffle the discard pile into the deck.

TURNS




• Players take turns by going counter clockwise, and since we're summoning the old ones, the eldest player goes first. You may pass your turn if you want.

BEGINNING OF THE TURN




Each player begins their turn by drawing a card from the deck. If a **Treasure**  is drawn, it is immediately placed on the table in play face up.



ACTION PHASE

After a player draws their card, they can play any **Hex**  and/or **Charm**  cards from their hand. Only **1 Charm**  can be played per turn, and only on that player's turn.

END OF TURN

Players win by collecting all three **Treasures**  at the end of their turn. Losing a **Treasure**  during this phase prevents a player from winning. If a player's hand contains more than eight cards, they must discard down to eight, excluding **Treasures** .






CHARM CARDS:

Players can use only 1 Charm  on their turn. These cards can only be used during its owners turn.





HEX CARDS:

Hex  cards may be used at any time, by any player on any turn. Unlike Charm  cards, players can use as many as they want and can interrupt others with their Hex  cards with the last Hex beating the last card played. Hex  cards can only be used against players on their turn.



TREASURE CARDS:

Whenever a Treasure  card is drawn, it does not go into the players hand. It is placed face up and flat within arms reach, in front of that player. Once a Treasure  is placed, it can not be moved.

