

COMBINING HORRIFIED GAMES

The Monsters in *Horried: Greek Monsters*, *Horried: World of Monsters*, and *Horried: Dungeons & Dragons* can be played together in any setting. You can challenge yourself with combos of fearsome Monsters to create a terrifying mix of fear and destruction that only you can imagine!

The game plays per the standard rules, with the following guidelines:

1. The gameboard you choose to play on dictates the following:
 - a. The Monster deck
 - b. The Perk deck
 - c. The Lair tokens and locations
 - d. The Items and Item bag
 - e. The Citizens/Legends of that world
 (For example, if you want to play on the World of Monsters board, use the above items from that game.)
2. The Heroes and Monsters can be chosen from any game.

For example, if you want to play on the *Horried: World of Monsters* gameboard, use the decks, Lair tokens, Items, and Citizens/Legends from that game, as stated above. Set up the game as indicated by the rules of the gameboard you are playing on, with the following changes and adjustments.

HEROES

If you are playing a Hero from a different game than the chosen gameboard (playing a *Horried: Dungeons & Dragons* Hero on the *Horried: Greek Monsters* gameboard, for example), place your Hero in the starting location of a Hero from that gameboard who is not being played. If there are multiple unused starting locations, choose the one you want.

If you play a Hero from *Horried: Dungeons & Dragons*, you will need a d20.

MONSTER STARTING LOCATION

- For *Horried: World of Monsters* and *Horried: Dungeons & Dragons*, Monsters start in the gameboard location that matches their Frenzy number. If more than one Monster has the same Frenzy number, you can place one on another Frenzy-marked location not in use.
- *Horried: Greek Monsters*: Place your Monster on the starting location of any Monster not currently being played. Match the Frenzy numbers of the Monsters, if possible, but any location will do. Example: start by trying to place the new Monster (Frenzy 3) where the Greek Monster (Frenzy 3) would start the game,

Note: For a challenge, you can stack Monsters of the same Frenzy number in the same starting location. Good luck!

FRENZY MARKER

If two Monsters have the same Frenzy number, place the Frenzy marker on the Monster “visiting” from a different gameboard (they are horribly angry!). If there is more than one visiting Monster with the lowest Frenzy number, the first player chooses the Monster that starts the game with the Frenzy marker. If the marker moves, it goes to the next higher/lower number per the rules.

ITEMS

In *Horried: World of Monsters* and *Horried: Dungeons & Dragons*, there is a shape surrounding the Strength number on Items that indicates the category the Item belongs to. Various actions will refer to that shape. The guide below indicates what Items can be used during gameplay for actions that require the use of Items.

Greek Monster Items		World of Monster Items		Dungeons & Dragons Items
	=		=	
	=		=	
	=		=	

LAIRS

If a visiting Monster(s) needs a Lair, place their Lair token face down off to the side of the board. *Horried: World of Monsters* and *Horried: Dungeons & Dragons* include blank Lair tokens. If a blank Lair is revealed, you can replace it randomly with the Lair of a Monster in play and then reveal it. In *Horried: Greek Monsters*, if you reveal a Lair for a Monster not in the game, you can replace it with the Lair of a Monster in play and reveal it.

MONSTER CARDS

The rules for Monster cards do not change. Any icon listed as either part of a card effect or part of a Monster Attack has a color that takes precedence over the shape. For example, it does not matter whether the shape is a Lightning Bolt, a Ghost, or a Chest: the color yellow determines the effect.

UNIQUE PLACEMENTS/RULES

In *Horried: Dungeons & Dragons*, some Monsters and some of the Wizard's Special Ability results involve locations indicated by a number. Use the guidelines below to determine location numbers on other gameboards.

- The location numbers for *Horried: Dungeons & Dragons* start with 1 in the upper left corner of the gameboard, move across the gameboard to the right, then snake back to left on the next “row” of locations. The last number is at the bottom right corner of the gameboard.
- If there are more than twenty locations, remove any that have no name or are listed as Crossroads. If there

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are still more than twenty locations, ignore those with Lairs.

- If there are fewer than twenty locations, you can assign a range of numbers to some locations. For example, 1-2 for the first location and 19-20 for the last.
- Everyone should agree on this decision at the beginning of the game during setup. There is no wrong way to number the locations.

MONSTERS

Use the following adjustments when these Monsters are played as visitors on other gameboards.

Basilisk (Horried: Greek Monsters)

Instead of Temples, use the following locations to get your weapons Blessed:

- *Horried: World of Monsters*: Arcane Forge, Steam Plant, House of Dusk, and House of Dawn.
- *Horried: Dungeons & Dragons*: House of Wonder, Obelisk of the Eye, Altar to Juiblex, and Abandoned Priory.

Medusa (Horried: Greek Monsters)

- In *Horried: World of Monsters* and *Horried: Dungeons & Dragons*, place Medusa's Mirrors in the same location as the first four Items placed. You cannot place the Mirrors in the same location, nor can they be in the starting location of any Hero. Continue until the Mirrors are in four unique locations.

Cthulhu (Horried: World of Monsters)

- On the *Horried: Greek Monsters* gameboard there is no Void, but the amount of chaos and death that has occurred at the Battlefield has created a rift that Cthulhu can be pushed through.
- On the *Horried: Dungeons & Dragons* gameboard there is no Void, but the worship that has taken place at the Altar of Juiblex has caused a rift that Cthulhu can be pushed through.

Yeti (Horried: World of Monsters)

- On the *Horried: Greek Monsters* and *Horried: Dungeons & Dragons* gameboards, place the Yeti's children in the same location as the first three Items placed. You cannot place the children in the same location, nor can they be in the starting location of any Hero. Continue until The Yeti's children are in three unique locations.

Red Dragon (Horried: Dungeons & Dragons)

- There are no rules on other gameboards limiting the Dragon's Movement. You will play the full Red Dragon campaign on other gameboards, which means you will need both Lair tokens (see Lairs). If teleported by the Wizard, follow the rules on the Wizard's Hero tile.

PERK CARDS (HORRIFIED: DUNGEONS & DRAGONS)

When using the *Horried: Dungeons & Dragons* gameboard, it is possible that no Heroes or Monsters will require the use of a d20 roll.

Jarlaxle Baenre

If there are no Heroes being played that use a d20 when you draw Jarlaxle Baenre, discard it and take the top two

Perk cards. Choose one and put the other on the bottom of the Perk deck.

Skeemo Weirdbottle

Ott Steeltoes

Both Skeemo Weirdbottle and Ott Steeltoes have game effects on their cards that will work if there is a Monster who rolls a d20 as part of their Monster abilities. If no Monsters nor Heroes are chosen at the beginning of the game that use a d20, and these cards are drawn, discard them and take the top two Perk cards. Choose one and put the other on the bottom of the Perk deck.