

✠ DARK GOTHIC ✠
**COLONIAL
HORROR™**
DECK BUILDING GAME



Rulebook



By
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Dark Gothic: Colonial Horror is a Stand-Alone Expansion for the *Dark Gothic* Deck Building Card Game. It can be mixed in with the original *Dark Gothic* game to add new mechanics and greater variety, or it can be played on its own as a 2-3 player game that is fast, fun, and deadly!

In *Dark Gothic*, each player takes on the role of a unique monster-hunting Hero, collecting Allies and Gear to aid them in their journeys while they root out evil and hunt supernatural creatures back to their lairs. Players must hunt down a series of increasingly difficult Villains that are terrorizing the countryside before the land is consumed in shadows. Though the Heroes must generally work cooperatively as a group to stop the Villains from overwhelming the land, there can be only one top monster hunter amongst them when the dust clears and the final victory total is gathered. Dark Secrets lurk around every corner and only the most cunning and spirited hunter can prevail in the age of *Dark Gothic*!

Game Contents

- 1 Full-Color Rulebook
- 1 Omen Die
- 45 Starting Cards
- 4 Honor Cards
- 24 Training Cards
- 8 Dark Secret Cards
- 1 Hungry Dead Minion Card
- 72 Card Main Deck
- 8 Card Shocking Discovery Deck
- 5 Large Hero Character Cards
- 9 Large Villain Cards



Expanding Dark Gothic

Colonial Horror is fully compatible with the original *Dark Gothic* and can be simply added in to the base game to introduce new mechanics and create greater variety in Heroes, Villains, and Main Deck cards.

If you are already familiar with the rules for *Dark Gothic*, you can skip ahead to the *What's New* section on the next page to find out more about the new mechanics in this Expansion.

Stand-Alone Colonial Horror

On its own, *Colonial Horror* is a game for 2-3 players and is a mix of cooperative and competitive play. The Heroes must work together to defeat all of the Villains before the countryside is laid to waste, but only one Hero can prevail when the victory points are totaled.

Gameplay Overview

Each Player has their own deck of cards that they draw from during the game. There is also a large **Main Deck** at the center of the table with a **Center Line** of 6 cards that all of the Players get to play off of. Players use cards from their own deck to defeat Minions and acquire Gear, Allies, Events, and Locations from the Center Line, adding any cards acquired to their own deck for later use. In

this way, the Players build their personal deck throughout the game, guiding its contents by the cards they choose to acquire from the Center Line. Whenever a Player's deck runs out of cards, it is re-shuffled, adding all of the cards that the Player previously acquired back into their deck so that they may be drawn and used for their game effects.

There are also 3 Villains terrorizing the countryside and growing in power over the course of the game! These Villains have many ways to add cards to the Shadows stack, and if there are ever 10 cards in the Shadows, the Villains win the game and all of the Players lose! These Villains can be battled, but require far more resources to defeat than most cards found in the Center Line. If all 3 Villains are defeated, the Heroes have won the day and each Player adds up all of the Investigation (Victory Points) for every card in their deck. Whichever Player has the highest Investigation total is the winner, and crowned the top Monster-Hunter!

WHAT'S NEW

This section includes a quick overview of what is new in the *Colonial Horror* Expansion. Full rules for New Game Mechanics can be found on page 10 and 11.

Revised Hungry Dead

A new, revised version of the **Common Minion Hungry Dead** has been included. This new card is meant to replace the original *Hungry Dead* from the Dark Gothic base game, as only one copy of the Common Minion is needed.

The *Hungry Dead* card text has been revised so that it can no longer be used to Destroy other Minions in the Center Line, or cards in the Center Line that have a Global Effect.

Keys and Books

Two new themes for Gear cards in *Colonial Horror* are Books and Keys. Keys Destroy themselves when used, but have a powerful effect, while Books generally give a powerful bonus, but are higher cost cards.



Roaming Cards

Some of the new cards in *Colonial Horror* are marked as **Roaming**. These cards move one step closer to the Shadows at the start of each player's turn, and add an extra element of danger to the game! If left unchecked, they can have a serious impact on the growing Shadows and victory for the Villains. Full rules for **Roaming Cards** can be found on page 10.

Lightning Strike

A shocking new Event card, when *Lightning Strikes*, it can spell doom for the Heroes, Destroying other cards nearby and adding to the Shadows! Additional rules for these new *Lightning Strike* cards can be found on page 10.

Protect

Similar to Block, **Protect** is a new ability that some cards have, allowing you to prevent a card from being Destroyed. Full rules for **Protect** can be found on page 11.

Global Card Effects

Some new cards have a Global Effect listed on them that applies to all Players, as long as the card is in the Center Line. Full rules for Global Effects can be found on page 11.

Cursed Costs

Some of the new cards and Villains in *Colonial Horror* have a Cursed Cost, marked by a red glow around the Resource Cost. This forces a Player to Destroy some of the Resources spent to defeat/acquire that card. Full rules for Cursed Costs can be found on page 11.

GAME ELEMENTS

Large Hero Cards

Each Player takes on the role of one of these monster-hunting Heroes during the game. There are 5 Heroes to select from and each oversized Hero card shows the breakdown of cards that comprise the Player's starting deck as well as the Ability or Abilities unique to that Hero.



Large Villain Cards

The Villains are the larger, more deadly supernatural creatures that must be defeated to win the game. There are 9 different Villains included, and each game will use 3 of these Villains selected at random based on their danger rating (one each of danger level I, II, and III). Each of these oversized cards has the Villain's cost to defeat, special abilities, and any keywords where appropriate (such as Vampire, etc).



The Omen Die

A special die is included in the game called the Omen Die. It is marked with the numbers 1, 2, 3, 4 and two Skull icons. Skull icons generally equal 0 if you are rolling for a number. This die is used during the game to add a random element of chance for certain card effects and abilities.

Game Cards

Most of the cards in Dark Gothic share the same card back as they could all potentially be added to a Player's personal deck throughout the game. All of the cards have a card type listed in large bold text that is color coded to help distinguish them as follows:

Start – These are the cards that make up a Player's initial deck at the start of the game. Generally these cards work well to get you started, but as they generate very few resources, it is best to try and replace them with better cards during the course of the game.

Training – These cards are better versions of the Starting cards and are always available for Players to acquire in addition to the cards found in the Center Line.

Honor – Honor is one of the most powerful cards and most Heroes start with a single Honor card in their deck. Honor cards cannot be purchased, they may only be acquired through special acts of valor during the game.

Gear – Gear are items and equipment that will help your Hero during the course of the game.

Ally – Allies are townsfolk that will help your Hero out during the course of the game. Some of the more powerful Allies (such as the Town Elders) also give your Hero a Dark Secret when acquired.

Location – These cards represent locations that your Hero visits and explores during the game. Many Locations are marked as Remains in Play so they stay out when played and continue to give you benefits.



Event – Events represent battle tactics and things that happen during your adventures.

Minion – Minions are lesser enemies that are found in the Center Line and are defeated by paying their card cost. Defeated Minions ARE acquired to your discard pile, just like any other card from the Center Line.

Common Minion – There is one Common Minion that is always available to Fight, in addition to any cards in the Center Line. This Common Minion is called the Hungry Dead and can be used to feed cards to during the game (destroying unwanted cards from your hand or the Center Line).

Secret – Secrets are bad cards that can be added to your deck against your will and are worth negative Investigation if they are still in your deck at the end of the game. When a Dark Secret

card is in your hand during your turn, it must be played before any other cards, exploding like a time bomb! This destroys itself and forces you to draw a Shocking Discovery!

Shocking Discovery – The results of a Dark Secret card being played, Shocking Discoveries are mostly bad things that happen to the Player that drew it, or to all of the Heroes in general. Some Shocking Discoveries remain in play on the current Villain until it is defeated.

Remains in Play

Some cards are marked as Remains in Play at the bottom of the card's text box. When played from a Player's hand, these cards stay out in front of that player and continue to give them a bonus each turn. It is important to note that these cards are still initially placed in the Player's discard pile when first acquired, and only begin to Remain in Play once they have been drawn into hand and played during the Player's turn.

GAME SET UP



- 1) Take all of the **Gear**, **Ally**, **Event**, **Location**, and **Minion** cards (not including the **Common Minion Hungry Dead** card) and shuffle them all together thoroughly. Place this deck of cards at the center of the table. This forms the **Main Deck**.


- 2) Each player now randomly draws one of the large **Hero** character cards to play as. This Hero card lists the breakdown of your starting deck. Take the number listed for each of the **Start** cards (*Strength of Combat*, *Strength of Cunning*, *Strength of Spirit*) as well as any **Honor** that you start with (usually one *Honor* card). These cards are shuffled together thoroughly to create your **Personal Deck**. All of the unused **Start** cards should then be returned to the box (they will not likely be used during the game). Also, return all unused large Hero cards to the box.

- 3) Take all of the large **Villain** cards marked with the **Danger Rating III** (in the upper right corner of the card) and shuffle them together. Pull one of these cards randomly and set it face down on

the table without looking. Now do the same for the **Danger Rating II** Villains, setting it face down on top of the **Danger Rating III** Villain in a stack. Finally, randomly draw a **Danger Rating I** Villain and place it face up on the stack of Villains, so that all of the players can see it. This is the starting Villain. Return all unused Villain cards to the box (without looking at them).

- 4) Shuffle the **Shocking Discovery** cards and set them off to the side, face down, where everyone can reach them.
- 5) Set the remaining card stacks on one side of the play area so that all players can reach them. These card stacks should include each of the **Training** cards (*Tactical Strike*, *Brilliant Deduction*, *Intuitive Hunch*), the remaining **Honor** cards, the **Dark Secrets**, and the **Common Enemy Hungry Dead**.
- 6) Flip over the top 6 cards of the **Main Deck**, one at a time, and place them in a row at the center of the table, next to the **Main Deck**. This row of 6 cards is called the **Center Line**. (It

is important to note that effects that are triggered when a card enters the Center Line, such as *Mystery* effects, are NOT triggered by the initial 6 cards played to fill in the Center Line).

- 7) Every Player draws a **hand of 6 cards** from the top of their personal deck. This is your starting hand.
- 8) Now every Player rolls the **Omen Die**. Whichever Player rolls the highest (roll off if tied) gets the first turn, then play proceeds clockwise around the table. Remember that on the Omen Die, a  counts as 0.

You are now ready to begin the game!



DURING YOUR TURN

Playing Cards

During your turn, you will play cards from your hand to gain resources, and then spend those resources to acquire new cards into your personal deck, thus making your deck stronger and tailored to your own play style. To play a card from your hand, simply lay it face up on the table and gain the bonus listed in the card's game text area. Cards that are played during your turn stay out on the table until the end of your turn and are then moved to the discard pile of your personal deck. It is important to note that the cards you play are not placed in the discard pile until your turn is fully over.

Resources

There are three resources in the game: **Combat**, **Cunning**, and **Spirit**. These resources are represented by colored orbs with an icon for the resource type and a quantity of that resource. **Combat** is Red with a pistol icon, **Cunning** is Green with a magnifying glass icon, and **Spirit** is Blue with a book icon.



Combat



Cunning



Spirit

There is also a fourth type of resource orb that is Silver with no icon.



Silver is a wild card, so anytime you see a Silver resource, you can choose what color you want it to represent.

It is important to note that anytime you see a Silver orb, you can **choose** the one (and only one) color you want it to represent, and it will be the quantity listed in the Silver orb of that single chosen color.

This works the same whether you are choosing what color to make a Silver 'wild card' orb for gaining that resource from a card you have played, or for a card's cost if you need to spend that resource.

Resources gained for playing cards remain available to spend until the end of your turn (so you could just lay down your entire hand and then choose how you want to spend the resources gained for all of those cards). It is also important to note that you do NOT need to choose what color to make a Silver orb until you actually spend the resource to acquire or defeat a card. For instance, the card *Honor* gives you 1 Silver and lets you draw a card. You may draw the extra card and play other cards even before deciding what color to make the Silver.

Acquiring Cards and Defeating Minions

During your turn, you may defeat or acquire any number of cards from the Center Line as well as any of the Training cards from their stacks. You may also defeat the **Common Enemy** *Hungry Dead* or even try and defeat the current, face-up **Villain**! To defeat a Minion or Acquire a card, you must be able to spend resources equal to or more than that card's cost, listed along the upper left side of the card.

When a card is defeated or acquired by paying its listed cost, it is immediately placed into your discard pile.

Anytime a card is Acquired or Defeated from the Center Line (or removed in any way), it is immediately replaced by flipping over the top card of the Main Deck. In this way, there should always be 6 cards in the Center Line available to choose from.



Enemy 'Fight:' Effects

Most Minions and Villains have a special Red Text Box with the word 'Fight:' in it. When that enemy is defeated, by paying its cost, the 'Fight:' game text is automatically triggered and the Player that defeated it must resolve the text immediately. Note that 'Fight:' game text generally only ever happens once, when the enemy is defeated. Once a card with the 'Fight:' Red Text Box is in your deck and you draw it into hand, it has no effect on playing that card, you simply gain the other game text bonus that is not in the Red Text Box.

Mystery Effects

Some cards have a special Grey Text Box with the word 'Mystery:' in it. When one of these cards enters the Center Line, its 'Mystery:' game text is automatically triggered. Just like 'Fight:' text in the Red Box, 'Mystery:' text in the Grey Box has no game effect when the card is drawn into hand and played later in the game, only when the card initially enters the Center Line.

Villain Global Effects

Some Villains also have a Green Text Box with the word 'Global:' in it. This game text is considered to always be in effect until that Villain is defeated.

Defeating a Villain

The current, face-up Villain is always available to defeat, if you can pay its cost. Like Minions, most Villains have a Red Text Box 'Fight:' effect that must be triggered when you defeat him. Unlike Minions however, Villains are large cards that are not placed in your discard pile. They are instead tucked under your Hero character card and only count for their Investigation value (Victory Points) at the end of the game.

When a Villain is defeated, the next Villain is not revealed until the end of your turn. In this way, it is not possible for a player to defeat two Villains in the same turn.

Destroyed Cards

Whenever a card is **Destroyed**, it is placed in the **Crypt** (the discard pile for the Main Deck). Cards that are just **discarded** are placed in your personal deck discard pile, to be shuffled back into your deck later.

Strike Effects

Some cards (usually Minions) have the word 'Strike:' as part of their game text. These are attacks made against all of the other players when the card is played. The 'Strike:' effect does not target the Player that actually played the card. Note that some cards have a 'Strike:' effect as part of their Mystery: Special Grey Text Box. When this is the case, the Strike actually targets ALL players.

Block

Some cards have the word **Block** in bold letters as part of their game text. This is an ability that allows the Player to ignore the effects of a 'Strike:' or 'Fight:' effect.

Drawing Up

The last thing you do at the end of your turn is to draw new cards. Draw 6 new cards to refill your hand. Note that any cards not played during your turn are discarded before you draw up (you do not get to keep unplayed cards from one turn to the next).

Shuffling Your Deck

Anytime you need to draw a card but have no cards left in your deck, you must immediately shuffle your discard pile to reform your deck. This is the main way that you get cards previously acquired back into your deck so that you can draw and play them for their cool card effects.

ENDING THE GAME

End of Your Turn

Once your turn is complete, if the current Villain was defeated, flip over the next Villain and play passes to the next player to your left. If there are no more Villains to flip, the game is over and the Heroes are victorious!

The Shadows

It is possible for the Villains to overrun the countryside with evil and plunge the land into darkness! This growing menace is kept track of by a stack of cards called The Shadows. The Shadows is a face down stack of cards that forms near the Villains and measures how close the Villains are to winning!

If there are ever **10 cards** in The Shadows, the Villains automatically win, and all of the Heroes lose the game.

Cards that are in the Shadows are kept face down so that you do not know what has been consumed by the darkness.

Determining the Winner

When all three Villains have been defeated, the game ends and the Players each add up all of the Investigation values for every card in their deck (including their hand and discard pile). They also add any Investigation for Villains that they defeated. Whichever Player has the highest Investigation total is hailed as the top monster hunter in the land and wins the glory for themselves!



NEW GAME MECHANICS AND CARDS

The following are a few additional new game mechanics presented in *Colonial Horror* that were not in the original *Dark Gothic* base game.

Roaming Cards

Roaming is a new ability that some cards have (listed in the upper left corner of the text box). While in the Center Line, these cards move toward the Villain each turn, eventually joining the Shadows if not stopped! This adds an extra element of danger to the game when one or more of these cards comes out.

When a **Roaming** card enters the Center Line, it should be placed offset to the rest of the cards to remind players that it will need to move each turn.

At the end of each Player's turn, every **Roaming** card in the Center Line (starting with the one closest to the Villain), is moved one slot toward the Villain, swapping places with the card in that slot. A **Roaming** card already in the last slot of the Center Line, will instead move to the Shadows, re-filling the now empty last slot with a new card from the top of the Main Deck (as normal).

The diagram below shows what a **Roaming** card looks like in the Center Line, and how it moves.

Lightning Strike

There are 4 copies of the new *Lightning Strike* Event card, that can be very dangerous for the Heroes. As noted on the card, when a *Lightning Strike* enters the Center Line, its Mystery Effect Destroys the cards on either side of it and then adds itself to the Shadows, bringing the Villains closer to victory!

Lightning Strike has no cost and cannot be acquired or controlled by the players; it is a dangerous and unpredictable act of nature. If a player would ever find themselves in a situation where they would acquire a *Lightning Strike* card, instead, add it to the Shadows.

If *Lightning Strike* enters the Center Line as part of the initial 6 cards (before the first player takes their turn), it does not Destroy any other cards (as Mystery Effects are not triggered by the cards in the starting Center Line), but it DOES immediately get added to the Shadows!

A Player cannot prevent a *Lightning Strike* from being Destroyed using the new **Protect** ability.

ROAMING DIAGRAM





Protect

Protect is a new ability that allows you to prevent a card from being Destroyed. This can be used on one of your own cards, a card in the Center Line, or on one of another Player's cards. Instead of being Destroyed and going to the Crypt, the card simply stays in its current location. If the Protected card was being Destroyed as part of playing it, the card is still considered to have been played this turn, gaining all other benefits (it just doesn't get Destroyed).

Protect may NOT be used to prevent a **Secret** or **Shocking Discovery** from being Destroyed. It may also NOT be used to prevent a *Lightning Strike* from being Destroyed.

Global Card Effects

Some cards have a Global Effect listed on them in a green text box, similar to Mystery or Fight Effects. While one of these cards is in the Center Line, its Global Effect applies for all Players. Once a card with a Global Effect is removed from the Center Line (acquired or Destroyed), that Global Effect is no longer active.

Note that the revised version of the *Hungry Dead* Common Minion is not allowed to Destroy a card in the Center Line that has a Global Effect.

Cursed Costs

Some cards and Villains are especially dangerous to acquire or defeat. These cards have a portion of their card cost marked as a **Cursed Cost**. This is identified by a bleeding red circle around the Resource Orb that is **Cursed**.



A **Cursed Cost** requires the Player to Destroy any cards used to pay the **Cursed portion** of the card's cost.

For example, if a card has a cost of 2 Cunning (Green) and 1 Cursed Spirit (Blue with the red glow around it) and a Hero played 2 Strength of Cunning and 1 Strength of Spirit to get the resources to acquire the card, after the card is acquired, the Strength of Spirit that gave the Hero the Spirit (Blue) resource to pay for the Cursed portion of the cost would be Destroyed.

Any resources used to pay a **Cursed Cost** that did not come from a card (such as *Inspector Cooke's* built in 1 Cunning), do not need to be Destroyed (as there is no card to actually be Destroyed).

OPTIONAL RULES

Draw 2 choose 1 for Heroes

When Players draw their Hero character, each Player may draw two Hero Cards and choose which to play as. Return the unused Hero to the stack.

Fully Cooperative Game

Dark Gothic can be played fully cooperatively by having the Hero Players all work together. There are a few minor tweaks that should be used when playing this way.

- **Strike Effects** on **Minion** cards now effect all Players, even the one that played it. Also, **Minion** cards in your hand must be played during your turn.
- The Player that goes first at the start of the game is now called the *First Player*. At the start of each of the *First Player's* turns, they must roll the **Omen Die** for every **Minion** card in the **Center Line**. On a **Skull**, that card is added to the **Shadows**.

FAQ

Q- If a Roaming card enters the **Shadows** from the **Center Line** and is replaced by another Roaming card, does the new Roaming card move immediately?

A- **No. That card slot in the Center Line has already been addressed this turn.**

Q- Is *Sara the Bright Witch's* ability *Power of Light* active when rolling to see who goes first at the start of the game?

A- **No. It begins to work as soon as the first player takes their first turn.**

Q- If a card is played that gives multiple Resources, but only one of those Resources is used to pay a Cursed Cost, Destroying the card, are the rest of the Resources from that card still available, or are they lost?

A- **The rest of the Resources ARE still available, as they are in your Resource pool until spent or the end of your turn.**

Q- What happens if the **Fight Effect** from a *Poltergeist* is triggered, but a Player has no cards in hand?

A- **That Player does not pass a card, but they DO still receive a card from another Player.**

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Special Thanks -

Jack and Rosa Hill, Brian Snoddy, Sadie, Caesar, Tika, *A Masquerade* Costumes, BoardGameGeek.com, TheZombieGame.com, and all of the fans who have helped support Flying Frog over the years.

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