

## VERSUS: HORROR Vol One. Official Rules:

- 1st: THANK YOU, and Congratulations on your purchase of "VS: Horror: Vol 1". You and those who would oppose are now in for "One Brawl to Rule them All" as you deploy legions upon legions of Icons Vs Classics Vs Legends!

- 2nd: **DO NOT BEND** these cards! Do Not get them wet, and Do Not feed them after midnight. Be careful when shuffling, as they're produced with pure, biodegradable, high quality paper. And because of that, EVERY SINGLE ORDER we place for new cards a Tree is planted in our collective honor!

### -----> How to Play:

- Start with your horrifically mixed decks of VS cards. This will be your draw pile, to which you will oppositely need a discard pile. (See Video)

- Each Player is then dealt **7 cards**. (Pick them up/ don't let opponents see)

- Next, **flip the Draw pile's top card**, and place it face up in the middle of the table, this now becomes the **"Fight Card"**. (see video, \*Rules are the same for All VS Decks)

- Players then choose the **opposing suit** from their hand, (at the same time/ in no particular order) and **place it face down** next to the Fight Card, keeping in mind to play a card with a (hopefully) higher value than their opponents, (See **How the Cards Work**). Once all the players cards have been placed, flip them over, and the one with the correct color + Highest Value Wins!

- The Winner of that hand **takes the Fight card** and places it (face up) to the side for the time being, and ALL remaining/ losing cards are in turn sent to discard.

- Players Always **draw back up to 7 cards**, (after their turn AND during a battle) with the Winner of that hand electing to pick their cards 1st, or not.

- Next, the following top card (from the draw pile) is flipped over to become the new **Fight Card**.

\*If a Wild Strength (Yellow), Neo Pink, or Light (White) Ring is flipped? It goes straight to discard and on to the next card.


- If you cannot play/ Do not have the properly opposing suit? Then preferably select/ play the card with the least value to complete your turn.

\* - **If 2 or more players play the same card?**

**The Real Battle Begins!** and opponents must face off until a single victor stands!

- The opposed shall continue to play off the last card they played until there is a final winner, to which the winner collects the **Fight Card** AND the cards they Won (with the exception of the last played/ winning card). (See video)

### -----> How the Cards Work:

- There are **3 Primary Suits: Red. Blue. and Green** which are given the Values "Plain, 1, and 2" -----> 

These are essentially rankings, with the 2 being the strongest, and plain/unmarked being the weakest.

- When it comes to selecting/ playing your card, the suits work accordingly: Red beats Green, Blue beats Red, Green beats Blue. To make it easy, simply remember:

**"Fire burns Earth, Water puts out Fire, and Earth absorbs Water."**

### - The Wild Strength (Yellow Ring) Cards:

To Play 1 of these, the appropriate/ accompanying suit needs to be played on top of it (see diagram) to complete your turn/ Win the hand. \* **Wild Strength cards may also be played "naked"**, to which **no one wins** and **all cards are returned to discard**.

- If a Wild card was played in the middle of a battle, and needs to be picked up? The suit card is kept, but the Wild Strength card (**Always**) returns to discard.

- Additionally, since only 1 card is played at a time, be sure to **place the Yellow Ring card down 1st**, so that your opponents are not alerted to what you're playing.

- **3's:** ("3's" are Not a part of this expansion, but are part of other. However, in the instance that you obtain 3 of the **EXACT same suit and value**, they can be **played together as a Value of 3**. \*If two 3's are played against each other (and one set has a higher original value? they're **still counted as equal**, and the battle continues.

- Remember, since only 1 card is played at a time, be sure to **place only ONE card** (of the three) **1st**, as to not alert opponents to your play.

 = "3"     Still = "3"

- Lastly, the **Light Ring (White) Card is Unbeatable.**

- \* In the event 2 Light Ring, or Wild Strength cards are played against each other? Since they can't be topped, players must resort back to the original **Fight Card** to resume battle.

### - Elvira's NEO PINK WILD CARD:

New to "VS", Introduced here in the Horror Vol 1 Expansion Deck, Elvira is proudly the 1st Woman to establish a role in the "VS" universe. The "Neo Pink Wild Card" is played alone as any other card.

- When flipped over, she Automatically matches the Highest Value Card/ Any (required) suit on the table (without having to be played on); she can only match, not "beat" another Wild card or Light Ring. (this Wild Card returns to discard same as the Yellow & White Ringed cards).

### -----> How to Score/ Win:

- From their collected "Fight" and "Won Cards", players must assemble **sets of three**; 3 of the same color, **OR** a set of Red, Blue & Green (Any Value works/ counts).

- Once a Point is completed, the player keeps the highest power (regular suit) card and keeps it (**Face Down**) as a place holder, while returning the remaining cards to discard. (See Diagram)

- **The 1st player to successfully assemble 3 Total Points WINS the game!**

### -----> Additionally:

- **Yellow, Neo Pink** and **Light ring** cards **always return to discard**, no matter what.

- All losing party's cards go to discard at the end of each hand/ turn.

- \* If at any point a player has **5 or more of the same suit?** the ~ **Exploding Hand** ~ may be enacted, where **ALL 7** cards are shown face up, sent to discard and 7 new cards must be drawn. Players are encouraged to do SFX.

- Once more than 2 full Points have been assembled/ scored, players are encouraged to compare their placeholders so that not too many of the same suit are being kept off the table/out of play.

### Contents: Horror Vol 1 Icons Vs Classics Vs Legends

39 Total VS Cards per Regular (Single) Deck  
(Red= Icons, Blue= Classics, Green= Legends)

4 Plain. 4 One's. 3 Two's. One +1, of each suit= 36 Suit Cards

1 Wild Cenobite Card (Yellow Ring)

1 Mistress of the Dark - Neo Pink "Wild Card"

1 Boomstick (White/ Light Ring)

**\*Notice:** We suggest **One Deck per Two People**, "VS" was created to be a Party Game, so a room full of friends can play, just add extra decks!

We encourage you to make your own Rules, and Purchase "VS" expansion decks to add extra fun, exciting twists, smoother gameplay, and less shuffling!

Also Available: Round One, Star Wars, 80's Icons, and Masters of the Universe!

**CHECK OUT THE TUTORIAL VIDEO @**  
[www.youtube.com/playlist?list=PLJx61t5K8jc4AFwUxID76OiY\\_HyoVLYz](http://www.youtube.com/playlist?list=PLJx61t5K8jc4AFwUxID76OiY_HyoVLYz)