

# The Nightmare Before Christmas TCG

## Official Card FAQ

May 23, 2006

### PREMIERE SET

#### LOCALES

**Pumpkin Patch:** Characters placed face down beneath the Pumpkin Patch are considered out of play, and can only be affected by *Give Up the Ghost*. You may peek at the cards beneath your own Pumpkin Patch at any time.

**Scary Bed:** Cards placed face down beneath the Scary Bed are considered out of play, and can only be affected by *Hiding Under Your Bed* and *Eyes Glowing Red*. You may peek at the cards beneath your own Scary Bed at any time.

**The Fountain:** You may choose to Add 3 Pumpkin Points without Searching for a Character if you prefer.

**The Laboratory:** You may choose to Add 3 Pumpkin Points without Searching for a Creation if you prefer.

#### CHARACTERS

**Accordion Player:** If both the *Bass Player* and *Sax Player* are at the Accordion Player's Locale when he is played, you still draw only 1 card.

**Bass Player:** If both the *Accordion Player* and *Sax Player* are at the Bass Player's Locale when he is played, you still draw only 1 card.

**Big Witch:** You may use the Big Witch's text during the Start Phase when spending the Movement provided by the Pumpkin King Activity.

**Black Cat:** If your *Sally* is not in play, you may still play the Black Cat if you have 0 or 1 cards left in your hand. If you have 1 card left in your hand, you must discard it.

**Clown:** The Clown's victim must have a current Scare Number of 1 (including all modifiers from Stacked Surprises, etc.)

**Corpse Kid:** You may choose to activate the Corpse Kid's ability either before or after the Surprise's effect takes

place. However, once all the activities triggered by the play of a particular Surprise are finished, if you perform a new activity, you may no longer use the Corpse Kid's ability as a reaction to the play of that Surprise.

**Decomposing Guy:** If your *Mayor, Lugubrious Leader* is in play when you discard the Decomposing Guy, you may choose to draw the Mayor's card either before or after Searching for a card as per the Decomposing Guy's text.

**Easter Bunny:** Your own Starting Locale is always considered Active, even if your Easter Bunny is alone there. If an opponent has a copy of the Easter Bunny in his Halloweentown, you may not play another copy of the Easter Bunny into the same Halloweentown. A player with an opponent's Easter Bunny in his Halloweentown may affect that Easter Bunny as if it were one of his own Characters (e.g. he may discard the Bunny when playing *Wolfman*, *Organ Donor*, or *Eager Anaconda*). However, when an Easter Bunny is discarded, it is always returned to its original owner's Discard Pile.

**Hanging Tree:** Even though *This is Halloween!* cannot reduce a Character's Cost below 1, it does not prohibit the Hanging Tree from reducing its Cost below 1 on its own. Thus, with *This is Halloween!* in play, the Hanging Tree would normally cost 2; if you discard a Character from your hand, it would only cost 1. However, in order to play the Hanging Tree for free, you must discard 3 cards, even if *This is Halloween!* is out (because *This is Halloween!* cannot help reduce the Cost of a card below 1).

If *Making Christmas* is in play (which gives the Hanging Tree a Cost of 4), you can play the Hanging Tree for free by discarding 4 Characters from your hand.

**Harlequin Demon:** *This is Halloween!* cannot reduce the Cost of the Harlequin Demon to 0.

**Jack Skellington, Demon of Light:** If one or more players are tied for the most Characters in play, then all of those players draw until they have 7 cards in their hands.

**Monster under the Bed:** You may only perform the Monster's text once each time you activate a Function at his Locale.

**Monster under the Stairs:** You may only perform the Monster's text once each time you activate a Function at his Locale.

**Mr. Hyde II:** You may send Mr. Hyde II into your hand without using the remainder of his text if you prefer.

## SURPRISES

**Oogie Boogie, Eight Ball:** If one or more players are tied for the least number of Active Locales, then all of those players must discard half of their hands.

**Oogie Boogie, Meanest Guy Around:** Oogie's movement penalty applies whenever he leaves his Lair, including if he is simply moving "through" his Lair during the course of a single turn. It is important to note that any card text that moves a Character without using the expression "Move X Cards" can be used to move Oogie directly from his Lair at no additional cost (e.g. *Town Meeting!*, *The Mayor - Elected Official*, *Public Transportation*, etc.)

**Reaper:** If a player does not have a Character in his hand when the Reaper is played, he must discard a Character from play (and vice versa). If the player playing the Reaper does not have any other Characters in his hand or in play, he must discard the Reaper.

**Sandy Claws:** If your *Lock*, *Shock*, and *Barrel* are not in play, your Sandy Claws cannot be moved by any means, including the play of a Surprise.

**Sax Player:** If both the *Accordion Player* and *Bass Player* are at the Sax Player's Locale when he is played, you still draw only 1 card.

**The Mayor, Elected Official:** This card cannot be used to move a Character from an adjacent Christmas Town Locale *unless* the Character possesses the text "May travel between Holiday Towns."

**Vampires (all):** While a Vampire is in your Discard Pile, its Scare Number is equal to the number of Vampires in your Halloweentown. Vampires in your Discard Pile are not part of your Halloweentown.

## CREATIONS

**Delightful Hat:** You may not discard more than 1 card to reduce the Cost of this Creation.

**Fender Bender:** The Fender Bender's target must have a current Scare Number of 3 or less. For example, once a single card is placed face down beneath the *House of Cards*, it has a current Scare Number of 4 and is therefore immune to Fender Bender.

**Takeoff Ramp:** *Making Christmas* cannot reduce the Cost of the Takeoff Ramp below 1.

**Dark Alley:** A Locale that is "out of play" has no Card Title, Scare Threshold, Function, or Bonus, and cannot be targeted by any other card. No new Characters may be played there, nor may any Characters move into (or through) the "out of play" Locale. However, any Characters who were already at the "out of play" Locale are still considered in play and may be targeted or moved away from the "out of play" Locale as normal.

**Halloweentown Gates:** If an opponent's Surprise is ignored by a player's Halloweentown Gates, the Surprise is still considered to have been played (i.e. other players may still be affected by the Surprise, and the cost of the Surprise is not returned to the opponent). If an opponent plays *Sound of Rollin' Dice* against a player with Halloweentown Gates in play, the player cannot use the Gates until after he has discarded a card from the top of his deck.

**Hyde and Seek:** You may only play this card during your opponent's turn if your opponent specifically plays or uses a card that forces you to discard card(s) from your hand.

**I am the Pumpkin King!:** The player seizing the Pumpkin King card is temporarily considered the Pumpkin King. When performing the player's chosen activity, the order begins with the temporary Pumpkin King and continues clockwise around the table.

**I'm the Boogie Man!:** Since the word "may" is not used on this card, every player *must* send an opponent's card with a Scare Number of 1 back to its owner's hand, even if the player does not wish to.

**Let's Play!:** A player may wait until after seeing the first card discarded as the result of *Sound of Rollin' Dice* before deciding to play Let's Play!

**Making Christmas:** The text on Making Christmas affects all players for the remainder of the Round. Making Christmas increases the Cost of all Characters, including the Christmas Elves.

**Mournful Howl:** You may examine your own Discard Pile at any time and may therefore target any Character in your Discard Pile when playing this card.

**Public Transportation:** Since the word "may" is not used on this card, every player *must* move an opponent's Character to an adjacent Locale, even if the player does not

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wish to. However, this card cannot be used to move a Character who “cannot move” (e.g. *Easter Bunny*, *Monster under the Bed*).

**Pull Yourself Together:** You may only play this card during your opponent’s turn if your opponent specifically plays or uses a card that affects one of your Characters in play.

**Shadow on the Moon:** Your Starting Locale is always Active, even if a Character with a total Scare Number of -1 is alone at that Locale. If a player uses *Halloweentown Gates* to ignore the play of Shadow on the Moon, then the Shadow on the Moon is discarded into its owner’s discard pile.

**The Best I Can:** Oogie’s victim must have a current Scare Number of 1 or less (including all modifiers from Stacked Surprises, etc.)

**This is Halloween!:** The text on This is Halloween! affects all players for the remainder of the Round.

The text “(Minimum Cost per Character = 1)” only refers to the cost bonus provided by this card. It does *not* raise the Cost of Characters to 1 if those Costs were already below 1 (or were reduced below 1 by other means). Thus, the Christmas Elves still have a Cost of 0 when This is Halloween! is in play.

Because of the text “(Minimum Cost per Character = 1)”, this card’s cost bonus does not apply if that bonus ultimately helps to reduce a Character’s Cost below 1. No matter what order the various Cost reduction bonuses are applied to a particular Character, if the Character’s Cost is being reduced below 1, then the bonus from This is Halloween! does not apply.

**Town Meeting!:** This card cannot be used to move a Character who is in Christmas Town *unless* the Character possesses the text “May travel between Holiday Towns.”

**Twilight Sun:** This card only allows you to return a Vampire “in play” to its owner’s hand.

### LOCALES

**Sewing Hut:** When determining the number of Active Locales, you always include your Starting Locale, which is always Active.

**Skating Pond:** As per the normal movement text rules, since the Skating Pond does not specify that you can move an opponent’s Character, you cannot do so.

**The Bakery:** Since the word “may” is not used on this card, you *must* add 1 to the number of cards being Searched while this Locale is Active.

**Toy Factory:** The text “(Minimum Cost per Creation = 1)” only refers to the cost bonus provided by this card. It does *not* raise the Cost of Creations to 1 if those Costs were already reduced below 1 by other means.

Because of the text “(Minimum Cost per Creation = 1)”, this card’s cost bonus does not apply if that bonus ultimately helps to reduce a Creation’s Cost below 1. No matter what order the various Cost reduction bonuses are applied to a particular Creation, if the Creation’s Cost is being reduced below 1, then the bonus from the Toy Factory does not apply.

### CHARACTERS

**Sally’s Arm / Sally’s Leg:** Sally’s Arm and Sally’s Leg only satisfy card text that requires *Sally* to be in play “at a particular Locale.” The cards are not considered synonymous with *Sally* under any other circumstances, such as when the cards are in your Main Deck or Discard Pile.

**Zero, Pale Retriever:** A “Main Deck Search” is any Search that involves cards drawn from the top of your Main Deck. It does not include Searches that involve your Discard Pile.

### CREATIONS

**Cute Puppy:** While the Cute Puppy is in a player’s Halloweentown, that Cute Puppy is considered a part of that player’s Halloweentown, even though the Cute Puppy was played there by an opponent. Therefore, the Cute Puppy counts when determining if that player has “the most Creations” for the Pumpkin King Activity. However, if the Cute Puppy is discarded, it is placed in its original owner’s Discard Pile.

**Extendable Arm:** You cannot play Extendable Arm to an opponent's Halloweentown if that opponent already has Extendable Arm in his Halloweentown. You may, however, play Extendable Arm to your own Halloweentown if there is no Extendable Arm already in play in your Halloweentown.

**Old Sparkly:** Old Sparkly does not provide its bonus text if any of your Locales are Christmas Town Locales.

## SURPRISES

**Alas! Poor Jack!:** You must draw all copies of *Jack Skellington* that are in your Discard Pile into your hand when you use the first ability on this card.

**How Dare You!:** The Surprise that becomes Stacked on How Dare You! provides its Scare Points at the end of the game for the player who has How Dare You! in play.

**I can't make decisions!:** After revealing the targeted card to all players, return it to the opponent's hand.

**It's Alive!:** The Creation affected by It's Alive is not worth double its Scare Points at the end of the game.

**Night of Festivities:** A Locale that is "out of play" has no Card Title, Scare Threshold, Function, or Bonus, and cannot be targeted by any other card. No new Characters may be played there, nor may any Characters move into (or through) the "out of play" Locale. However, any Characters who were already at the "out of play" Locale are still considered in play and may be targeted or moved away from the "out of play" Locale as normal.

**Same Routine:** The player who plays Same Routine is the only player who benefits from it. In other words, it does not allow his opponents to perform the Pumpkin King's chosen activity an additional time.

**Uninvited Guest:** The player using this against an opponent's *Pumpkin Patch* or *Guillotine Area* gets to decide which of his opponent's Characters there is affected. The player using this against an opponent's *Castle Finklestein* must discard a card from his own hand into his own Discard Pile. The player using this against an opponent's *Scary Bed* must place cards from his own hand beneath the opponent's *Scary Bed*. The opponent can then draw those cards into his hand using *Hiding Under Your Bed* and play them as normal; however, whenever those cards are ultimately discarded, they are discarded into their original owner's Discard Pile.

**We Did It!:** If the opponent does not have a Character in his hand, he must discard a Character from play (and vice versa).

**What a Night!:** This card refers to the Character whose full name is "Mr. Hyde". It does not refer to either "Mr. Hyde II" or "Mr. Hyde III".

**Worthy Accomplice:** You may examine your own Discard Pile at any time and may therefore target any Character in your Discard Pile when playing this card.