

The Nightmare Before Christmas TCG: Christmas Town Expansion Rules

1. Halloweentown & Christmas Town

Halloweentown and Christmas Town are two separate places.

Halloween Characters and Halloweentown Locales have the “wavy spear” design on the sides of the card. Christmas Characters and Christmas Town Locales have the “electric lights” design on the sides of the card.

Halloweentown refers to all of your Halloweentown Locales, as well as the Characters placed below them, any Surprises that have been placed on the table “as part of your Halloweentown,” all of your Creations in play, and any Surprises that have been Stacked on the cards in your Halloweentown.

Christmas Town refers to all of your Christmas Town Locales, as well as the Characters placed below them, any Surprises which have been placed on the table “as part of your Christmas Town,” and any Surprises that have been Stacked on the cards in your Christmas Town.

2. Playing with Christmas Town Locales

During deck construction, you may replace up to 5 Halloweentown Locales in your Locale Deck with Christmas Town Locales. You must always include at least one Halloweentown Locale (your Starting Locale). You must still have exactly 6 Locales in your Locale Deck.

When placing Locales on the table, keep all of your Halloweentown Locales grouped together, and all of your Christmas Town Locales grouped together. Keep all of your Locales (from both towns) in the same row, but keep the two Holiday Towns separated by a space. When playing a new Halloweentown Locale, you may place it on the right end or left end of your group of Halloweentown Locales. When playing a new Christmas Town Locale, you may place it on the right end or left end of your group of Christmas Town Locales.

3. Halloween Characters and Christmas Characters

Halloween Characters must always be played to Halloweentown Locales, and Christmas Characters must always be played to Christmas Town Locales. Even Halloween Characters who “may travel between Holiday Towns” must still be played to Halloweentown first.

You cannot play a Character to a Locale if the same Character (i.e. with the same Card Title) is already in play in the same player’s Halloweentown *or* Christmas Town.

Halloween Characters are always considered Halloween Characters, even if they have entered your Christmas Town. However, Halloween Characters who enter your Christmas Town become a part of your Christmas Town, and are no longer a part of your Halloweentown.

Christmas Characters are always considered Christmas Characters, even if they have entered your Halloweentown. However, Christmas Characters who enter your Halloweentown become a part of your Halloweentown, and are no longer a part of your Christmas Town.

4. Travel between Holiday Towns

No Character may ever Move from one Holiday Town to the other *unless* the Character possesses the text “May travel between Holiday Towns”. This text may be printed on the Character Card or temporarily added to the Character through the play of a Surprise such as *Magical Journey*. Note that even Surprises such as *Hitch a Ride* or *Town Meeting!* do not allow Characters to travel between Holiday Towns unless those Characters possess text that allows them to travel between Holiday Towns.

Characters who have this special text printed on their Character Cards may travel from a Locale on the inside edge of one Holiday Town to the “adjacent” Locale on the inside edge of the other Holiday Town. Characters may not travel to or from the outside edges of their Holiday Towns (i.e. the outside edges of a player’s row of Locales are not connected to each other).



5. Joy Thresholds

All Christmas Characters have a Scare Number of 0, which means they can be played for free but are not worth any Scare Points at the end of the game.

Each Christmas Town Locale has a Joy Threshold in the upper left corner instead of a Scare Threshold. Christmas Town Locales are considered Active if the number of Christmas Characters at the Locale are equal to or greater than the Joy Threshold. Note that only Christmas Characters can activate Christmas Town Locales. Halloween Characters who have entered Christmas Town are considered part of Christmas Town, but they are still Halloween Characters and therefore do not help activate Christmas Town Locales. Christmas Characters have a gold Scare Number instead of a white Scare Number to help players distinguish them at a glance.

6. Christmas Town Locale Bonuses

Christmas Town Locales provide Bonuses instead of Functions. Once a Christmas Town Locale is Active, it provides its Bonus continuously. A player may still perform only one Function per turn, but may benefit from any number of Bonuses at the same time.

7. Winning the Game

At the end of the game, the player with the highest total Scare Points wins. Halloween Characters who have entered your Christmas Town still provide their Scare Points as normal. If there is a tie for the most Scare Points, then the player with the most Active Locales (including his Halloweentown Locales *and* Christmas Town Locales) wins the game. If there is still a tie, then the player with the highest total Thresholds (including Scare Thresholds *and* Joy Thresholds) on her Active Locales wins the game. If a tie still remains, the players share the victory.