

EBE THREAT ASSESSMENT

TOP SECRET



LEVEL 1 SECURITY CLEARANCE REQUIRED

You are The Lone Survivor of last year's Dead Run Incident, and it is your mission to help keep The City safe, even when it is not aware that it needs defending. It was the night when the animals came back from the dead hungering for the brains of humans. Somehow, you were able to escape the Nightmare Forest before it was overrun by the undead. After your escape, you were able to alert The City, and raise a force that stopped the nightmare before it was too late.

After that horrifying experience, you steeled your heart and appointed yourself the investigator of the strange, wild, and unexplained in and around The City.

Recently, you saw strange lights hovering just outside The City. You tried to raise the alarm that there is a new threat to your home, but memories are short, and your brief fame as the savior of The City has passed. You need to go find out if the threat is real, and try to stop it before it's too late. You grab your gear, call a few trusted friends and head out looking for the truth. Can you survive another journey into the Nightmare Forest?

Players: 1 - 6

Age: 8 and up

Playtime: 20 - 60 Minutes

GAME CONTENTS/WHAT YOU NEED TO PLAY:

125	Forest Cards	18	+1 Dice Tokens	6	-1 Gear Tokens
60	Wound Counters	6	Character Cards	6	Information Cards
34	Gear Cards	6	Character Standees	1	Turn Counter Token
14	Dice	6	Standee Bases	1	Turn Card
12	Ability Cards	6	Action Tokens	1	Game Manual

OBJECT OF THE GAME

When you play **Nightmare Forest: Alien Invasion** the goal of the game is to work with your friends to cleanse the forest of the Alien Expeditionary Force, before it is too late!

To save The City, you will need to work with your friends to eliminate all of the Aliens infesting the forest and have all the characters survive. You will need to eliminate all of the Aliens before time runs out or they will summon the rest of their force and take over The City, then the world.

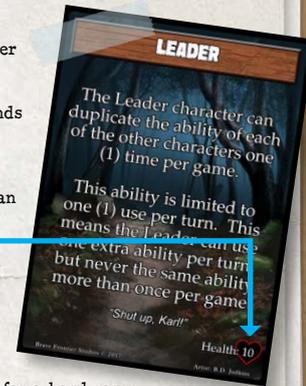
GAME SETUP

- Separate the 125 Forest Cards into their four color coded tiers and separately shuffle each deck face down so that the Forest side is up:
 - Tier 1 Forest Cards** have a **green** background and a 1 on the back of the card. Tier 1 Aliens have 1 to 3 defensive value.
 - Tier 2 Forest Cards** have a **yellow** background and a 2 on the back of the card. Tier 2 Aliens have 3 to 5 defensive value.
 - Tier 3 Forest Cards** have an **orange** background and a 3 on the back of the card. Tier 3 Aliens have 5 to 7 defensive value.



Tier 4 Forest Cards have a **red** background and a 4 on the back of the card. Tier 4 Aliens have 9 to 11 defensive value.

- Each Player picks one Character Card, the matching Standee, and one Action Token. Players can choose to each play with more than one Character. If so, take the additional Card, Standee and Action Token, and be sure to set up the Forest based on the number of Characters (see step 3).
- Create the Forest by drawing seven cards per Character, with two cards each from Tiers 1 through 3 and one card from Tier 4. Shuffle these cards together, and then lay them out as shown in the "Forest Layout" Section (page 3). Keep the remainder of the Forest Cards in separate decks for each Tier.
 - E.g. for a game with two Characters, draw four Tier 1, 2, and 3 Forest Cards and two Tier 4 cards (16 total); for a five-player game, draw 10 Tier 1, 2, and 3 Forest Cards and five Tier 4 Forest Cards (35 total).
- Shuffle the 34 Gear Cards, and take one per Character, placing the remaining cards in a stack.
- Shuffle the 12 Character Ability cards and take two per Character. You must decide which of the two Ability Cards to assign to your Character(s) and which to discard. Teamwork is the only way you and your friends will defeat all the Aliens and survive! Players should pick Abilities that best complement each other.
- Place your Character Card, Ability Card, Gear Card and Action Token in front of you so that all players can clearly see them.
- Place as many Wound Counters as the Health amount on your Ability Card on your Character Card. Wound Counters are small red acrylic tokens.
- Set out the Turn Card and place the Turn Counter Token on the number of turns to be played
 - The timer card has boxes on it numbered from nine to zero (the skull). Start with the Turn Token on the 9 space for an easy game, 8 for normal, or 7 for a hard game. Each turn, after all the players have acted and flipped their Action Tokens facedown, move the Turn Token down one spot on the timer card. When the token is moved to the skull, time has run out, and the Alien Expeditionary Force is able to direct their Omni-Particle Signaler and summon the rest of their fleet. The City and world will be enslaved by their new Alien overlords, and you lose.



- Easy = 9
- Regular = 8
- Hard = 7



- Insert your Character Standee into a Base and place it outside the Forest next to a single Forest Card. No two Characters may start in the same location.
- The Action Token for all Characters should be facing up to "Active."
- ATTACK!



Forest Layout

For each player draw the following cards and place them in a stack:

- 1) Tier 1 = two cards
- 2) Tier 2 = two cards
- 3) Tier 3 = two cards
- 4) Tier 4 = one card

Shuffle these cards into one single stack and then deal them with the Forest side up into one of the following patterns, based on the number of players.



2 Characters



3 Characters



4 Characters



5 Characters



6 Characters



HOW TO CLEAR THE FOREST

Every turn, players will work together to Clear the Forest of Aliens.

- Players can go in any order, and can allow other players to take actions prior to the end of their turn.
- Players take actions by spending Dice - at the beginning of the game, all players are Level One and have four dice in their Dice Pool. By defeating Aliens, players can earn experience which they can use to level up and gain additional dice.
- Once a player uses all their dice, or if they chose to take no more actions, they flip over their Action Token to indicate the end of their turn. Once the Action Token is flipped to "Turn Over," a played can take no more actions until the next turn.
- Once all the players have flipped their Action Tokens to "Turn Over," move the Turn Counter down one space on the Turn Card, flip the Action Tokens back to Active, and begin the next Turn.



PLAYER ACTIONS

Players can take four types of actions:

- Clear the Forest (Fight Aliens)
- Search for Gear
- Move through the Forest
- Use Experience
- Heal each other

Clearing the Forest

In **Nightmare Forest: Alien Invasion**, players must explore every part of the forest to find and destroy any Aliens that are hiding there. To Clear the Forest, you flip a forest card adjacent to your Standee. Forest Cards may conceal Aliens, dastardly Traps, powerful Allies, or valuable Gear Caches.

On their first turn, all players must Clear the Forest on separate cards located along the forest's perimeter. Each player has to choose their own individual starting point.

Fighting Aliens

If you flip a forest card and it reveals an Alien, you must fight the Alien immediately. You cannot Search for Gear, Move, or Use Experience before you fight. After the first time fighting an Alien, you do not have to fight it on following turns, but you cannot move until the Alien is destroyed.

To defeat the Alien, you must deal damage equal to or greater than the **defensive value** on the upper left hand corner of the Alien Card. If an Alien takes less damage than its defensive value, it is regenerated by the Alien's nanotechnology before any player's next attack. Thus, you must destroy it with a single blow! Aliens from higher Tiers have a higher defensive value (see **Game Setup** page 2), so you should be wary in what order you try to clear the forest.



When you fight an Alien, you can use as many dice as you have available in your Dice Pool to inflict damage. Each die can be used only once per turn, so you must decide whether to spend them all to improve your chance of success, or to keep some dice in reserve for other Actions.

To fight the Alien, the player rolls their dice and sums the number of  symbols that appear. If the number meets or exceeds the Alien's defensive value, it is successfully destroyed. The card is removed from the forest and added to the Experience Pool (See **Using Experience** page 11) unless it was summoned by a noise check (see **Noise Check** page 13). Furthermore, the thrill of victory gives you a boost of energy - one die is refreshed and returned to your dice pool and you may choose to move into an adjacent empty space at no dice pool cost before taking another action.

Counterattack

If you roll less than the Alien's defensive value, it survives unscathed, and it counterattacks. You (or one of your friends) must now roll a number of dice equal to the Alien's Tier value - these do not count against the player's dice pool - and discard one of your Wound Counters for each  symbol rolled. If you run out of wound counters you are vaporized, the Aliens win and the game is over. (See **Using Gear** page 8 and **Using Experience** page 11 for ways to prevent vaporization).

If you survive the counterattack you can only fight that Alien, spend experience, or Search for Gear - you may not Move or Clear a different section of Forest until the Alien is destroyed.

Finding Traps

When Clearing the Forest, instead of finding an Alien, you may spring one of their traps!

Pop-up Turret: These six (6) advanced countermeasures attack the players trying to clear the forest. It attacks every character in an adjacent space: orthogonally (up, down, left or right) or diagonally. Individually roll the number of dice indicated on each character. After that first area attack, the turret will only counterattack. All Pop-up Turret cards need to be destroyed before the end of the game. Fighting a Turret follows the same rules as fighting an Alien.

Note: Pop-up Turrets are considered ALIENS, when the term Alien is used.

See page 15 for an optional Pop-Up Turret rule (Hardcore Mode)

Energy Snare: These three (3) advanced countermeasures ensnare the players trying to clear the forest.



When a player discovers the Energy Snare, they roll the number of dice indicated on the card. If the number of  rolled is equal to or higher than the Tier level of Energy Snare, the player loses a number of dice from their dice pool equal to the Tier level of the Energy Snare, until the next turn.

Note: If the player has less dice left in their dice pool than the number they are supposed to discard, they discard their remaining dice.

Plasma Mine: The Aliens like to leave these nasty little surprises around the forest. The good news is they only have three (3) of them.



When a player discovers a Plasma Mine, they roll the number of dice indicated on the card and inflict that much damage to every player that is in an orthogonally or diagonally adjacent space.

Players may choose to dive for cover: For each die discarded from their dice pool, a player can avoid losing one wound token. If a player has ended their turn, they cannot dive for cover.

If a player takes four or more damage from a Plasma Mine, they must discard one piece of their gear (if possible).

Additionally, the player's gear limit is permanently reduced by one. Player takes a -1 gear token for the rest of the game. Their gear hand limit is reduced by one (1).



Once the mine has detonated, it is removed from the forest and discarded from the game. The mine does not go into the experience pool of cards. A new forest card, of the same tier, is then placed face down in the space where the mine was revealed.

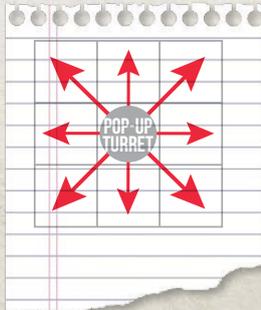
Finding Survivors

There are three (3) Survivor Cards. Players may find these three survivors while clearing the forest. They join the players in their effort to clear the forest. The survivor's abilities are listed on their card.

If a player has a survivor with them when either a Pop-up Turret or a Plasma Mine is triggered, and that threat deals four (4) or more damage to the player, the survivor runs away into the forest. The survivor's defensive ability cannot be used to protect the player from Pop-Up Turret or Plasma Mine damage.

Finding a Gear Cache:

You have discovered one (1) of the three (3) Alien storage crates in the woods. They contain gear that may help you in your mission to wipe out the Alien menace. To break open the crate, you must deal the amount of damage indicated on the card, or use certain gear cards that can open the crates.





Plasma Fuser Cards:

There are two (2) Plasma Fuser cards in the game. This very special tool can be used to combine certain weapon cards into a single, more powerful weapon.

Some weapon gear cards have a plasma fuser icon in the lower right corner of the item image area of the card.

To construct a more powerful weapon, you will need one (1) gun with the plasma fuser symbol, one (1) one-handed weapon with the plasma fuser symbol that is **NOT** a gun, and a Plasma Fuser card. Stack the Plasma Fuser card, and the one-handed card under the gun card and to increase the damage value of the gun by one (1). This has no effect on the number of shots the weapon has available. When a

player uses all the shots of the gun they must discard all of the cards. A plasma fused weapon may not be separated back into individual weapons, and the plasma fusion card cannot be reused.

First Aid Cards:

If you take damage, you can use a First Aid card to restore lost Wound Counters. By discarding a First Aid card, you can regain as many lost Wound Counters as indicated by the (+) on the card. A player can use a First Aid Card to heal another Character in the same space. Players cannot split a First Aid card, and a player must discard excess tokens if the healing amount exceeds the amount of health indicated on their Ability Card.

Defense Cards:

Gear cards with a shield icons (🛡️) allows you to prevent wounds from being inflicted. For each icon, the player can avoid losing one Wound Counter by discarding the card. The amount of damage avoided will be equal to the number indicated on the card.

Joint Attacks

Joint attacks are not allowed for any player who is entering the forest for the first time.

The players can choose to assist each other in their attacks on the Alien forces.

In a joint attack up to two (2) players can combine their efforts and attack a single target. To do this, both players must be in the same space, adjacent to the Alien card being attacked. Before rolling, both players must state how many dice each player is committing to the attack and any weapons either is using. Attack rules are the same with two exceptions:

- If the joint attack defeats the Alien, the players DO NOT earn back a free die.



The player can choose to break open a crate by dealing damage by using a weapon, rolling dice, discarding dice, or a combination of the three. The player can roll one die at a time and for each success, they place a wound counter on the card. Once the number of counters equals or exceeds the value required to open the Gear Cache, remove the counters and discard the Gear Cache card and draw the number of gear cards indicated. The end of turn gear limit still applies.

The player can choose to discard a die from their dice pool for a guaranteed success. The player places one wound counter for each die they discard.

Players do not gain any dice back once they open a Gear Cache and any weapon used to do damage are used for this turn. The opened Gear Cache card is NOT added to the experience pool.

You do not have to open the crates! Clearing Gear Caches is **NOT** required to Clear the Forest and save humanity! Once the alien is cleared from this spot the space is free to move through, even if the Gear Cache remains.

Using Gear

Players can use the Gear they start with or find in the Forest to increase the damage they inflict on the Aliens or to better defend themselves.

Weapon Cards:

Players must declare any Weapon Cards they are using **before** they make their attack roll.

- The **Attack Value** on upper left corner of the weapon card is the amount of damage the gear automatically inflicts in addition to or in lieu of your dice roll. You may choose to **ONLY** use a Weapon and not roll any dice. However, you will not refresh a die after defeating an Alien.
- The **number of green soundwave sections** above the ear on the left side of the card indicates how much noise the weapon makes. Loud weapons may attract more Aliens! (See **Noise Check** page 13).
- The **number adjacent to the hand icon** indicates whether a Weapon is one-handed or two-handed. For example: The tent stake requires one hand to wield and the rifle requires two hands to use. (See **One-Handed versus Two-Handed Weapons** page 14)
- The **number adjacent to the bullet icon** indicates how many times a weapon can be used. An ∞ means the weapon can be used an infinite number of times. For example: The screwdriver can be used indefinitely, but the BGD can only be used twice before it runs out of energy.

Note: Any weapon can only be used ONCE during any single turn. Even if a weapon has an ∞ symbol on it, it can only be used once in the same turn.



- If the joint attack fails, the Alien counterattacks both players. Each player must separately roll ALL the Alien's attack dice to determine how many Wounds they take.

Note: More than one player can attack an Alien from the same space but each combat is resolved individually, if not part of a joint attack. Any player who attacks an Alien cannot move away from it until it is destroyed.

Searching for Gear:

In **Nightmare Forest: Alien Invasion**, battling Aliens will require players to find gear during the game and use it to their advantage in defeating the Aliens.

You can search gear by using (rolling) one (1) or more dice from your dice pool. For every  symbol that appears you can draw one (1) gear card. If you roll the  double symbol, you draw two (2) cards but only keep one.

A player may not end their actions with more than three (3) pieces of gear. When they flip over their action token, they need to either discard excess gear cards, use up expendable gear, or Trade Gear with other player(s) (See **Trading Gear** page 11), until they have only three (3) gear cards.

Moving Around the Forest:

Once you flip your first forest card, you must clear that space to enter the forest. No one can leave the forest until it is cleared; you cannot move outside of the area originally laid out at the beginning of the game. You can only move INTO empty forest spaces. If a card is in the space, then you are Clearing the Forest from the space where your Player Standee is located.

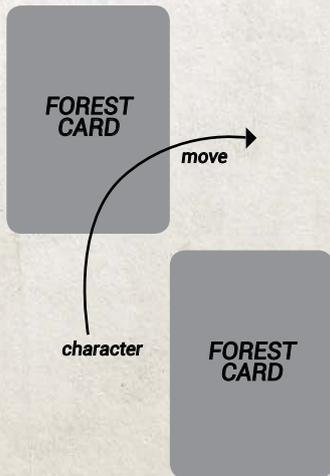
You can move from one (1) empty forest space to any adjacent orthogonal (up, down, left right) or diagonal empty space by discarding a die from your dice pool. After successfully clearing a Forest space, you may move into that space without spending a die. You do not have to spend a die to flip an adjacent Forest card (Clearing the Forest), or to attack an exposed Alien in an adjacent space."

Each player is allowed one space of free movement per turn. They can use this single move at any time during the turn when they are not engaged with an alien.

Moving Diagonally:

If you move diagonally either to Clear the Forest or to move into an empty space and pass any facedown Forest Cards, there is a risk of surprise attack from Aliens lurking under the cover of the trees.

For each face down Forest Card that you pass, separately roll a number of dice equal to each adjacent card's Tier value. If the number of symbols  that comes up is equal to or greater than that card's Tier, you are ambushed by a marauding Alien, the Alien stays face down and attacks from cover. This means that you can potentially be attacked by two different Aliens!



The ambush follows the same rules as a Counterattack (See **Counterattack** page 6). After the ambush, the Alien slips back into the forest - there is no further restriction on your movement - and you can continue your movement.

Trading Gear:

You can exchange gear cards with other players. Both players need to be in the same forest space (unless they player giving gear is the Quarterback) and at least one of the players must have their Turn Marker face up. There are no limits on the number of cards the two (2) players may exchange. Trading gear does not require spending a die. Traded gear retains its status. For instance, if a pistol was used by a player and handed to another player, in the same turn, the gun is still unable to be used until the next turn and it would still only have one (1) shot left.



Using Experience:

You and your friends combine and share the experience you gain from fighting Aliens. Whenever a player defeats an Alien, that card is added to the Experience Pool: a separate pile that all the players can easily access. Aliens that are summoned by a noise check (See **Noise Check** page 13) are **NOT** added to the experience pool.

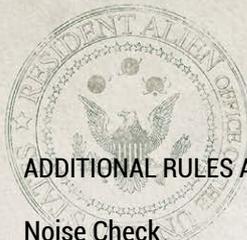
Every card in the Experience Pool is worth its Tier level in experience points. Thus, if the pool contains two Tier 1, two Tier 2, and one Tier 3 card, then there are 1+1+2+2+3 = 9 experience points available for anyone to spend.

You can spend cards in the Experience Pool to regain Wound Counters, reroll a die, or to Level Up your character.

To spend experience, you discard the cards out of the experience pool for the amount listed below. You can "make change" using cards from the Tier stacks you set aside at the beginning of the game. So, if you needed to spend seven (7) experience to get your last extra die, but turned in two (2) Tier 4 defeated Aliens, you would then take one (1) Tier One Alien back to your unused experience pool stack.

Experience Costs:

- 2 Experience Points - At any time, you can spend experience to immediately reroll one die
- 3 Experience Points - After taking damage, you can spend experience to regain one Wound Counter. You can do this to prevent being vaporized and losing the game.
- 3 Experience Points - Level Up to from Level 1 to Level 2



ADDITIONAL RULES AND COMPONENTS

Noise Check

Some weapons in Nightmare Forest generate noise, and this can attract other Aliens to the location where the weapon was used. The noise check is always performed after combat is resolved, in which the weapon was used.

To see if using a weapon attracts an Alien, look at the ear symbol on the left side of the gear card.

- No green sound waves (bars) indicate that the weapon is silent and has no chance of attracting an Alien.
- One green sound waves mean that the weapon makes a little noise
 - Roll one die, if a single  symbol appears, the player adds one Tier 1 Alien to the space. Rolling a blank or a double symbol means no Alien heard the noise.
- Two green sound waves indicate that the weapon is noisy
 - Roll one die
 - › If a single  appears, add one Tier 1 Alien to the space.
 - › If a double  appears, add one Tier 2 Alien to the space.
- Three (3) green sound waves (bars) indicates that the weapon is extremely loud and will definitely attract attention
 - Roll one die
 - › If a blank appears, add one Tier 1 Alien to the space.
 - › If a single  appears, add one Tier 2 Alien to the space.
 - › If a double  appears, add one Tier 3 Alien to the space.

Aliens that are summoned by a noise check and then defeated are NOT added to the experience pool.

Adding Aliens

Whenever you are required to add an Alien due a noise check, draw a card from the indicated Tier stack you set aside at the beginning of the game. Where you place the drawn card depends on the current state of the forest. If there is a face up alien that you are fighting, the new card goes facedown under it. If the player is not engaged with a faceup alien, the new alien is placed faceup under the character standee. The player is not forced to fight this alien, since they did not directly flip it over, but they are considered to be engaged with it and cannot move away until the alien is defeated.

A space in the forest can never have more than two Aliens and/or Pop Up Turrets.

Ignore any rules that call for adding an Alien if there are already two (2) in that space.



• 5 Experience Points - Level Up to from Level 2 to Level 3

• 7 Experience Points - Level Up to from Level 3 to Level 4

Leveling Up

When you Level Up you permanently gain an extra die for your dice pool. Thus, Level 2 characters have five (5) dice, Level 3 have six (6) dice, and Level 4 have seven (7) dice in their dice pool.

To track your level, each time you Level Up put a +1 dice token on your character card.



Using Dice to Heal

Players, who are in the same forest space, have the opportunity to heal each other. A player can heal another player

one (1) point of health, for each unused die they discard (use) this turn. Players cannot heal themselves, unless they have an ability or gear card that says otherwise.

WINNING

In order to win **Nightmare Forest: Alien Invasion** you must clear the forest of all of the Aliens without any of your friends being vaporized before the Turn Token is placed on the Skull on the Turn Card. [REDACTED] Every Forest Card must be cleared from the table, except for Gear Caches.

NOT WINNING

When the Turn Counter Token advances to the Skull space on the Turn card, if there are any cards left in the forest EXCEPT Gear Caches then time has run out and you have lost. The Alien Expeditionary Force is able to direct their Omni-Particle Signaler and summon the rest of their fleet. Humankind then starts serving their new Alien overlords, and you have lost.

If, at any time, one of the characters loses all their Wound Tokens (unless saved by player action), they are turned into particles, collected, and converted into a biological weapon that wipes out the rest of the players and no one is left to stop the Aliens from signaling their fleet. [REDACTED]



CHARACTER CARDS:

The character cards contain the name and image of the character.

Players use the matching character standees to track their progress through the forest as they clear it of the Alien expeditionary force.

DICE:

There are 14 six-sided dice in the game. One side has two (2) ☀ symbols, three sides have one (1) ☀ symbol and two sides are blank. Each ☀ symbol represents a "hit" when a player is attacking an Alien.

The players start the game with four (4) dice in their dice pool. They

can add dice to their dice pools, permanently, by spending experience from the group experience pool to purchase the dice (See *Using Experience* page 11).

OPTIONAL RULES:

Hardcore Nightmare Mode

To play *Nightmare Forest: Alien Invasion* in Hardcore Nightmare Mode apply the following rule modifications.

- Experience **cannot** be used to heal
- Experience **cannot** be used to reroll any dice
- Turn limit **cannot** be set any higher than eight (8)
- Pop-up Turrets will do an extra 360 degree attack each time the turn counter moves
- Remove the survivor cards
- Remove items cache cards

More Options

Check the SolarFlare Games' website occasionally for other optional rule variants and Frequently Asked Questions (FAQ) that may be published in the future.



www.solarflaregames.com/nightmare-forest-Alien-invasion/



One-Handed versus Two-Handed Weapons:

The number of hands needed to wield a weapon is indicated on its card, with the (hand) symbol and a number. For example: The tent stake requires one hand to wield and the rifle requires two hands to use.

One-Handed Weapons:

When a player is in combat, they can use any number of one-handed weapons in consecutive actions, but each weapon can only be used one time during each turn. They can only use one weapon per combat roll, unless they use the **Two Weapon Rule** (below) and fight under those rules. They cannot use a one-handed weapon after using a two-handed weapon, unless they discard the two-handed weapon.

Two-Handed Weapons:

When a player is in combat, they can only use one (1) two-handed weapon during their turn. They cannot use a two-handed weapon after using a one-handed one, unless they discard the one-handed weapon.

Players cannot use a two-handed weapon after already using a two-handed weapon, in the same turn.

Two Weapon Rule:

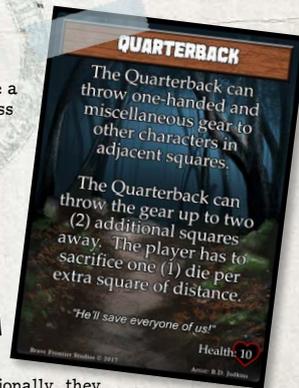
At any time, you may use two (2) one-handed weapons at the same time and combine the ☀ value from both cards in a single attack.

This action has to be declared before the attack. You cannot have already used any weapons this turn. Additionally, they cannot use any other weapons for the remainder of this turn. Both weapons are considered used for this turn and cannot be used again, until the player's next turn.

CHARACTER ABILITY CARDS:

There are twelve (12) Character Ability cards in the game; each has special character ability on it. The text on the front of the card explains how the ability works. The card also indicates the character's starting health value. Players place this many wound counters on their character card and remove them as they take wounds during the game. Healing abilities replace counters up to but not beyond the starting value.

At the beginning of the game each character is dealt two (2) Character Ability cards. The players choose one (1) card for each character they are playing.





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