

MONSTER MIXER



Introduction

Number of Players: 2 - 4

Playtime: 30 - 45 minutes

Welcome, monstrous being, to your ancestor's castle! It was among these very stones, centuries ago, that the line of monsters was first given life by a crazed genius, the Mad Scientist. Ever since, some monsters have learned the spooky art of reanimation, and spawned the next generation of monsters to succeed them using nothing but lightning strikes and cadavers.

You have arrived home to take over the family business, as it were, and ensure that the village down the road goes terrified for another few decades. But be warned - not all of your creations will pass the tests needed to qualify as a capital-M Monster. Your brethren are also creating their own beings, and there isn't enough room in this town for all of them. Make sure your monsters best the rest, and become the Master Monster Mixer!

Before You Play

Print out this document (double-sided) and cut out the cards.

You should have:

- 36 Monster Parts
- 6 Challenges
- 12 Tools of the Trade

as well as a few blank cards, for any use. Shuffle the Monster Parts and Challenges into their respective decks, and place these cards in front of all players. Give each player a Shovel, and put the other Tools to the side.

Choose the most monstrous player to start the first round!

Gameplay

Each round, players take turns in a clockwise fashion. On any turn, any player can take one of the following actions:

- Go to the Graveyard
- Upgrade Tools
- Trade Parts
- Laugh Maniacally
- Flip the Switch

Go to the Graveyard

No monster mixer has ever done their job without getting their hands (or tentacles) a little dirty. When you choose to go to the graveyard, draw two cards from the Monster Parts deck, plus any bonus parts afforded by using a better tool. Pick one of the parts to keep, and discard the rest.

Keep all parts you've acquired a secret, lest other monsters feel tempted to steal them!

Upgrade Tools

Each player begins the game with a Shovel, but sometimes a Shovel just isn't good enough. A player can spend their turn swapping out a Shovel for a Wheelbarrow, or a Wheelbarrow for a Carriage. Each upgrade allows the player to draw one additional card when visiting the Graveyard, though they can still only keep one.

Note that Wheelbarrows and Carriages don't last very long in the swampy mires of your ancestor's castle, and will decay in between rounds. Luckily, since there's an overabundance of Shovels in the storerooms, so you will always begin each round with a Shovel (because who wants to dig with their bare paws?).

Trade Parts

Sometimes, you don't want to have to go to a Graveyard to get all the arms and legs you need, especially when there are other laboratories scattered all over the castle full of limbs. This tendency towards laziness has produced a tradition of stealing parts from neighboring projects when the mood strikes. The elder Monsters do frown upon outright thievery, though, so it's probably best if you leave a replacement part behind.

If you so choose to "trade" parts, you may take a part at random from any other player's hand, and replace it with any part from your current hand. If you don't have any parts yet, you may not trade in this way!

Laugh Maniacally

If the need to laugh maniacally overcomes you, you may skip a turn and bellow out your most horrifying evil guffaw.

Flip the Switch

A monster cannot be completed until you have a head, a torso, and four appendages to sew together. When you have all the parts you need to construct your very own monster, you may say "My body is ready!", and reveal which parts you want to combine to make your monster. Any extra parts get thrown in the trash.

At this point, you have flipped the switch, imbuing your monster with life. All other players must rush to finish their own monsters by raiding the Graveyard. In clockwise order, all players must reveal the current state of their monsters, and draw cards one by one from the Monster Parts pile to fill in any gaps. Any parts they can't use get discarded, and any parts they can use must be applied immediately.

Once they have enough parts to complete their monsters, each player flips the switch as well. Once all monsters are complete, the creations compete for dominance in a challenge!

Challenges

When all monsters are ready, they assemble for a challenge. Each monster part adds value to one of the three monster skills, Physical skills (signified by red squares), Mental skills (signified by blue circles), and Magical skills (signified by yellow stars). Your monster's abilities are equal to the sum of its parts. Only one monster of those created will survive each challenge, so build your monster to have a fighting chance!

To begin a challenge, draw a challenge card from the challenge deck. The three monster skills will be written on the challenge card in order of importance. Compare each monster by comparing the most significant skill for the challenge. The monster with the greatest value for that skill wins the challenge, and survives; if there is a tie, compare the second most important skill (and if there is a second tie, compare the third). If two monsters are exactly the same, their creators share in the victory.

After a challenge, all monster parts are returned to the deck, and the round winner shuffles the deck. The player to the winner's left begins the next round.

Goal

At the end of five rounds, the player who has created the most surviving monsters wins the game! In the case of ties, play a tiebreaker round.































