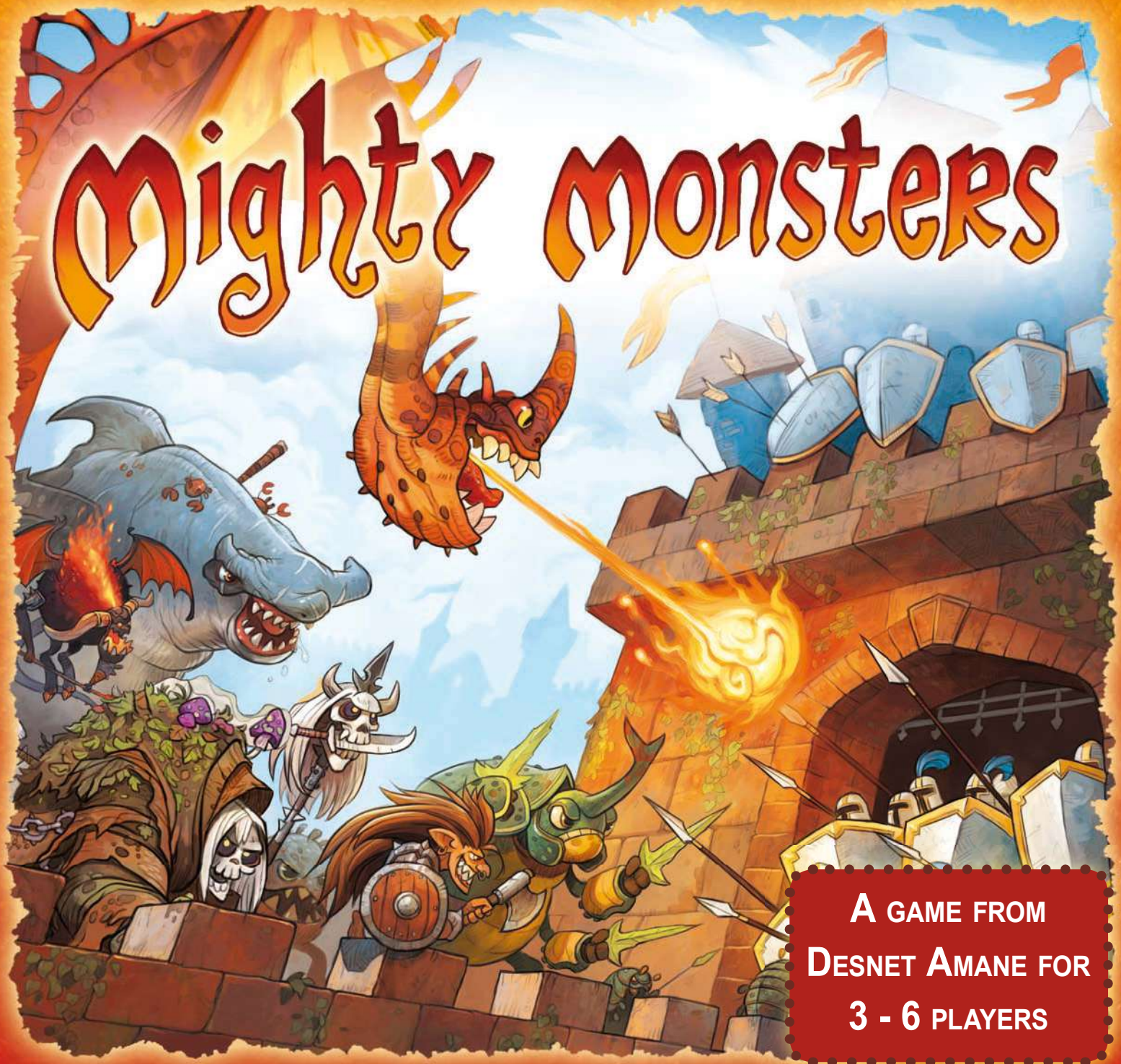
Mighty monsters



A GAME FROM
DESNET AMANE FOR
3 - 6 PLAYERS

King Edgar's castle and especially his treasury is the main target for the monsters, if it weren't for those pesky guards trying to protect the treasures. The players assume the roles of ***Trolls, Undead, Aquatic animals, Demons, Insects and Dragons*** *with only one thing on their mind…the Gold in King Edgar's treasury.*

You have to cooperate to overcome the pesky guards, but the real monster in you still wants a bigger share than your fellow monsters! Have the most gold in the end and be the winner in this fast paced monstrous card game.

Be the richest Monster!

Game components

• 4 Castle tiles

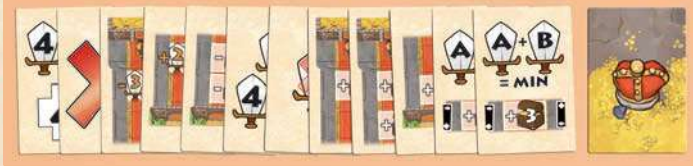
Front:



Back:



• 12 King tiles



Front *Back*

• 81 Gold



40x 1 *24x 2* *17x 10*

• 1 Start player marker



• 30 Monster cards



5x Trolls *5x Dragons* *5x Insects*



5x Undead *5x Aquatic animals* *5x Demons*

• 36 Guard cards



12x 1 Star *12x 2 Stars* *12x 3 Stars*

Back:

Front

• 1 Rules booklet

Goal of the game

Each player tries to loot the most gold from defeated guards while not paying high healing costs for their monsters. **Whoever has the most gold at the end of the game wins.**

Monster and Guard cards

Monster strength

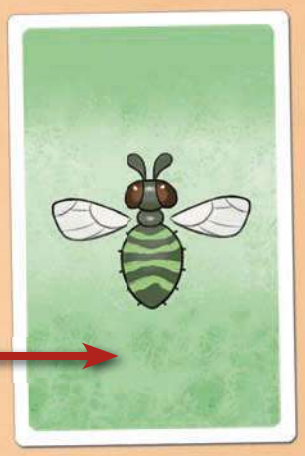
This is the strength with which the monster attacks a guard.



Healing cost

This is the amount in gold a player has to pay if this monster loses a fight.

Illustration



Back side showing the monster type

Guard strength

Shows the strength that is needed by the monsters in order to defeat this guard.



Loot

The monsters that defeat this guard split the depicted gold value between them.

Illustration

Guard level

There are 3 guard levels depicted by 1, 2 or 3 stars.



Strength value

Shows the range of strength this guard can have.

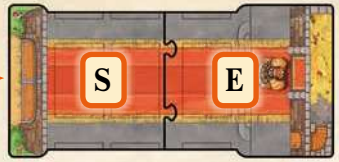
Loot value

Shows the amount of loot this guard can have.

Set-up – Example of a four-player game

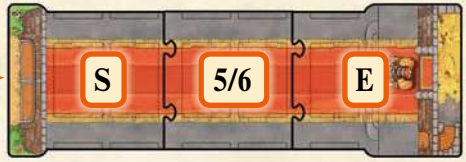
1. Assemble the **castle** in the middle of the table:

In a 3-player game, assemble the Start(S) and End(E) castle tiles.

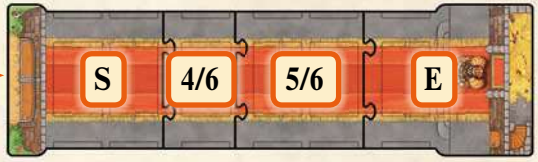


In a 4-player game, assemble the Start(S), 4/6 and End(E) castle tiles.

In a 5-player game, assemble the Start(S), 5/6 and End(E) castle tiles.



In a 6-player game, assemble the Start(S), 4/6, 5/6, and End(E) castle tiles.





2. Shuffle the **king tiles** face down. Depending on the number of players, take the listed number of king tiles and stack them face down next to the king.

Nr. of players	*3*	*4*	*5*	*6*
King tiles:	*6*	*6*	*5*	*6*

Place any excess king tiles back in the game box.

In the basic game, ignore the front side of the king tiles. Their effects are used for the variant "The King's New Rules", which is explained on pages 11 & 12.

3. Sort the **gold** by value and place it next to the castle's treasury.

4. Shuffle the **guard cards,** then stack them face down next to the castle.

Draw as many cards as the number of players, and without looking at them, place them face down on the guard spaces in the castle, beginning at the main gate.







5. **Each player** chooses a monster faction and takes the **5 monster cards and 8 gold** from the treasury.

All players shuffle their monster cards, take three cards into their hand, then place the remaining two face down in front of them.

6. Choose a start player and give that player the **start player marker.**

Sequence of play

"Mighty Monsters" is played over a serious of rounds. Each round is separated in 3 phases:

- **Phase 1 – Play monster cards**
- **Phase 2 – Fight guards**
- **Phase 3 – Heal monsters and prepare for the next round**

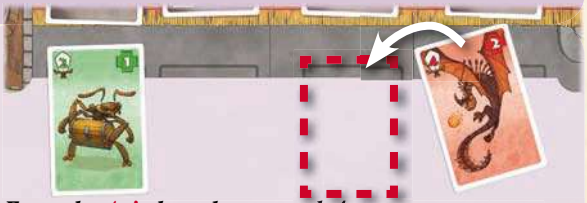
Phase 1 – Play monster cards

In clockwise order, beginning with the start player, each player plays one monster from their hand and places it on a card space in the castle. **Players have 2 choices to place their monster:**

A) Place a monster on **any empty card space** in the castle.

OR

B) Replace a monster **with a monster of higher strength.** The replaced monster goes back to its owners hand, and the new monster is placed on the card space.



Example: Ani places her strength 4 monster on an open space in the castle.



Example: Ani replaces Inga's strength 2 monster with her strength 4 monster.

This option is available only if the combined strength of the monster or monsters lying next to the guard card is less than the maximum strength of this guard.

Note: A monster with 5 strength cannot be replaced.

Example 1: *Example 2:*



Example 1: Ani can replace either of these monsters as their combined strength (5) is lower than the maximum strength of the guard (6).

Example 2: Ani cannot replace either of the monsters here as their combined strength (6) equals the maximum strength of the guard (6) here.

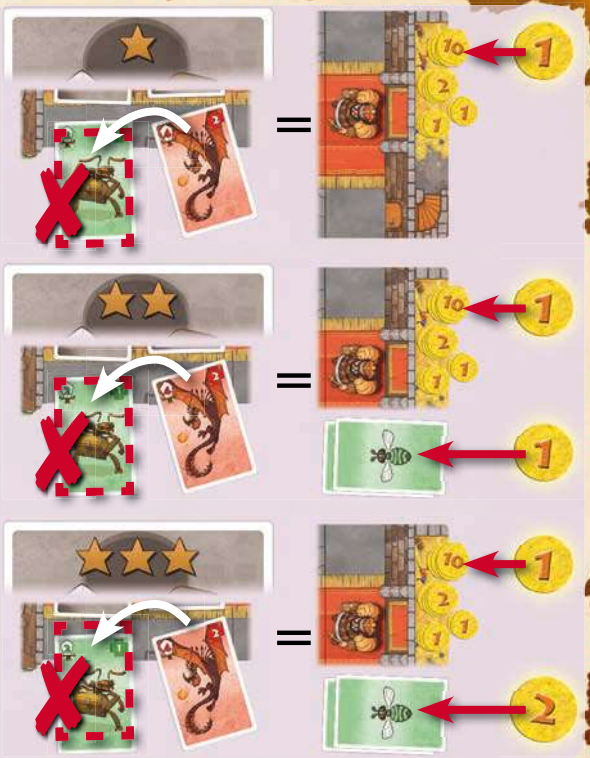
To replace a monster, the player must pay gold equal to the guard level. In more detail:

Guard level 1 – The player pays **1 gold** to the **treasury.**

Guard level 2 – The player pays **1 gold** to the **treasury** and **1 gold** to the **owner** of the replaced monster.

Guard level 3 - The player pays **1 gold** to the **treasury** and **2 gold** to the **owner** of the replaced monster.

A player can also replace their own monster. In this case, the player pays only 1 gold to the treasury no matter the level of the guard.
A player cannot replace a monster if they don't have enough gold to pay the cost.



Players place monsters continuously in clockwise order **until each player has placed 2 monsters and no empty spaces remain at the castle.** Now play continues with **Phase 2 – Fight guards.** If on a player's turn they have already placed 2 monsters (and have only one card in hand), they pass the turn to the next player.

Note: *Since monsters can be replaced, some players might have more turns than others in a round.*



Example of a 3-player game: A) Inga replaces Frank's strength 2 monster with her strength 4 monster and pays 1 gold to the treasury. B) Then it is Frank's turn again and he replaces Inga's strength 2 monster with his strength 3 monster, paying 1 gold to the treasury and 1 to Inga. C) Since Inga cannot replace any monster, she places her strength 2 monster in the final free space. Since every space is now filled, it's time to fight the guards.

Phase 2 – Fight guards

Flip the first guard card, the one adjacent to the main gate. Then players **combine the strength** of the 2 monsters lying next to the guard card:

A) The strength of the monsters is equal to or greater than the strength of the guard:

The owners of the 2 monsters **each take half of the loot** in gold from the treasury. If 1 gold remains after this split, it goes to whoever played the monster with the higher strength.

If both monsters have the same strength, nobody gets the 1 gold.

If both monsters are owned by one player, that player takes all the loot from the treasury.



Example: Inga and Frank have a combined strength of 6 and therefore defeat the guard. They now split the loot. Since Frank has played the higher strength monster, he takes 6 gold and Inga 5 gold of the total loot of 11 gold.

B) The strength of the monsters is less than the strength of the guard:

The monsters are defeated by the guard.



Example: Inga and Frank don't reach the 9 strength of the guard and therefore lose the fight and don't get any loot.

!! *Important:* **Phase 2 – Fight guards** *ends immediately, and no more guard cards are revealed.* ***Play continues with*** **Phase 3 – Heal monsters and prepare for the next round.**

If the monsters win against a guard, the **next guard card** is flipped over and a new strength comparison is made.

This phase ends after all of the guards are defeated or after the monsters lose to a guard for the first time. Play then continues with **Phase 3 – Heal monsters and prepare for the next round.**

Phase 3 – Heal monsters and prepare for the next round

First, if a **guard defeated monsters, the owner(s)** of these monsters must **pay their healing cost** to the treasury.

Second, **each player** who has monsters **lying next to an unrevealed guard card** must **pay the healing costs** for each of these monsters.





Example: Inga and Ani could not defeat the 3rd guard in the castle. Therefore the remaining fight against the last guard is also lost. Now Inga, Ani and Frank have to pay the healing costs for their monsters. Inga = 1 gold, Ani = 1 gold, Frank = 2 gold. Only Jenny got lucky and does not have to pay any healing costs.

If a player doesn't have enough gold to pay all of the healing costs, they pay as much as they can and suffer no other penalty.

Players pick up the **2 face-down monster cards** in front of them and **add them to their hand,** then they take the **two monsters** that **they played** in the current round and place them **face down** on front of them.



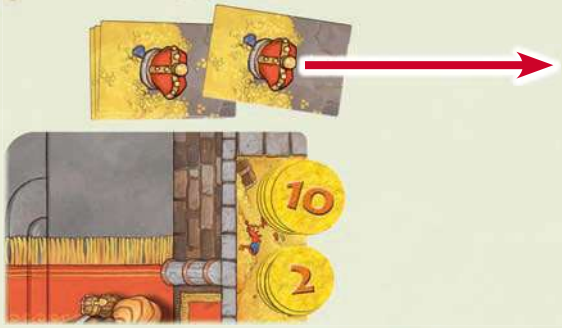
Example: A) Jenny picks up the two face-down monster cards in front of her and adds them to her hand. She now has a full hand of 3 cards again. B) Both her monsters in the castle are flipped over and she puts them face down in front of her.

Discard the guard cards from the castle without revealing any face-down cards.

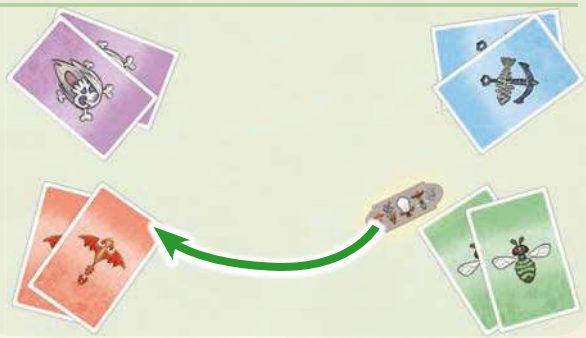
Draw new guard cards from the stack and add them to the castle in the same manner described in the set-up.



Discard the topmost **king tile.**



Give the **start player marker** to the **next player** in clockwise order.



End of the game

The game ends after the final king tile is discarded.

Now players count their gold. **The player with the most gold wins;** in case of a tie, there are multiple winners.



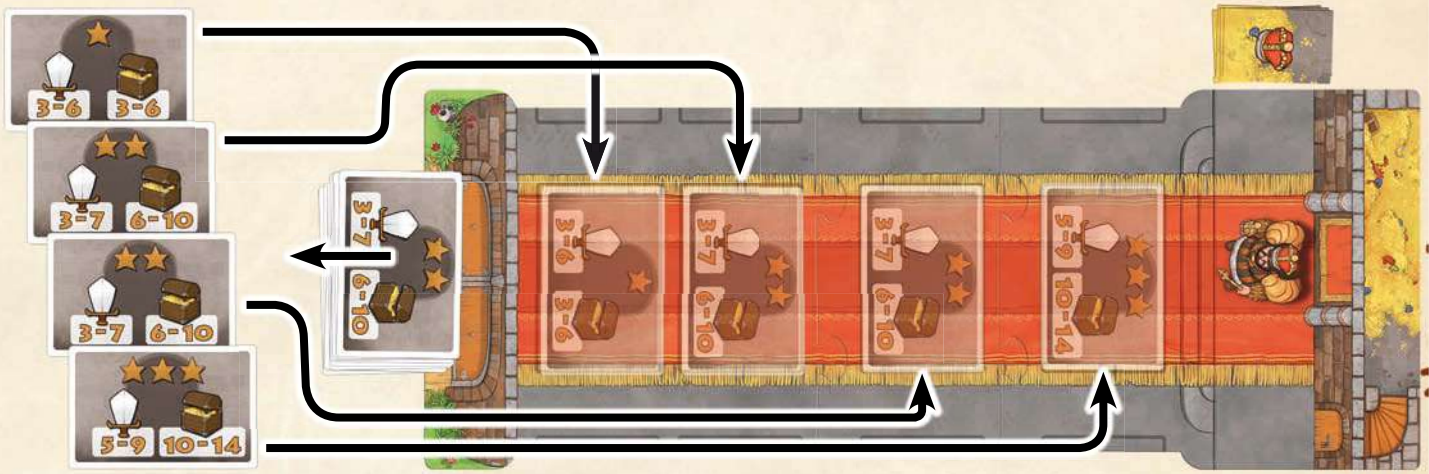
Example: Frank and Ani share last place with 19 gold each. Jenny is in second place with 23 gold. Inga wins as she managed to grab the most loot with 32 gold.

Variant: Guard Line-Up

In this variant, place the guard cards in the castle in a different way during set-up and preparation for the next game round.

Players still draw as many guard cards as number of players, but **instead** of distributing them **one after the other** in the castle, **players sort them by guard-level (number of stars) first.** Once sorted, players place the cards in ascending guard-level order, beginning at the main gate.

This small change creates a new dynamic while fighting the guards!



Variant: The King's New Rules

In this variant, the king introduces little **rule changes each round,** with these rules being depicted on the front side of the king tiles.

Changes during the sequence of play:

Phase 1 – Play monster cards

Before players start to play monster cards, flip the topmost king tile face up. **This rule change takes effect this round.**



The king tiles in detail

***Note:** If the strength value of a guard changes due to a king tile, the rules for replacing a monster still apply according to the original values.*



Players **cannot play** a monster with a **strength of 1.**



Monsters of **strength 4 and 5** cost **4 gold to heal.**



If the two monsters lying next to a guard card have the **same strength,** the guard has **+3 loot.**



After all the monsters are played, players **add the strength of each pair.** All guard cards that lie next to the **weakest** pairs of monsters have **+3 loot.**



All players take their monsters of strength **3, 4 and 5** in hand and place the monsters of strength 1 and 2 face down in front of them.



There is **no rule change** this round.



The **first** guard card has **+3 loot.**



The **second** guard card has **+2 strength and +3 loot.**



The **first two** guard cards have **-2 loot.**



The **last** guard card has **+10 loot.**



The **last two** guard cards have **+4 loot.**



The **last** guard card has **-3 strength and -5 loot.**

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