
BIG
MONSTER
Dimitri Perrier

THE WORLD OF BIG MONSTER

Big monster takes you to an unknown, exuberant planet, where you will discover strange monsters and rare crystals, but also compete with other explorers to fulfil various missions.

COMPONENTS

1 circular game board, double-sided
120 Monster tiles (including 40 marked ‘5+’)
24 Mutation tiles
12 Explorer tiles
37 Medals
4 Reference cards
Final scoring pad



GAME OVERVIEW

Big Monster is an innovative drafting game played over two rounds representing two days of exploring an unknown planet. The total number of exploration points obtained by the players will be calculated at the end of the game to determine the winner(s).

What is the innovative drafting mechanic?

After picking a tile from his/her hand, each player quickly assigns the remaining cards to another player of their choice – choosing either to help his/her teammate, or hinder an opponent.

THREE GAME MODES

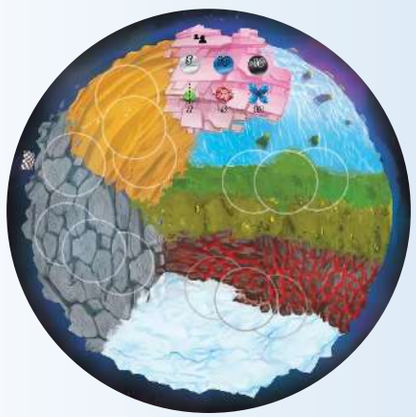
With 4 or 6 players, *Big Monster* can be played in **teams** of two. In team mode, the lowest score of either teammate will be the team’s final score.

From 3 to 6 players, a game of *Big Monster* can also be played in **competitive mode.** When playing with this mode, every player will be competing against the others. The winner will be the player with the most exploration points at the end of the game.

With 2 players, *Big Monster* is played according to special rules. You will find these rules at the end of the rulebook.



THE BOARD, TEAM SIDE

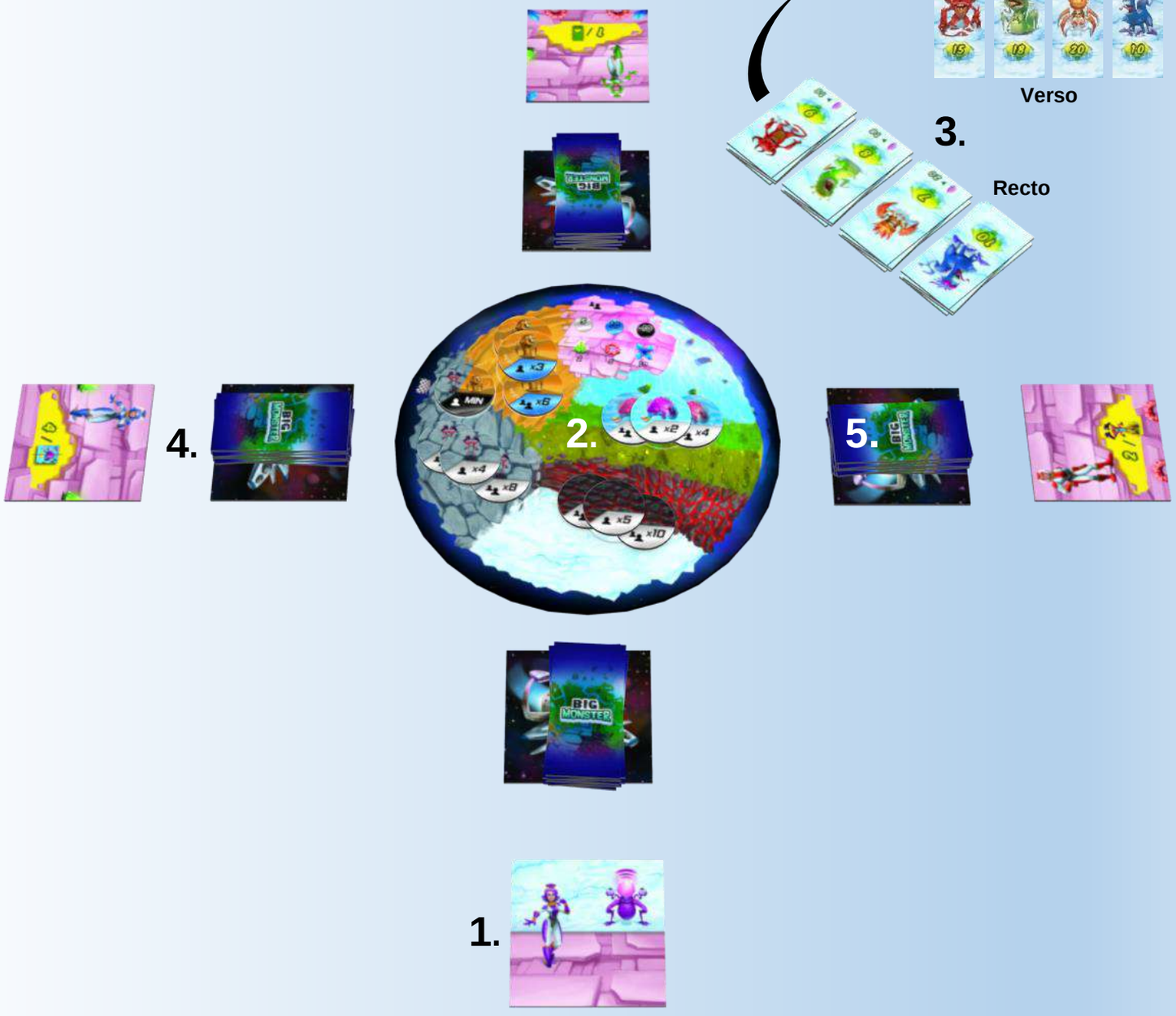


THE BOARD, COMPETITIVE SIDE



SET UP

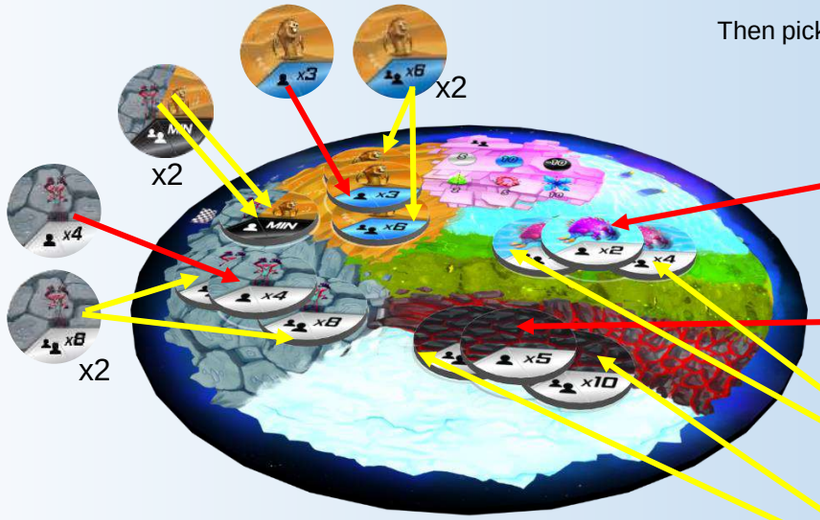
This set-up is for a game in **team mode**. If you play with the competitive mode, refer to the special rules in blue.



SET UP

1. The players choose their partners and sit around the table in such way that no partners will be directly next to each other.

2. Place the board in the center of the play area, Team side up.
Place the **desert** medals (**3 medals**), **runes** (**3 medals**) and **penalty** (**2 medals**) on their corresponding spots on the board. **They will be present in every game.**



Then pick 2 individual medals:

- One of lake, grassland or swamp type.



- One of either ice or lava type,



And take the team medals matching the individual ones selected.



In competitive mode, the other side of the board is used, as well as 5 individual medals (one for each monster type) and the penalty medal on the End Game zone.

3. Place the **mutation** tiles near the board in 4 distinct piles. These are the mutated versions of the ice monsters that will be used during the game.

4. Each player receives **two Explorer tiles** and chooses one that he will place face up in front of him/her. It represents his/her landing area on the planet. This tile defines his/her special ability. The other Explorer tile is placed ship side up near the central board. These face down explorer tiles will be used to assign a hand of tiles during the drafting phase.

5. Shuffle the monster tiles together. The number changes according to the number of players depending on the number of players (the tiles bearing a '5+' are only used in games with 5 or 6 players). Make piles of 10 tiles, and place one pile on each player's ship.

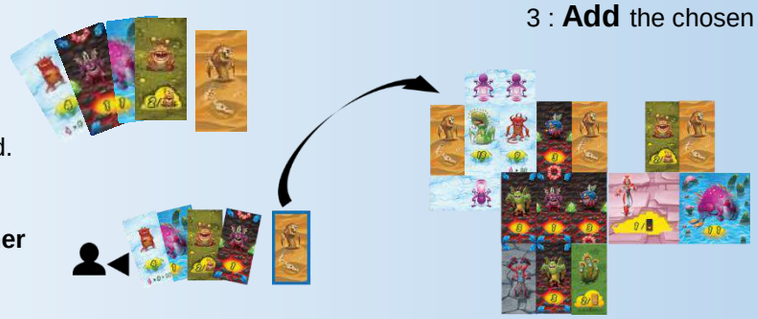
SEQUENCE OF PLAY

The game will be played in 2 rounds. Each round is made of 9 turns.

GAME TURN

1 : **Choose** a tile from your hand.

2 : **Pass your deck to another player of your choice.**



3 : **Add** the chosen tile to your player's area.

During your first game, we recommend that all players announce what tile they are placing.

At a signal from a player, everyone grabs the hand of tiles currently on his/her ship and looks at them.
After choosing one that he places, face down, in front of him/her, a player must **immediately** put the remaining tiles on another player's ship (teammate or opponent) – on the condition that the spot is still free.

A player cannot put his tiles on his/her **own** ship, unless that player is the slowest to choose a tile and his/her ship is the only available spot left. (Exception: an explorer's ability.)

Once all the players have assigned their hand to another player by placing it on an opponent or teammate ship, all players turn over the tile they've selected and place it in their exploration zone. A few rules must be followed:

ALLOWED



Adjacent to an existing tile by either the long or short side; facing the same way.

FORBIDDEN



Upside down, sideways, or non-adjacent to an existing tile.

It must be placed adjacent to a previously placed tile, or to the explorer tile.
It must be placed the right way up (with the monsters standing on their legs).
A tile can be placed next to another even if that doesn't complete a crystal.
All tiles can be placed next to another, no matter what type of monster they show.
Once placed, a tile cannot be moved for the rest of the game.

* If a mutagenic monster is **properly** connected to a mutant tile (ice monster), the latter evolves immediately. The player takes the corresponding mutation tile and puts it over the original tile. Some monsters can mutate twice.

MONSTER TILES (7 MONSTER FAMILIES)

1 / ICE MONSTERS TILES



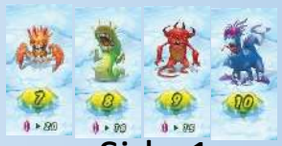
Monster Mutant tiles



Mutagenic tiles

Mutation tiles





Side 1



Side 2



Sebastian has placed two ice monsters during the first two turns.



On turn 3, he plays down a double mutagenic monster. He immediately takes the corresponding mutation tiles.
The chicken monster can no longer evolve, unlike the crab monster.



On turn 4, he plays down a single mutagenic monster. He immediately takes the crab's mutation tile, bringing it to its final form.

Only mutant monsters can mute.

2 / BIG MONSTER



3 / LAVA MONSTERS TILES- DRAGON





Damien laid 6 lava monster tiles. The monsters will give him 14 points, and the crystals will give him 17 points.
The incomplete crystals give no points.

4 / SWAMP MONSTERS TILES



2 points per swamp monster

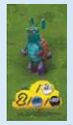
1 tile = 2 points (2 points per tile)
2 tiles = 8 points (4 points per tile)
3 tiles = 18 points (6 points per tile)
4 tiles = 32 points (6 points per tile)
5 tiiles = 50 points (10 points per tile)

TUILES MONSTRE (7 GRANDS TYPES DE MONSTRES)

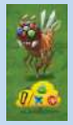
5 / GRASSLAND MONSTERS TILES – SPECIAL TILES



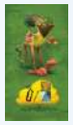
2 points per green complete crystal.



2 points per medal



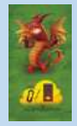
1 point per green complete crystal.



1 point per different type of tile (max. 7 points). Half a Big Monster counts for 1 point. The explorer tile doesn't count.



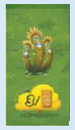
2 points per rune stone monster.



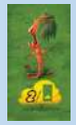
1 point per lava tile.



4 points per complete Big Monster.

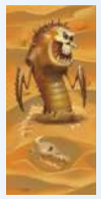


3 points per desert tile.



2 points per grassland tiles.

6 / DESERT TILES



The desert monster give no victory point. They will allow players to win medals, especially the desert meda. The desert medal is 10 points whereas the other medales are only 5 points.

7 / RUNE MONSTER



The rune monsters give no victory point. You can collect them to complete cristals and in order to win medals.

MEDALS REQUIREMENTS DESCRIPTION

	INDIVIDUAL MEDALS The **first player** to meet the requirements earns the medal.	TEAM MEDALS The **first team** to meet the requirements earns a medal per team member.
PERMANENT	*3 Desert tiles* *10 points*	*6 Desert tiles* *10 points*
PERMANENT	*4 Rune Monsters* *5 points*	*8 Rune Monsters* *5 points*
PERMANENT	*FEWEST desert/rune monsters* *-10 points*	*FEWEST desert/rune monsters* *-10 points*
	Each player counts his number of desert and rune monsters. The player with the fewest takes a penalty medal. That player's score will be lowered by 10 points.	Both members of a team count their number of desert and rune monsters. The team with the fewest in total receives one penalty medal per player – both teammates' scores will be lowered by 10 points.
RANDOM	*2 complete Big Monsters* *5 points*	*4 complete Big Monsters* *5 points*
RANDOM	*4 swamps and/or grassland tiles* *5 points*	*8 swamps and/or grassland tiles* *5 points*
RANDOM	*5 different tiles (the Big Monster mustn't be complete)* *5 points*	*7 different tiles (the Big Monster mustn't be complete)* *5 points*
RANDOM	*5 Lava tiles* *5 points*	*10 Lava tiles* *5 points*
RANDOM	*3 differents crystals (one of each)* *5 points*	*3 series of differents crystals* *5 points*
RANDOM	*6 Ice tiles (horizontal and vertical)* *5 points*	*12 Ice tiles (horizontal and vertical)* *5 points*
RANDOM	*4 mutagenic* *5 points*	*8 mutagenic* *5 points*

LES TUILES EXPLORATEURS



1 point per ice tile.



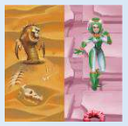
1 point per lava tile



1 point per grassland tile



4 points per complete Big Monster



Starts with one desert tile (counts towards the Desert and 5/7 Different Monsters medals)



Starts with one mutagenic monster (counts towards the Ice and 5/7 Different Monsters medals)



2 points per medal (each medal brings 2 points – including the penalty ones)



1 point per complete crystal



At the end of the game, choose a card in the discard pile and place it in your exploration zone



1 point per mutagenic



2 points per runic stone monster



After choosing your tile, you can put your hand of tiles on your own ship (assuming it's still free)

AWARDING MEDALS

Now comes the time to check whether one or more players **have met the requirements for receiving a medal!**

To earn an individual medal, a player must meet the requirements by himself, using only the tiles placed before him. If more than one players end up meeting the conditions on the same turn, they all earn a medal (use extra medals of the same value as the one awarded).
To earn a team medal, the discoveries (placed monster tiles) of both partners are added up. **Each team member receives a medal**, regardless of his actual contribution. (See medal descriptions)

« Two or more teams meeting the requirements on the same turn will all earn them, as with the individual medals. »



END OF TURN

At the end of the first round, unused tiles are discarded (face down). Each player receives a new hand of 10 tiles on their ship. The second round is played exactly the same way as the first.
At the end of the second round, each player will have 18 tiles placed before him/her, as well as, potentially, some individual and/or team medals.

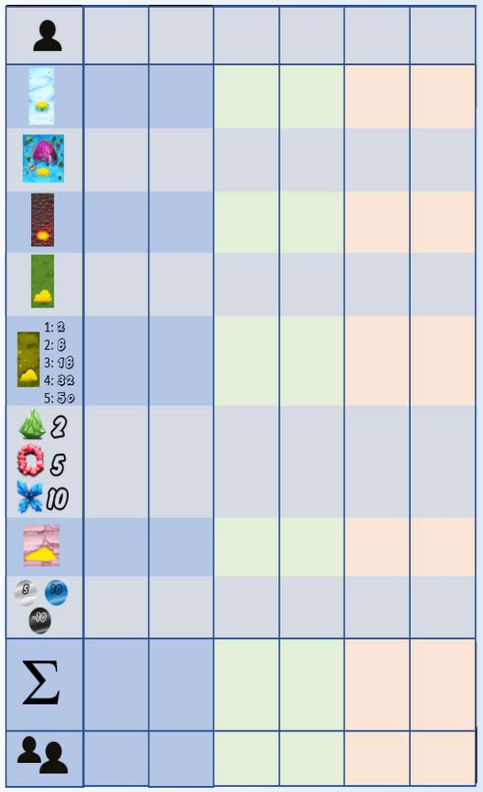
A penalty medal is awarded to each member of the team whose total of ‘desert’ **and** ‘rune’ monsters is the lowest. In case of a tie, all concerned teams receive the medals.



In competitive mode, the penalty medal is awarded to the player whose total of ‘desert’ ***and*** *‘rune’ monsters is the lowest. In case of a tie, all concerned players receive the medal.*

FINAL SCORING

Using the scoring pad, count the exploration points obtained by each player.
The lowest score in each team is kept as that team's final score – the higher score being used only as a tie-breaker. If two teams are still tied after comparing their highest scores, the team who played the most Big Monsters wins. If it's still a draw, then victory is shared.



Team name
Player name
Ice Tiles score
Big Monsters score, 1 or 11 points
Lava tiles score
Grassland tiles score
Swamp tiles score
Crystals score
Explorer tile score
Medals score
TOTAL
Team's final score
Only the lowest score is taken into account



Example with 6 players: in Team A, Dimitri scores 76 points and Damien 126. In Team B, Anne-Cat scores 94 points and François 93. And in Team C, Lise scores 83 points and Martin 88.

Only the lowest scores of each team are takein into account, therefore Team B wins with 93 points, ahead of Team C with 83 and Team A with only 76.

In competitive mode, the player with the most exploration points wins. In case of a tie, the player with the most Big Monster tiles is the winner.

RULES FOR 2-PLAYER GAMES

Playing with only two players reinforces the strategic and blocking aspects of the game. The drafting mechanic isn't used, giving the game a different pace..

SET UP

Discard the 40 '5+' tiles. Shuffle the remaining 80 tiles and make 20 stacks of 4 tiles.
Discard the two black-suited explorers.

1. Place the board on its competitive side and complete it with the individual medals. Team medals are returned to the box.
2. Place the **mutation** tiles near the board in 4 distinct piles.
3. Each player receives **two Explorer tiles** and chooses one. The others are returned to the box.
4. The last player to have been to the moon will be the first player. At a pinch, the last player to have daydreamed about the moon will do.

SEQUENCE OF PLAY

On the first turn, the first player reveals the 4 tiles from the first stack. He chooses one and discards another.
The second player then chooses one of the remaining two and discards the last one. He will be first player for the next turn.
The rules for placing the tiles are the same as for the other modes.

On the second turn, 2 series of 4 tiles are revealed.
The first player selects one of the series, then picks one of its tiles and discards another. The second player then chooses one of the remaining two in that series and discards the last one.

The first player changes each turn, and a new series of 4 tiles is revealed, so that there will always be 2 series of 4 tiles available to choose from – except on the last turn, where there will only be one series left.

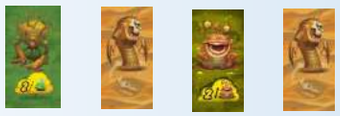
Série 1



On turn 2, Yoann is the first player. He has a choice between 2 series of 4 tiles.

He chooses series 1, take the tile with two rune monsters, and discards the lava tile. On this turn, his opponent Celine will have to choose between two ice tiles.

Série 2



Series 2 remains in play for the next turn. Celine becomes first player, and she reveals 4 tiles from a new stack to make a new series.

As in other game modes, players check whether requirements are meant for medals at the end of each turn. If both players meet the requirements on the same turn, they each receive a medal.

END GAME

Each player has his explorer tile and 20 monster tiles placed before him. The penalty medal is awarded to the player with the fewest 'desert' and 'rune' monsters.

The player with the most exploration points wins the game. In case of a draw, the player with the most points from Big Monsters wins. If there's still a tie, then the victory is shared.

MONSTER TILES

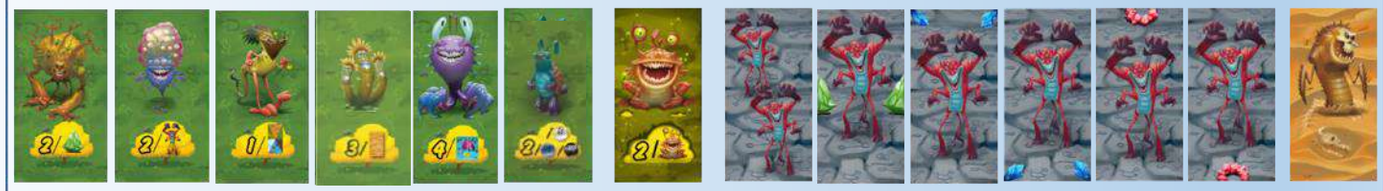
2 TO 4 PLAYERS CONFIGURATION



x4 x4 x4 x4 x4 x4



x2 x4 x7 x2 x2 x5 x5



x1 x1 x1 x1 x1 x1 x5 x1 x2 x2 x1 x2 x2 x8

5TO 6 PLAYERS CONFIGURATION



x6 x6 x6 x6 x6 x6



x4 x6 x11 x3 x3 x8 x8



x1 x1 x1 x1



x1 x1 x1 x1 x1



x5 x2 x3 x2 x2 x3 x4 x11