
MONSTER
SLAUGHTER
SCENARIOS



What you have here between your claws is the **Monster Slaughter** scenario booklet.
We recommend that you play these scenarios only after you've played the game a few times using the normal rules.
We also invite you to play these scenarios in order, as the first are the easiest to play and contain fewer changes to the normal rules. And if you like, scenarios 9 and 10 can be played together back-to-back.
The Special Rules in the scenarios always take precedence over the normal rules of **Monster Slaughter.**

Have you played the scenarios?
Feel free to write your own and share them on the official **Monster Slaughter** forum!
ENJOY THE SLAUGHTER!

Scenarios 1-3 by Geoffrey Wood – Scenarios 4-11 by Team Kaedama

Scenario 1

ASSAULT

TRAILER

What better holiday fun than a lonely cabin deep in the woods, five students partying it up, and a huge fire in the chimney? For a monster or serial killer, that is. You know what I mean! Nothing like the classics for those special occasions! Herb stuffing and pecan pie are nowhere near as tasty as terrified students. And they should be right on the edge after hearing the news alert on the radio in the kitchen:

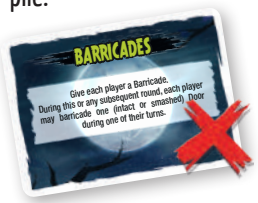
"... I repeat (static)... Suspicious activities have been reported near Howling Wood. Several witnesses say they've seen worrying (static)... cattle have been attacked, people are going missing... The local authorities are recommending everyone stay inside and barricade their doors until further notice..."

SET-UP

We recommend casting the 5 **Students** (Bob, Britney, Kam, Laika, and Tom) as the Party Guests for this first scenario.

The **Students** have barricaded the doors. They are all revealed at the start of the game, and gathered in the living room.

To play this scenario, remove the **Barricades** card from the **Nocturnal Event** draw pile.

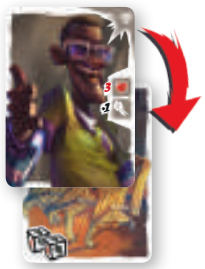


Replace the **4 Doors** leading to the outside with **Barricades.**





Finally, give each of the **Students** 1 of the **Neutral Objects** at random.



Place these **5 Neutral Object cards** around the board face up under each **Student Character card** so that the number of dice provided by the Object is visible.

The rest of the game set-up is the same as in the normal rules.

SPECIAL RULES

When each **Student** is **Attacked for the first time,** they automatically defend themself with the Neutral Object card they were given during set-up. This card is then discarded, like in the normal rules.

After being attacked for the first time, each **Student** immediately flees to an adjacent room and hides. The player whose Monster **Attacked** decides which room the **Student** flees to. Then, as in the normal rules, shuffle the Character card into the draw pile for the room in which they are hiding.

TEAMWORK

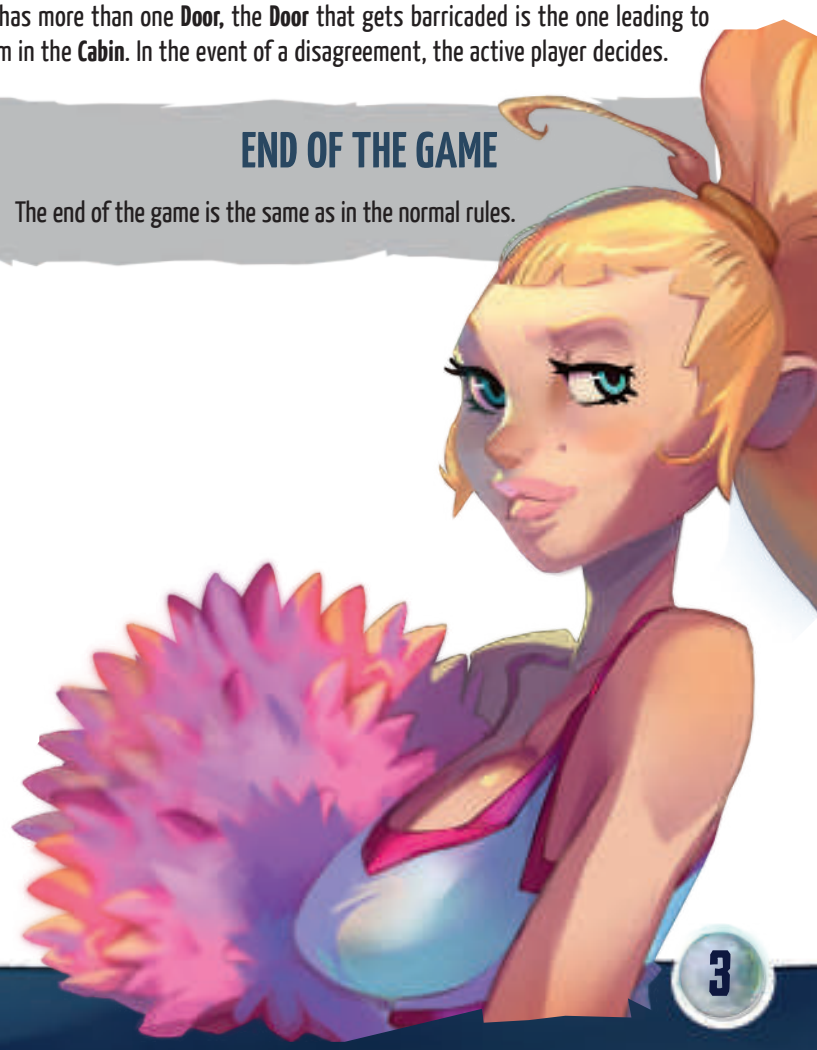
This rule applies once all the **Students** have left the living room and remains in effect until the end of the game.

At the end of each player's turn, if 2 **Students** are together in the same room and not hiding, they automatically replace one **Door** (or open doorway) with a **Barricade** if at least one **Barricade** is available.

If the room has more than one **Door,** the **Door** that gets barricaded is the one leading to another room in the **Cabin**. In the event of a disagreement, the active player decides.

END OF THE GAME

The end of the game is the same as in the normal rules.



SCENARIO 2

INFERNO ON HELLM STREET

TRAILER

"This cabin is out to get us." That's what Mrs. Werran told her husband after their first night at 1428 Hellm Street. On the second night, their two daughters screamed at the same time: Someone – or something – grabbed their feet while they were in bed. The third night, the family heard knocking on the walls, even though the cabin was isolated. And then, on the fourth, fifth and sixth nights, framed photographs flew across the rooms, children were heard laughing in the basement, and the walls began to bleed... So, Mrs. Werran bundled her family into their car and set the house on fire on the seventh night. Up until then, it had been a good week – at least for the monsters who had been having fun terrifying them!

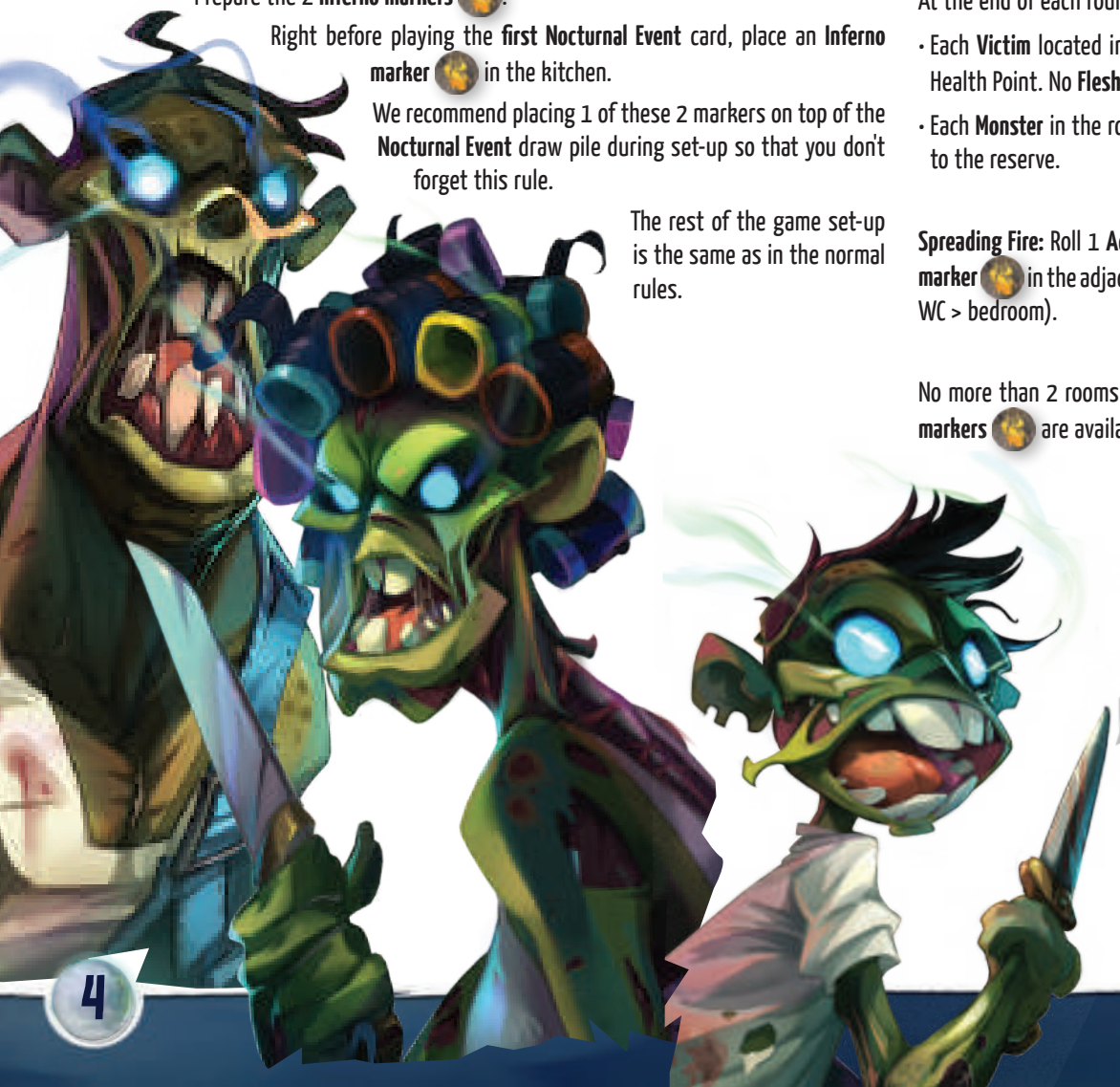
SET-UP

Prepare the 2 **Inferno markers**.

Right before playing the **first Nocturnal Event** card, place an **Inferno marker** in the kitchen.

We recommend placing 1 of these 2 markers on top of the **Nocturnal Event** draw pile during set-up so that you don't forget this rule.

The rest of the game set-up is the same as in the normal rules.



SPECIAL RULES

THE CABIN'S ON FIRE!

Afraid of Fire: Any **Monster** that wants to enter a room on fire must perform a bravery test. This test is not an **Action** and can only be performed once per turn. Roll as many dice as indicated on the corresponding **Monster** card. **Fathers and Children** need to roll 2 Successes to enter a room containing an **Inferno marker**; **Mothers** only need to roll 1 Success.



Important: A bravery test must be performed even if a **Monster** uses the **Teleportation Bonus Action** or walks through walls.

At the end of each round, and in this order:

- Each **Victim** located in a room containing an **Inferno marker** immediately loses 1 Health Point. No **Flesh tokens** are awarded for these wounds.
- Each **Monster** in the room loses **1 Flesh token** if it has any. The token is returned to the reserve.

Spreading Fire: Roll 1 **Action die;** if a Failure is rolled, the fire spreads! Place an **Inferno marker** in the adjacent room, moving clockwise (kitchen > living room > bathroom > WC > bedroom).

No more than 2 rooms can be on fire at once. If the fire must spread but no **Inferno markers** are available, remove the oldest marker and place it in the new room.

END OF THE GAME

The end of the game is the same as in the normal rules.

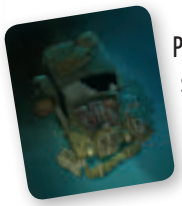
Scenario 3

CHRISTA

TRAILER

The days when her owner, madly in love with her blood red paint job, called her "Mary Christine" are long gone. At the time, she was a real head-turner! Today, she's nothing more than an old wreck of a car on which the neighbors' dogs – and sometimes even a few drunk students – relieve themselves. And tonight, they've added insult to injury! They're using her like a vulgar generator... She used to fly down the highways, and now she's just a lamp! Unbearable! With her old bite back, and in full possession of her demonic powers, Christa's out for revenge! After a diabolic rev of the engine, the car stalls, plunging those poor fools into complete darkness and putting them at the mercy of every danger...

SET-UP



Put the **Car marker** on one of the 4 exterior zones around the **Cabin** so that the side with the headlights off is facing up.

Build a draw pile of **8 Nocturnal Event cards,** then take the **Knock Knock Nocturnal Event card** and slip it in with the top 2 cards of the **Nocturnal Event** draw pile. You will now have a draw pile containing **9 Nocturnal Events** with the **Knock Knock Nocturnal Event card** in first, second, or third position.

The rest of the game set-up is the same as in the normal rules.



8 Nocturnal Event cards

1 Knock Knock Nocturnal Event card

SPECIAL RULES

Before playing the first round, draw 1 **Nocturnal Event** card and play the card as described in the normal rules.

ENGINE STALL

Before drawing a **Nocturnal Event card** at the start of the 4 a.m. and 7 a.m. rounds, and only if the **Car marker** has the side showing the headlights on facing up, the car engine stalls. This triggers a "Power Outage".

POWER OUTAGE

When the **Cabin** is plunged into darkness, turn the **Car marker** over to show the headlights off. The **Victims** may use **Object cards** but their Special Abilities do not count! In addition, **Victims** may be Scared, but they cannot hide.

When the **Knock Knock Nocturnal Event card** is drawn, apply the "Lights On" rule.

LIGHTS ON

The first time the **Knock Knock Nocturnal Event card** is drawn, a **Surprise Visitor** is chosen randomly and enters the game to attempt to fix the car. They take cover in the car (place their Character card next to the **Car marker**) and attempt to re-start the engine in order to provide the **Cabin** with electricity.

To do so, the first player rolls as many dice as there are Health Points on the Visitor's Character card, and must roll 3 Successes to restart the engine. If the attempt is successful, turn over the **Car marker** so that the side showing the headlights on is visible. The electricity is back on. If the attempt fails, the Surprise Visitor can try again once per round before each **Nocturnal Event card** is drawn.

In addition, if the engine restarts, the **Surprise Visitor** slips away. Set aside the mini, then put the **Knock Knock Nocturnal Event card** back by shuffling it in with the top 2 cards of the **Nocturnal Event** draw pile. Repeat the procedure the next time the card is drawn, as appropriate.

Notes:

- You will therefore keep the same **Surprise Visitor** throughout the game.
- In this scenario, the **Surprise Visitor** is off limits: The **Monsters** may not interact with the Visitor.

END OF THE GAME

The end of the game is the same as in the normal rules.

Scenario 4

Who's Afraid of the Big Bad Wood?



Trailer

When night falls, the forest changes: Bright colors are replaced by the darkest dark, and bird song gives way to an eerie silence, sometimes broken by supernatural cries or the most harrowing rustling. Each tree, each bush becomes a potential hiding spot for a creature that might at any moment pounce on whoever comes strolling by! Go ahead... hide. Make the pleasure last. The more terrified your prey, the more tasty your meal!

Set-up

Place **2 Forest markers** face down on each outdoor zone of the game board.

The rest of the game set-up is the same as in the normal rules.

Special Rules

New Action: Explore the Forest

Once per turn, players may explore the woods around the **Cabin**. To do so, they must be in an outdoor zone around the **Cabin**. The player rolls only 1 **Action die** for their **Monster.** If a Success is rolled, the player takes a **Forest marker** and keeps it face down in front of them.

Use 1 Forest Marker

During their turns, the players may decide to use one or more **Forest markers**. To do so, they reveal the markers, apply their effect, and then discard them. This does not count as an Action. The list of effects is given below.



Animal Skull
2 POINTS



Animal Skull
3 POINTS



Animal Skull
4 POINTS



Shovel
Secretly recover 1 card of your choice from the discard pile.



Crystal Ball
Look at the next 3 **Nocturnal Event cards** and then return them to the draw pile in the order of your choice.



Carcass
Perform an additional Action.



Hooch
Move any character (**Victim** or **Monster**) to the room of your choice.



Grave
Swap 2 of your **Victim markers.** One of these markers must be either your **Favorite Meal** or a dead **Guest.**

End of the Game

In addition to the regular **Reckoning,** the players reveal their **Forest markers,** some of which (the Animal Skulls) provide additional points.

SCENARIO 5

GLYPHS IN THE NIGHT

TRAILER

It is eight minutes after midnight and you hear a dull thud in the next room. Funny. A mere 18 years ago in this very cabin, the massacre of an entire family started at exactly the same time, to the minute. Yes. Funny! Rumors also say that exactly nine years later, an entire group of students disappeared – except for a young, traumatized girl who wouldn't stop repeating: "The glyphs saved me... The glyphs killed them... The glyphs saved me... The glyphs killed..."

SET-UP

Place 1 **Glyph marker**  in each room as indicated below:



The rest of the game set-up is the same as in the normal rules.



SPECIAL RULES

TRIGGERING GLYPHS

At the end of their turns, players may decide to trigger the effect of the **Glyph marker** located in the same room as their active Monster. The marker remains in place for the following turns.

Glyph Effects



WC (the perfect place to concentrate):
The active player swaps 2 of the markers in their Death Order, but may not move their **Favorite Meal marker** or any marker representing a dead **Guest.**

Bathroom (that medicine cabinet sure comes in handy):
An injured **Victim** of the active player's choice recovers 1 **Health Point** (up to their initial amount). This glyph may be used only once per turn, but may be used to heal the same **Victim** during different turns.





Bedroom (hmm... boards and nails hidden in the closet):
The active player moves 1 **Door** from one doorway to another.

Living room (from here, you can see into every corner of the Cabin):
The active player looks at the top card on the draw pile of their choice or one of another player's **Victim markers.**





Kitchen (let's see what's in the trash):
The active player secretly recovers one card of their choice from the discard pile.

END OF THE GAME

The end of the game is the same as in the normal rules.

Alternative: You may choose to place the **Glyph markers** in the **Cabin** randomly.

Scenario 6

MONSTER GANGS

TRAILER

Hunters and gangsters have a lot in common. Most notably, their territorial tendencies. Murder? Crime? Yes! But some lines are not to be crossed! Cross those lines, and your life won't be worth a red cent... Thus, when a monster family is on its hunting grounds, it's best not to be caught hunting on their turf, otherwise you might end up being dinner!



SET-UP

Game set-up is the same as in the normal rules.

SPECIAL RULES

NEW ACTION: ATTACK ANOTHER MONSTER

During their turns, players may decide to attack a **Monster** from another family that is in the same zone as their active **Monster.** Both players roll the number of dice corresponding to their **Monster** (plus 1 additional die for each **Monster** from the same family present in the zone) and compare the number of Successes.

The attacker rolled MORE Successes	The **attacker** randomly takes from the attacked player's hand as many cards as they rolled Successes **MINUS** the **defender's** Successes.
Tie	Nothing happens.
The defender rolled MORE Successes	The active **Monster's** turn is over.

The 7-card hand limit applies by default. If the Attack is successful, the Monster stealing cards stops when their hand reaches 7 cards.

ALWAYS STRONGER

If a **Monster** Attacks another **Monster** and must roll more than 5 **Action** dice, they roll the dice several times and add up all their Successes.

END OF THE GAME

During the **Reckoning,** in addition to the points earned from tokens and **Doors,** each player earns **1 point** for each unused card in their hand plus **1 additional point** for each **Object card** linked to their family.

Scenario 7

BLOOD MOON PROWL

TRAILER

Some monsters wake up after years in hibernation. When they do, radio and televisions around the world report the carnage. But sometimes, the year has an extra – a 13th – full moon, and this same moon can seem larger and be in alignment with the Earth and the Sun. This "super blue blood moon" wakes up all hibernating monsters at once. Famished for flesh and thirsty for violence, they are ready to devour each other to get at their prey. For one night, it's hell on earth!

SET-UP

Put the indicated number of **Flesh tokens** on each **Monster** (you may use the **triple Flesh tokens** worth 3 **Flesh tokens** that come with this scenario).



Put the **Blood Moon** marker on 2:00 a.m.

The rest of the game set-up is the same as in the normal rules.

SPECIAL RULES

The following 2 Special Rules continue to apply (See Scenario 6: Monster Gangs).

NEW ACTION: ATTACK ANOTHER MONSTER

Careful! This action is only possible once the **Full Moon marker** has reached the **Blood Moon marker**.

During their turns, players may decide to attack a **Monster** from another family that is in the same zone as their active Monster. Both players roll the number of dice corresponding to their **Monster** (plus 1 additional die for each additional **Monster** from the same family present in the zone). The outcome of this action is not the same as in the previous scenario.

The attacker rolled MORE Successes	The **attacker** takes a **Flesh token** from the **defender's** card and puts it in front of them.
Tie	Nothing happens.
The defender rolled MORE Successes	The **defender** takes a **Flesh token** from the **attacker's** card.

ALWAYS STRONGER

If a player attacks another **Monster** and must roll more than 5 **Action** dice, they roll the dice several times and add up all their Successes.

THE VICTIMS FIGHT BACK

When a player's attack on a **Victim** fails, they put 1 of the **Flesh tokens** on their active **Monster's** card back in the reserve.

MONSTER DEATHS

If a **Monster** no longer has any **Flesh tokens** on its card, it dies. No one gets a **Bone token**. Put the card and miniature back in the box. Any **Monsters** in the family that are still alive get 1 additional action to use whenever they are played.

ACTIVATING MONSTERS

When you activate a **Monster,** rotate its card sideways instead of turning it over. That way, its **Flesh tokens** will stay in place.

END OF THE GAME

If only **Monsters** from one family are still alive, the game ends and the player playing that family wins.

Add any **Flesh tokens** remaining on your **Monster** cards to your harvest, then add up your points in the **Reckoning** according to the normal rules.

Players who do not have any **Monsters** left alive do not count their points.

Scenario 8

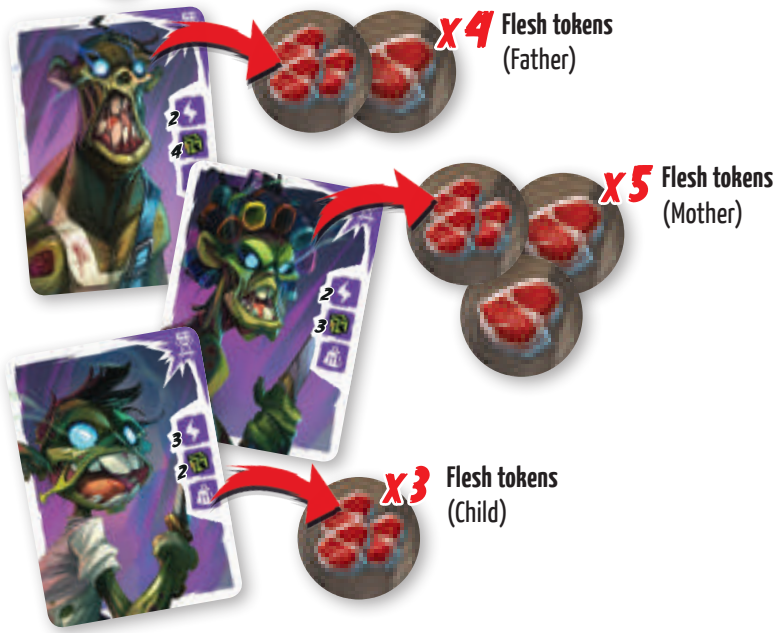
REANIMATOR

TRAILER

It's pouring rain. A flash of lightning cuts through the darkness and a loud crash of thunder resounds in the night. Through the window of an improvised laboratory, you see the professor you are planning to eat for dessert. He's jubilating. He's just managed to reanimate his gerbil a full 47 minutes after it died of a heart attack thanks to a green phosphorescent potion. In his happy dance, the fool knocks over the flask and it shatters on the floor. The mixture becomes a greenish cloud... that comes to life and floats out the window toward you! The emerald cloud envelops the corpse of a student at your feet then floats away. With a repugnant gurgle, the dead student rises, drools, and reaches out to you...

SET-UP

Put the indicated number of **Flesh tokens** on each **Monster** card (you may use the **triple Flesh tokens** worth 3 **Flesh tokens** that come with this scenario).



The rest of the game set-up is the same as in the normal rules.

SPECIAL RULES

REANIMATING VICTIMS

After all the effects triggered by the death of a **Victim** have been applied, the character comes back to life.

REANIMATED VICTIMS

When a **Victim** is reanimated, place their miniature on a **Reanimated marker** in the room where they died. Reanimated characters do not have Health Points, and never hide. When Reanimated characters are attacked, they only defend themselves if a player plays 1 **Object card** to defend them. Determine the outcome as follows:

The attacker rolled MORE Successes	The **attacker** rolls 1 Action die for their **Monster.** If they roll a Success, the Reanimated character is definitively dead (set it aside); and the attacker earns 1 **Brain token** for being smart. If they roll a Failure, nothing happens.
Tie	Nothing happens.
The defender rolled MORE Successes	The **attacker** puts 1 of the **Flesh tokens** on their **Monster's** card back in the reserve.

ATTACK OF THE REANIMATED

Every time the **Full Moon marker** is moved, the reanimated characters attack! For each reanimated character in the same room as Monsters, the players put one of the **Flesh tokens** located on each of those **Monster** cards back in the reserve.

ALWAYS MORE SURPRISES

When you draw the **Knock Knock Nocturnal Event card** telling you to add 1 **Surprise Visitor,** do so normally but then shuffle the card back into the **Nocturnal Event** draw pile instead of discarding it.

END OF THE GAME

If the Full Moon marker reaches 8:00 a.m. or only **Monsters** from one family are left alive, the game ends.
Add any **Flesh tokens** remaining on your **Monsters** to your harvest, and then add up your points in the **Reckoning** according to the normal rules.
Players without any living **Monsters** count their points posthumously and may win the game.

SCENARIO 9

THE BREAKBEAST CLUB

TRAILER

The superstars of fantasy and horror – aka the Breakbeast Club – regularly get together for the biggest, baddest breakfast of all! For the event, the host pulls out the very best china, and the victims are piled up in the cellar. But be careful! The kitchen is strictly off limits: The cook is preparing a beast of a feast. While the guests get to be surprised by the chef's masterpiece when they sit down to eat, the cook never knows in advance who – or even how many – will be coming...

SET-UP

Choose only the **Victim markers** representing **Students** for this scenario, then remove 1 **Student** at random and set aside their Character card. The players will not play with this character, and therefore only receive **4 Victim markers** to establish their Death Orders.





Place a **Barricade** on each of the Kitchen doors. Do not place any cards in the Kitchen draw pile (6 cards therefore go into the discard pile).

Do not prepare the **Nocturnal Event** draw pile, and do not place the **Full Moon marker** on the **Nocturnal Event** draw pile.

The rest of the game set-up is the same as in the normal rules.

SPECIAL RULES

FORBIDDEN KITCHEN

The kitchen is strictly off limits to everyone (**Monsters** and **Victims** alike) and no one may smash the kitchen doors.

END-OF-ROUND ARRIVALS

When all the players have played 1 **Monster,** draw 1 **Surprise Visitor** card at random. Place the Visitor in the kitchen. Then, read the paragraph corresponding to the arrival of this **Visitor** and immediately apply the corresponding effect.

IMPORTANT: Only read the paragraphs corresponding to the arrival of each **Visitor** when they enter the game, so you won't spoil the surprise!

First Visitor: The first member of the Breakbeast Club pulls out a chair and sits down at the table – first to arrive, as planned! There's still a lot to do before the party tonight. In turn, following the normal order of play; each player may look at the top card of the draw pile of their choice.

Second Visitor: The second to arrive couldn't care less for good manners. The excitement of the evening has won out over the last vestiges of politeness: feet on the table, chair tipped back, waiting for the party to start. In turn, following the normal order of play; each player draws 1 card from the top of the draw pile of their choice. If it's a **Guest,** the player reveals it. If it's a **Trap,** it is discarded and its effect is not applied.

Third Visitor: The third to arrive is the impatient sort, and already regretting getting there early. But not even having to wait for the last two can ruin the fun of an evening like this one. Each player can change their Death Order completely (including moving their **Favorite Meal marker** to another living **Victim** if their **Favorite Meal** has not yet been killed).

Fourth Visitor: The fourth attendee has traveled far to reach the Cabin, but it was well worth the effort. Seated at the table, it's a relief to have made it on time. No one ever likes arriving last. Each player passes the **Mother** from their **Monster** family to the player on their left. If she had already been played, she is available to be played again.

Fifth Visitor: The fifth attendee enters under the impatient stares of the others, unflappable and not in any rush to get settled. The last on the list, the one who would set off this epic evening, the master of ceremonies has arrived. The Breakbeast Club is all present and accounted for. The meal may begin. The master of ceremonies raises a glass solemnly, "A toast." Each player passes the Father from their **Monster** family to the player on their right. If he had already been played, he is available to be played again.

END OF THE GAME

After the fifth **Visitor** arrives, the players play one more round, and the game ends. The Reckoning is the same as in the normal rules (and the player with the most **points** wins).

IMPORTANT: If all the **Guests** die before the last **Visitor** arrives, read and immediately apply the effects described in all the remaining paragraphs.

But is the game really over? Now that everyone is here, it'd be a shame to miss out on the fun by not playing the next scenario.

If you want to play the next scenario – Turning the Tables – back-to-back after this one (and we strongly recommend you do), leave all the Visitors in the kitchen. The players keep the Monster cards that are in front of them. Read the start of Scenario No. 10.

Scenario 10

TURNING THE TABLES

TRAILER

When the cook has finished clearing away the dishes, he usually brings the evening to a close with an elegant speech: "Let's go, you deranged superheros! Snack time's over! Warm up the chainsaws, load your guns, sharpen your stakes and machetes, fuel up your flamethrowers, and get ready for the massacre of the century! The monsters won't keep. But they will have to wait a few more seconds while you toss back a shot of my grandfather's moonshine! It'll put a fire in your belly and get your engines roaring. Lift your glasses... All together now... Repeat after me: Break the beasts! (Everyone: "Break the beasts!"). Cheers, ladies and gents!"

CAREFUL! This scenario provides a cooperative game experience. The players can beat the game and win together, or lose together against the game.

SET-UP

If you've just played **The Breakbeast Club,** follow the instructions at the end of the scenario.

Leave the Barricades over the Kitchen doors.

If not:

- Install **Barricades** over each doorway in the **Kitchen.**
- Draw **5 Surprise Visitor cards** and place their miniatures in the kitchen.
- Put **6 Flesh tokens** on each **Surprise Visitor Character card.**
- In turn, following the normal order of play, each player takes 1 **Child,** 1 **Mother,** and 1 **Father,** each from a different family.

In both cases:

- The players do not take any **Victim markers.**
- Do not place the **Full Moon token** or **Nocturnal Event cards.**
- Put the indicated number of **Flesh tokens** on each **Monster** card (you may use the **triple Flesh tokens** worth 3 **Flesh tokens** that come with this scenario).

The rest of the game set-up is the same as in the normal rules.



SPECIAL RULES

NEW EFFECTS: ATTACK A SURPRISE VISITOR

When they attack a **Surprise Visitor, Monsters** may discard 1 (and only 1) **Object card** to increase their number of dice. The active player rolls as many dice as their active **Monster** has **Strength**, plus the die from the possible, and the **Surprise Visitor** rolls as many dice as they have Strength (given in the section **"Visitors' Strength and Abilities"**). Compare the results and determine the outcome as follows:

The Monster rolled MORE Successes	The player discards as many **Flesh tokens** from the **Surprise Visitor's Character card** as the difference between its Successes and the number of Successes rolled by the **Surprise Visitor.**
Tie	Nothing happens.
The Surprise Visitor rolled MORE Successes	The **Monster** discards as many **Flesh tokens** from the **Monster** as the difference between the Monster's Successes and the number of Successes rolled by the **Surprise Visitor.**

ALWAYS STRONGER

If a **Monster** attacks a **Surprise Visitor** and must roll more than 5 dice, they roll the dice more than once.

ARMED AND READY

Players may discard any card as if it were an **Object card,** giving them 1 additional die.

END-OF-ROUND ATTACK

At the end of each round, all the **Surprise Visitors** attack every **Monster** present in their zones. For each **Surprise Visitor,** roll as many dice as they have Strength (given in the section "**Visitors' Strength and Abilities**"). Each time a **Surprise Visitor** rolls a Success, a player must take 1 **Flesh token** from their **Monster's** card and return it to the reserve.

END-OF-ROUND STROLL

After the Attacks are over, roll 1 die for each **Surprise Visitor.** If a Success is rolled, that **Surprise Visitor** must move to an adjacent room. If more than one room is possible, the players decide together. The **Surprise Visitors** can go through doors, and never leave the **Cabin.**

FINDING STUDENTS

If a player draws a **Student** card (Bob, Britney, Kam, Laika, or Tom), the **Student** is revealed and placed in the room where they were found. Once revealed, **Students** may no longer hide.

UNEXPECTED HELP

At the end of each round, when the **Surprise Visitors** attack, the **Students** present in the room are injured instead of the **Monsters.**

BOTTOMLESS DRAW PILES

When all draw piles are empty, shuffle the discard pile and then put the cards back into each room's discard pile one by one to form new draw piles (the number of cards per room will be different than in the initial set-up).



SURPRISE VISITORS' STRENGTH AND ABILITIES

The **Surprise Visitors'** Strength depends on the number of players:
2 to 3 players: Strength = 4
4 to 5 players: Strength = 5
The **Surprise Visitors** each have an Ability, as described below.
These Abilities replace the Special Abilities listed in the normal rules.

GHOST HUNTER
Plasma Ray: He can attack an adjacent room as if he were in it (the players choose where he attacks, preferably in a room containing **Monsters**).

INDIANA
Faithful Friend: The other **Surprise Visitors** in the same room each gain +1 Strength.

DEMON HUNTER
Equipped: If an Attack against the Demon Hunter fails, the active player rolls 1 die. If it is successful, the **Monster** loses one additional Flesh token.

BULLWHIP WALTON
It Belongs in a Museum: If an Attack against Bullwhip Walton fails, the player discards one card of their choice from their hand.

PROF. BROWNE
He's Everywhere: The Prof. always goes on the end-of-round stroll.

ZIGMO
Too Cute: Zigmo can only be attacked if all the other **Surprise Visitors** are dead.

RED ANSOLL
Hunter: When he goes on an end-of-round stroll, he heads for the closest **Monster**.

SUMMER
Avenger: Summer gains +1 Strength for each dead **Surprise Visitor**.

SCULDER
A Good Pair: Sculder has +1 Strength if Mully is alive in the **Cabin**.

MULLY
A Good Pair: Mully has +1 Strength if Sculder is alive in the **Cabin**.

REPLAY
Clone: When Replay dies for the first time, she comes back to life with only 1 Flesh token.

OFFICER ROSCOE
Protector: When Roscoe is in a zone, he must be attacked first.

SELENA
Tenacious: Selena re-rolls a Failure once per attack.

AGENT MS
No Point: Ignores the least injured **Student**.

PADRE
Last Rites: Ignores the most injured **Student**.

MEATCHETE
Muscleman: Meatchete has a +1 Strength bonus.

END OF THE GAME

The game ends in one of two ways:

- All the **Monsters** belonging to any one player are dead. You've all lost!
- All the **Surprise Visitors** are dead. You've all won!

SCENARIO 11

HECATOMB NOW

TRAILER

Sometimes the stars align, things go south, and you end up in the wrong place at the wrong time. But when the Necronomicon is part of the equation, then all this negative karma comes together like the pieces of a puzzle. Monsters attack each other, the corpses of students and visitors rise up, glyphs go off, and the forest becomes more oppressive than ever... All the horrors that you've ever faced – or created – crawl out of the shadows at once. Dear Monsters, that fateful day has finally come... The hecatomb is here!

This scenario uses some of the Special Rules from earlier scenarios. We recommend you play all the scenarios before attempting this one. In addition, games played with this scenario last longer than regular games.

SET-UP



- After removing all the **Object cards** that do not concern either the Monster families played and the **Students' Character cards,** shuffle the remaining cards together with the **Necronomicon card.** Divide these cards into 5 piles, then shuffle a **Student card** into each pile. Then place the 5 piles on top of each other to form 1 draw pile.
- Do not prepare a **Nocturnal Event** draw pile.
- Place **2 Forest markers** face down on each outdoor zone of the game board.
- Place 1 **Glyph marker** in each room as indicated below:



- Put the indicated number of **Flesh tokens** on each **Monster** card (you may use the **triple Flesh tokens** worth 3 **Flesh tokens** that come with this scenario).



- Each player places their **Favorite Meal marker** on midnight. Do not place the **Full Moon marker**.

The rest of the game set-up is the same as in the normal rules.

SPECIAL RULES

The following Special Rules from the previous scenarios apply:

EXPLORE THE FOREST | SEE PAGE 6.

USE 1 FOREST MARKER | SEE PAGE 6.

TRIGGERING GLYPHS | SEE PAGE 7.

ATTACK ANOTHER MONSTER | SEE PAGE 9.

THE VICTIMS FIGHT BACK | SEE PAGE 9.

REANIMATING VICTIMS | SEE PAGE 10.

REANIMATED VICTIMS | SEE PAGE 10.

ATTACK OF THE REANIMATED | SEE PAGE 10.

NEW SPECIAL RULES

LOSS OF THE LAST FLESH TOKEN

When a **Monster** loses the last **Flesh token** on its card, all the other players move their **Favorite Meal markers** forward one hour on the game clock. The **Monster** continues to be played normally.

THE POWER OF THE NECRONOMICON

At the end of each round, the player who has the **Necronomicon card** must reveal it.

That player moves their **Favorite Meal marker** forward one hour on the game clock, then returns the card to their hand.

EMPTY DRAW PILE

When the draw pile is empty, the player who has the **Necronomicon** places it in the discard pile. The discard pile is then shuffled to form a new draw pile.

MOVE FAVORITE MEAL MARKERS FORWARD

Certain situations trigger other effects: Most allow players to move their **Favorite Meal markers** forward one hour on the game clock.
The list of effects is given below.

A Monster attacks a Victim	The **player** takes as many **Flesh tokens** as wounds inflicted, as in the normal rules.
A player has 6 or more Flesh tokens	The **player** immediately returns **6 Flesh tokens** to the reserve and moves their **Favorite Meal marker** forward one hour on the game clock.
A Victim dies	The **player** that dealt the Fatal Blow moves their **Favorite Meal marker** forward one hour on the game clock. They do not receive a **Bone token** if the **Victim** was a **Student.**
A Guest dies	The **players** who accurately predicted the right death order for the **Guest** do not take a **Brain token.** Instead, they move their **Favorite Meal marker** forward one hour on the game clock.
A Reanimated character dies	The **player** that killed them moves their **Favorite Meal marker** forward one hour on the game clock.
A player has 3 or more Forest markers	The **player** immediately discards **3 Forest markers** and moves their **Favorite Meal marker** forward one hour on the game clock.
A player has 4 or more Doors	The **player** immediately discards **4 Doors** and moves their **Favorite Meal marker** forward one hour on the game clock.

END OF THE GAME

As soon as a player's **Favorite Meal marker** reaches 8:00 a.m. on the game clock, the game ends. Finish the current round. The player whose marker reached 8:00 a.m. wins.

If several players' markers reached the 8:00 a.m. space during the round, the player who has the most **Flesh tokens** is declared the winner.

This player wins the game, learns the ultimate truth about monsters' lives, and obtains new cosmic powers.




MONSTER
SLAUGHTER
ankama