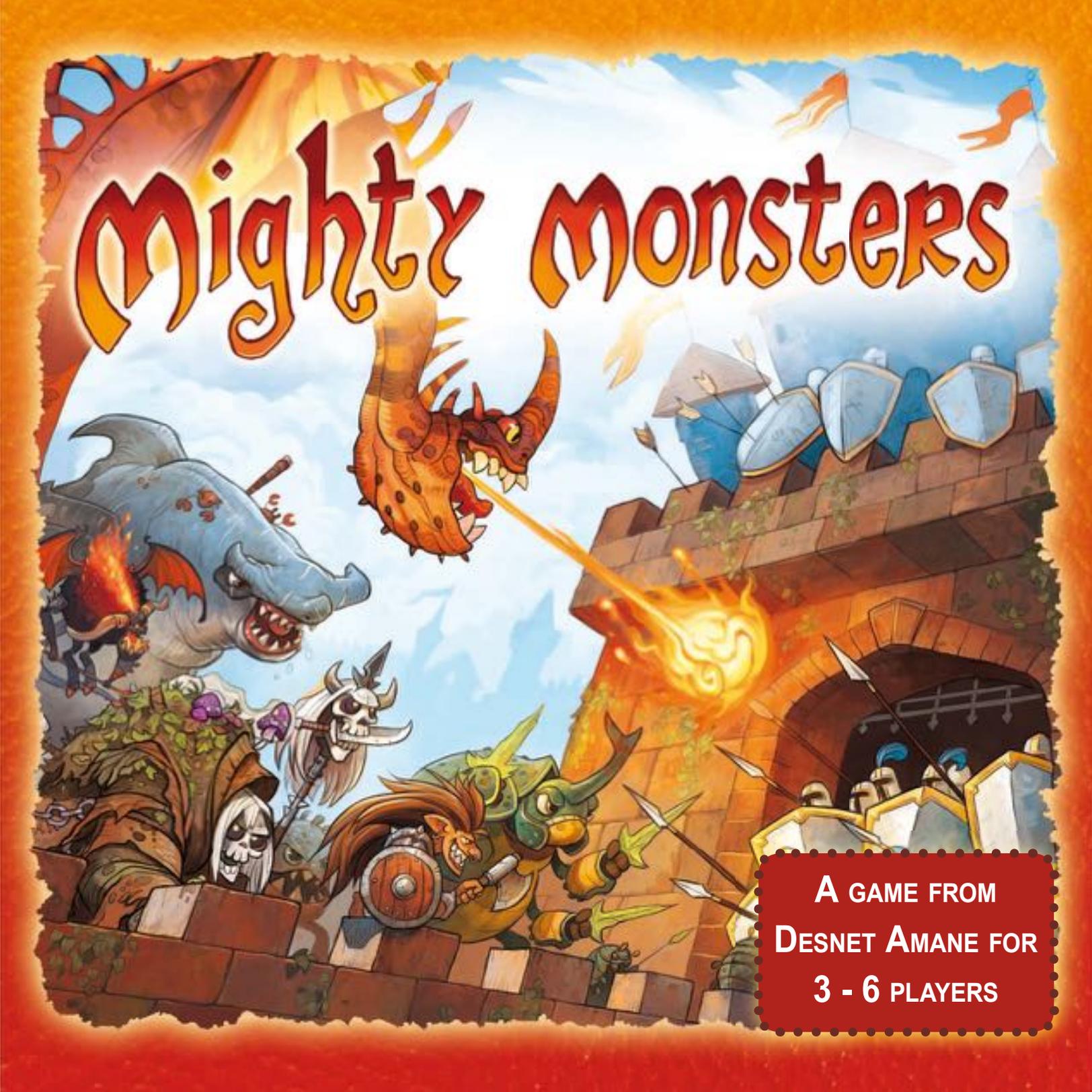


Mighty Monsters

The cover art for the board game 'Mighty Monsters' depicts a chaotic battle scene. In the center, a large, orange, dragon-like monster with horns and a long tail breathes a stream of fire towards a stone castle. To the left, a blue, shark-like creature with a large mouth and a small figure riding on its back is also breathing fire. In the foreground, several characters are engaged in combat: a green goblin-like creature with a shield and a sword, a character with a skull mask and a long white beard, and a character with a red mane and a shield. The castle in the background has several archers on the battlements, some of whom are firing arrows. The scene is set against a bright, orange and yellow sky, suggesting a sunset or sunrise. The entire illustration is framed by a torn, paper-like border.

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.

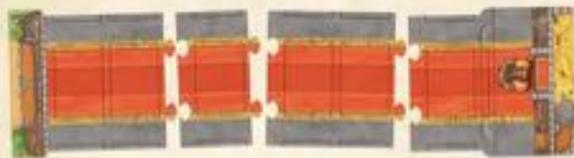
You have to cooperate to overcome the pesky guards, but the real monster in you still wants a bigger share than your fellow monsters! Have the most gold in the end and be the winner in this fast paced monstrous card game.

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

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.



ILLUSTRATION

HEALING COST

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



BACK SIDE

SHOWING THE MONSTER TYPE

GUARD STRENGTH

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



ILLUSTRATION

LOOT

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

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.



1.

GUARD CARDS

4.

GUARD SPACE 1

MAIN GATE

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.

Sequence of play

“Mighty Monsters” is played over a series 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.

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: 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.



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.

Example 1:

Example 2:



$3 + 2 = 5$ ✓ $3 = 6$ $4 + 2 = 6$ ✗

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

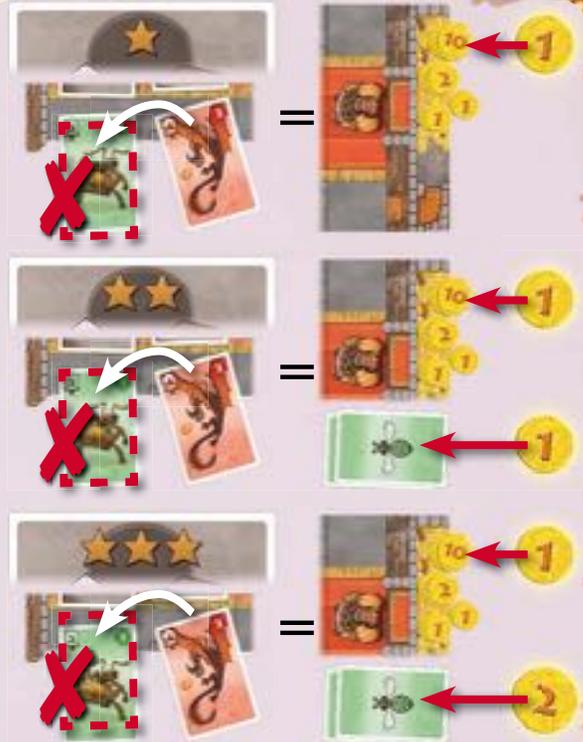
Guard level 1 - The player pays 1 gold to the treasury.

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 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.



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.

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

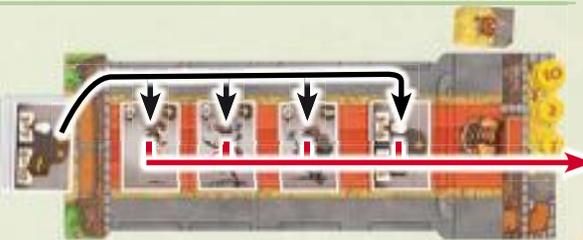
Draw new guard cards from the stack and add them to the castle in the same manner described in the set-up.



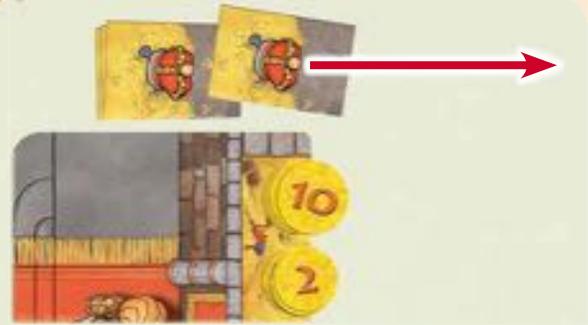
Example: *Inga* and *Ani* could not defeat the 3rd guard in the castle. Therefore the remaining fight against the last guard is also lost. Now *Inga*, *Ani* and *Frank* have to pay the healing costs for their monsters. *Inga* = 1 gold, *Ani* = 1 gold, *Frank* = 2 gold. Only *Jenny* got lucky and does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



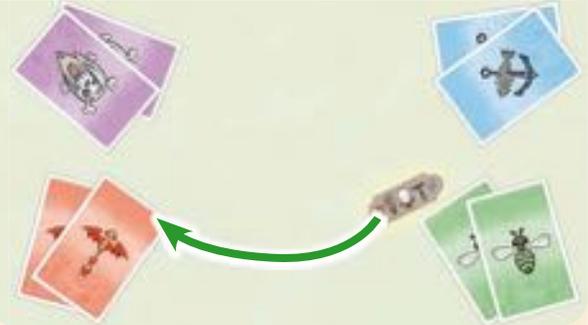
Example: A) *Jenny* picks up the two face-down monster cards in front of her and adds them to her hand. She now has a full hand of 3 cards again. B) Both her monsters in the castle are flipped over and she puts them face down in front of her.



Discard the 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.



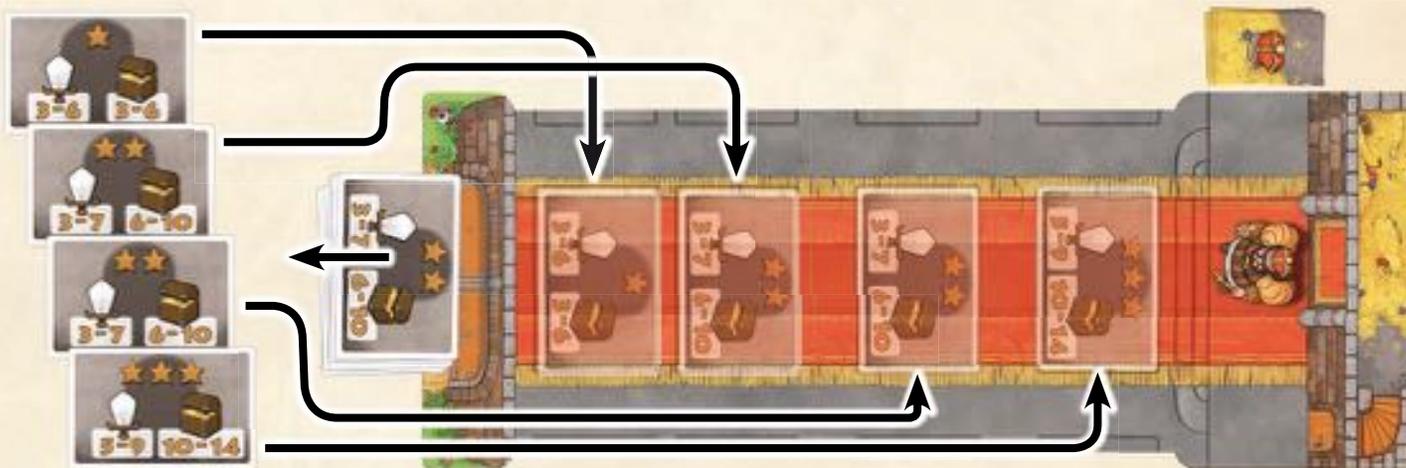
Example: Frank and Ani share last place with 19 gold each. Jenny is in second place with 23 gold. Inga wins as she managed to grab the most loot with 32 gold.

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.**

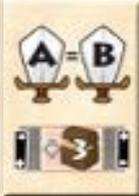


The king tiles in detail

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.



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



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



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



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



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



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.



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



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



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



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