



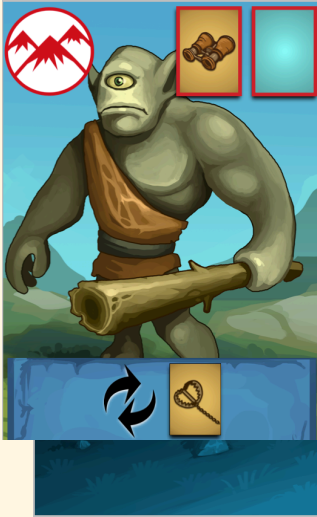
MONSTER FINDERS

BY ALEXANDROS KAPIDAKIS

Components

— 70 Monsters

Type



Requirements

Ability



— 36 Tools



— 1 Terror House



— 1 Compass



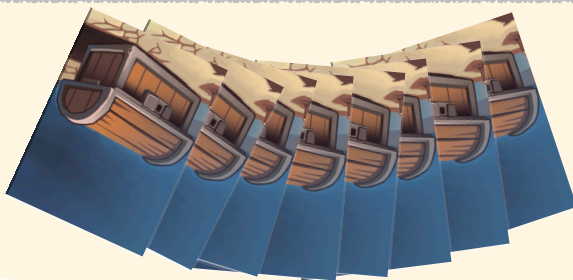
The market nowadays is very competitive, especially in the Terror House business! To stand out it's not enough to be scary. Customers need the experience to feel real, so the owners decided to fill their attractions with real monsters! Someone has to find these monsters though and this is where we come. Using our best tools we will catch Monsters and then deliver them to the different houses. But who will be the best Monster Finder?

Objective

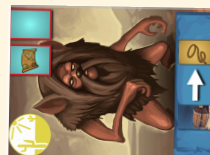
Monster Finders lasts for four rounds, and in each round you will firstly draft Tools and then use them to hunt Monsters. Having Monsters of the same type will earn you Gold at the end of the game and the player with the most gold will be the winner.

Setup

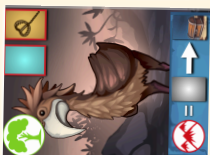
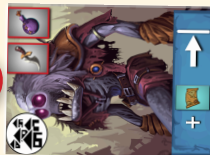
1. Shuffle the Monsters and deal three to the left and three to the right of each player. Put the rest in a face down deck at the middle of the table.
2. Place the Terror House next to the Monsters' deck, choosing your preferred side.
3. Keep all the Tools in a 5 or 4 player game, remove 1 Tool of each type in a 3 player game and 2 of each type in a 2 player game. Then, shuffle the Tools and deal 8 to each player (7 in a 5 player game). Set the rest of the Tools aside, creating a discard pile.
4. The most travelled player takes the Compass.



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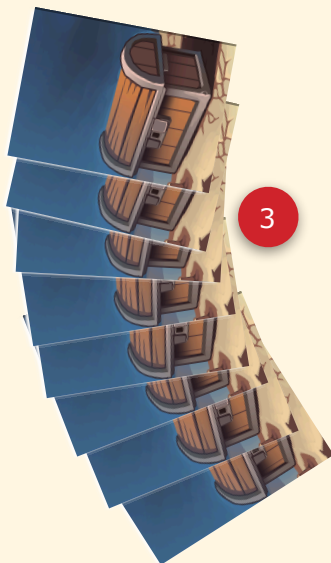


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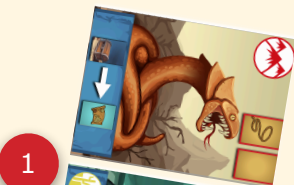


x1	0
x2	1
x3	3
x4	6
x5	10
1st =	2

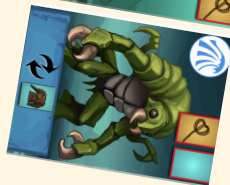
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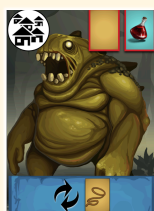
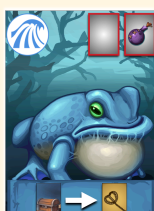
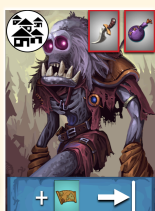


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Round order

Each round is broken down into two distinct phases: the Draft phase and the Hunt phase.

During the game you will have in front of you a row of Tools and at most five piles of Monsters, one for each type.

Important: You can never change the order of your Tools, either during the Draft phase or the Hunt phase.

Draft phase

In this phase you will get new Tools.

From the 8 Tools (or 7 in a 5 player game) you were dealt, you can keep any two them, as long as they are adjacent to each other. Place them in front of you and face up, creating a row. Then, give the rest to the player to your left, without changing their order.

From the six new Tools you were given, again keep any two adjacent Tools and place them in front of you, either at the end or at the beginning of your row.

Keep repeating this process until you have drafted and placed 8 Tools.

You can never place Tools in between other placed Tools.

Hunt phase

In this phase you will use Tools and abilities to hunt Monsters.

Starting with the player holding the Compass, you can either Hunt a Monster, Prepare or Pass :

— Hunt a Monster.

You have access to six Monsters, three to your left and three to your right, and each Monster has specific requirements. To hunt you must discard Tools from your row, as long as they are adjacent to each other and meet the Monster's requirements.

Then, fill in the gap in your row by sliding the rest of the Tools. Take the Monster and place it in front of you. If you already have a Monster (or Monsters) of the same type, place the new Monster on the top of the pile. If not, create a new pile with it.

Lastly, draw and place on the empty spot a new Monster from the middle deck.

If you placed the 5th Monster on a pile, immediately turn that pile face down. You no longer can Hunt that type of Monster. If you are the first player to complete a pile of that type you will earn bonus Gold at the end of the game. Turn the pile sideways to remember it.

Identical Tools: If you ever have two identical Tools adjacent to each other you can consider them as a wild Tool of their type. *Example: two adjacent Binocular Tools can substitute any one bronze Tool.*

— Prepare.

If you can't or don't want to hunt a Monster, you can discard any one Tool, filling in the gap by sliding the rest of the Tools. This can be a strategic choice, as you can manipulate your row and create better combinations.

— Pass.

When you can't or don't want to hunt any more Monsters you have to pass. Discard any unused Tools. The first player to pass in a round will get to keep one of their unused Tools for the next round.

When all players have passed, give the Compass to the next player in clockwise order and begin a new round. Shuffle all the Tools and deal to each player 8 new ones. After 4 rounds the game will end.

Monster's abilities : Monster's abilities change the rules of the game and can be used only during the Hunt phase. You can use any Monster's ability you want during your turn, but **only once per Monster per turn** and only from the Monster on top of each pile. Covered Monster's abilities cannot be used anymore.

You cannot hunt a Monster using only abilities from other Monsters, you must use at least one Tool.

Example

Joan wants to hunt this Monster, but she doesn't have that combination in her row of Tools.



She will use this already captured Monster's ability to change the Gun into a Trap.

Now she can hunt the Monster, discarding the used Tools. She will place the captured Monster on top of her Sea Monsters pile and then draw a new one from the deck to fill the empty spot.

Game End

After 4 rounds the game immediately ends and players proceed to end scoring.

Score Gold for each of your Monster piles, independently and according to the selected Terror House rules.

Don't forget to add any bonus Gold for being the first to complete a pile.

Sum all of your Gold and the player with the highest total wins and is the best Monster Finder! Enjoy your victory!

In case of a tie the player with the most captured Monsters wins.

Glossary



: Gold



: Mountain Monster



: Forest Monster



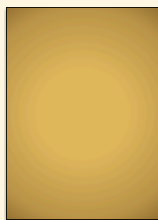
: Desert Monster



: Sea Monster



: Village Monster



: Any bronze Tool



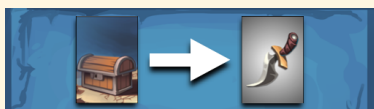
: Any silver Tool



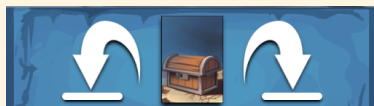
: Any cyan Tool



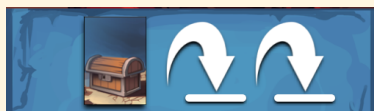
: Any Tool



: Change any one Tool to a Knife Tool



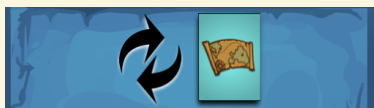
: Move any one Tool one spot to the left or to the right



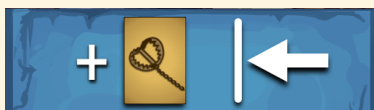
: Move any one Tool one or two spots to the right



: When Hunting a Desert Monster, you can consider a silver Tool as any other Tool



: Move a Map Tool you have anywhere on your row



: Add a virtual Trap Tool to the beginning of your row