

# MONSTERS AND THE THINGS THAT DESTROY THEM

by Joey Vigour

**GOAL:** End the game with the highest combined point total between your final 2 cards.

**SETUP:** Shuffle all cards and deal 4 face-up into the center row (the Pool), and one face-down into each player's personal discard pile. At any time, players may look at (but not rearrange) their discard pile. Choose a random player to go first.

## **EACH PLAYER'S TURN (PROCEED CLOCKWISE):**

Draw a card from the Pool, say its name and number aloud, and trigger it. (To trigger a card: first reveal it, then resolve its ability if it is a Monster.) Fill the Pool back to 4 from the face-down deck. At the end of your turn, if you exceed your hand limit (3), discard excess cards face-down to your discard pile.

**FINAL ROUND OF TURNS:** When the draw deck is empty, continue taking turns until everyone has had an equal number. (1-3 cards will remain in the Pool.) Just prior to Resolution, players with fewer than 3 cards in their hand draw back to 3 from their discard pile. Then Resolution begins.

**TACTICAL CARDS:** These do nothing when drawn or otherwise triggered; instead they are resolved during Resolution. Most Tactical cards cancel the points granted by 2 specific Monsters (in any players' hands). Tactical cards are not Monsters; the points they grant (if any) aren't canceled by other Tactical cards.

## **RESOLUTION (COMBINE / SCORE YOUR 2 CARDS):**

Resolution consists of **SELECTION** (players discard down to just 2 cards), **REVEAL** (in turn order, each player dramatically reveals their highest-number card. Then everyone reveals their other card).

Then, **FINAL RESOLUTION:** Each player resolves their Tactical cards, as well as any Monsters with "During Resolution" effects. The player with the highest total score wins the game. If there is a tie, the tied player with the strongest surviving Monster is the winner.