

MONSTROUS

LIGHTNING START RULES

You are wrathful Greek gods. The faithless mortals are down there. You have monsters. It's time to get **MONSTROUS**.

AIM: Score the most Faith by throwing your Monster cards to land on (hit) Locations and the other gods' Monsters. Combine your Monster powers with Location and other Monster powers to score as much 'Faith' as you can while foiling plans of the other gods. The god with the most Faith at the end of the game is the winner.

GAME SETUP

1. Remove the chairs. You stand up and move around the table to play.
2. Place the **Naxos, Athens, Corinth, Sparta and Troy Location** cards in the middle of the table, with each Location at least 1 Monster card's length from each other Location (see Figure A). Use other Location scenarios in future games (see back cover of the Rule Book).
3. Each god takes a God Board with its matching player aid card and Monster Deck of 12 colored/patterned Monster cards.

Figure A



TURN / THROW STEP EXAMPLE:

- **Throw Step 1:** The blue god throws their Dragon.
- **Throw Step 2:** The Siren (a Trap Monster) is hit, and is used now. Its god gains 1 Faith from the Faith pool.
- **Throw Step 3:** Hits by the Dragon are checked. It hits and discards the Siren and Gryphon, but **not** the Hellhound because no card edge of the Dragon can be seen directly overlaying the Hellhound in this step.
- **Throw Step 4:** The Dragon is now hitting Naxos and can use its power. The Dragon's god takes 1 Faith from the Hellhound's god.
- **Throw Step 5:** The Dragon's god gains 4 Faith from Naxos
- **Throw Step 6:** No extra throws have been gained.
- **Throw Step 7:** The active god draws a card from their deck and passes play left.



ENDING THE GAME

When a god has thrown their last card and has no cards left to draw in Step 7, the game's end is triggered. The other gods take one final turn then it's time for the judgement of Zeus. Each god totals their Faith, then **subtracts 1 Faith per card in their hand, deck or Underworld**. The god with most Faith wins and is crowned the "MOST MONSTROUS GOD". If there is a tie the god with the most Monsters hitting Locations wins. If there is still a tie, the god with the most Monsters in play wins. If there is still a tie, Zeus calls on you to get **MONSTROUS** again.

GAME SETUP (CONTINUED)

- Put your God Board near you at the edge of the table, Location side face up, with the matching player aid on top of it.
- The youngest god shuffles their Monster Deck and randomly removes Monsters from their deck equal to the number of gods playing. Remove **those same Monsters** from all decks, and in the same order, tuck them beneath the Underworld side of their God Board, vertically oriented.
- Shuffle your remaining Monster cards into your own Monster Deck, with the bronze or red name plate side of the cards face up, cut it, and place it horizontally on the left of your God Board (Figure B)
- Put the Faith tokens together into a Faith pool within reach of all gods. The play area should now look something like Figure A.
- Draw 3 cards from your Monster Deck.
- In your first game, **practice throwing at least 10 times**, then gather your cards. You are ready to play **MONSTROUS**.



Figure B

KEY TERMS

Throw	Throw a card without your hand crossing the table edge. Cards thrown illegally or landing off the table go to their god's Underworld.
Hit/Hitting	When a card's edge visibly over or under lays one or more cards after being thrown and coming to a stop.
Discard	Put a Monster from play into its god's Underworld.
Gain X Faith	Put X Faith from the Faith pool on to your God Board.
Take X Faith	Take X Faith from a god's God Board and move it to your own.

HOW TO PLAY MONSTROUS

In each scenario there are 5 Locations on the table for you to **throw** your Monster cards at to gain Faith. Each Location also has a special power that is triggered when it is hit by a Monster card. A Monster card is counted as **'hitting'** Location or Monster cards if, after it has been thrown and has stopped moving, any of its edges visibly overlay or underlay the other cards.

Monster powers: Most cards have **powers** that are used when they meet certain conditions such as HIT MONSTERS, HIT a LOCATION, MISS a LOCATION, or WHEN they are HIT (WHEN HIT) by other Monsters. Use your Monsters' powers to gain a tactical edge or extra Faith.

Unique and common powers: Monsters have a unique power side and a common power side. You can choose to throw either side face up. The power that is face up when it has finished moving must be used if possible, even on your own Monsters.



A TURN

Starting with the youngest god, then moving clockwise around the table, take turns by following these 7 Throw Steps:

- THROW a Monster card** from your hand, without your hand crossing the table edge, and when it has stopped moving check the following Throw Steps:
- TRAP MONSTER POWERS:** Check for 'hits' by that Monster on Trap Monsters (Gorgon / Siren / Phoenix) already on the table.
- MONSTER POWERS:** Check for 'hits' by your Monster on other cards. Use your Monster's face up power if its activation condition has been met (e.g. HIT MONSTERS and/or HIT LOCATION).
- LOCATION POWERS:** Check for 'hits' by your Monster on Locations. Use the 'WHEN HIT:' power of one Location hit by your Monster.
- GAIN FAITH from one Location** your Monster hits. Collect the number of Faith indicated in the Location's corners from the Faith pool and place them on your God Board.
- EXTRA THROW?** Keep track of 'throws' you have gained this turn. If you have gained any throws, start at Throw Step 1 again until you have no further throws or cards left.
- END TURN.** Draw 1 card from your Monster Deck. The god to your left takes a new turn.

