

ENRIQUE DUEÑAS


MONSTERS VS HEROES™


VOLUME 2

CTHULHU MYTHOS

Monsters vs Heroes is a fast and fun card game for 2 to 8 players, ages 8 and up.

This box includes two themed decks: **The Shadow over Innsmouth** and **At the Mountains of Madness**.

The Shadow over Innsmouth includes all the main characters of the namesake Lovecraft's book, as Robert Olmstead, Eliza Orne and Zadok Allen, in addition to the dreadful Deep Ones. The cards of this deck have a Deep One silhouette as symbol  in the bottom right corner.

At the Mountains of Madness includes all the characters of the famous Lovecraft's novella, as William Dyer and Danforth, and the frightful creatures that haunt Antarctica. The cards of this deck have a mountain symbol  in the bottom right corner.

With one of these decks you can play with up to 4 players. You can choose to play with both decks included in this box with up to 8 players. You can combine these two decks with other past or future releases in the **Monsters vs Heroes series!**

Each game lasts about 20 minutes. Each deck you decide to include in the game adds about 10-20 minutes of gameplay and allows up to four more players to join the game.



COMPONENTS

Each deck contains:

- 30 character cards (each card with a special skill)
- 6 faction cards (3 for "Heroes" and 3 for "Monsters")

SET UP

Each player receives a randomly dealt faction card that he keeps face down, in front of him, during the game. Remember to remove any remaining faction cards from the game, without looking at them.

Before the game starts, players must check their faction, being sure to keep it secret until the end of the game.

Shuffle the character cards to form a deck, show the top card and place it face up next to the drawing deck, starting a discard pile. Then, each player draws three cards to form his starting hand of cards.

Before play begins, each player can decide to keep the starting hand, or discard it to draw three new cards, which he must keep. At this point, the game starts.

The last player to have read a Lovecraft's book goes first (the youngest, if there is a tie). Then, game turns go on clockwise.

HOW TO PLAY

During his turn, every player has two options: **play a card** from his hand or **draw a card** from the top of the deck.

When the player plays a card from his hand, he always plays it in his area, in front of him on the table. The cards on the table will affect the player's score at the end of the game. It's not possible to play a card in another player's area (unless allowed by the played character card).

A player may only have a maximum hand of three cards, which means, if he already has three cards in his hand, he is forced to play one of them, and cannot draw any cards from the deck.

If a player doesn't have any cards in his hand, then he must draw a new card from the deck.

When the player plays a card from his hand, he reads its skill aloud and applies all effects. If the text says, "you may," it means the player is not forced to use that skill. All other skills are mandatory, even if they have a negative effect on you!

Note: There is no limit to the number of cards in play in a player's area.

If a player plays a card whose effect is mandatory, but it cannot be applied (for example, if it discards a card not in play at the moment), then the card is played in his area, but the skill just doesn't apply.

When a card is "discarded," the card must be put into the discard pile. The cards in the discard pile are public information.

When a skill targets a card "on the table," it refers only to cards in play in any player's area, not in the discard pile or in the deck.

CHARACTER CARDS

The black or white icons in the upper-right corner of the card will affect the players' final score.



Cards with an orange name and at least one white sun symbol ☀ are considered **Hero** cards.



Cards with a green name and at least one black skull symbol ☠ are considered **Monster** cards.



Cards with a purple name are **neutral** cards and may or may not have a point value.

NEUTRAL CARDS

A neutral card is always immune to all effects targeting "Heroes" or "Monsters," but not to effects targeting just "cards."

In **The Shadow over Innsmouth**, there aren't any neutral cards. In **At the Mountains of Madness**, the only neutral cards are the "Horrifying Hieroglyph."

END OF THE GAME

When the last character card is drawn, the game ends immediately. Cards in each player's hand are discarded and do not count for the final score.

All players now reveal their faction cards, showing their alliance for the game: "Heroes" faction card for Hero player, "Monsters" faction card for Monster player.

HOW TO WIN

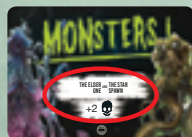
Check all the cards in every player's area, adding up the number of ☀ icons and ☠ icons present on their cards.

A player who plays for Heroes scores 1 point for each ☀ icon, but loses 1 point for each ☠ icon.

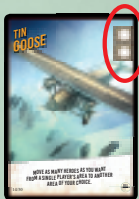
A player who plays for Monsters scores 1 point for each ☠ icon, but loses 1 point for each ☀ icon.

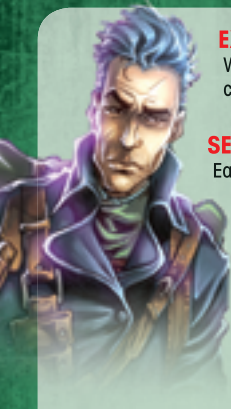
Remember, some character cards have more than one icon, so count them all!

Each faction card also shows the names of two characters: if a player has one or both characters in his area, he scores 2 additional victory points.



Whoever scores the highest number of points is declared the winner of the game. In case of a tie, the winner is the highest scorer who was the last to play.





EXPERT RULES FOR 2 PLAYERS

With these rules you can customize your deck and challenge your friend with your personal decks.

SET UP

Each player must build a new deck using 30 cards combining different sets of your choice (currently there are 4 different sets, two in Vol. 1 **Victorian Nightmares** and two included in this box). The new deck can't have a higher number of cards compared to those existing in the set they come from (for example, in the new deck can't be more than 3 Imp or 4 Albin Penguins).

Furthermore, each player's deck must include at least 6 Hero cards, 6 Monster cards, and **NO MORE** than 6 Neutral cards.

Before starting the game, each player must discard two cards from his own deck, creating the discard pile. Then, each player draws three faction cards from the two chosen sets. After looking at them, place them in front of you without showing them to your opponent.

HOW TO PLAY

The game follows the standard rules of the basic game. Unlike the basic game, each player only draws cards from his customized deck, instead of drawing from a common deck.

END OF THE GAME

The game doesn't end when the last card is drawn. When the last card from one of the two players' deck is drawn, the opponent is allowed one last turn to play.

At the end of the game, each player chooses **ONE** of the three faction cards he placed in front of him (usually, the most profitable) to take into account for scoring. Points are calculated as in the basic game.

CREDITS

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Retain this information for your records.

Warning. Not suitable for children under three years. Small parts.

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