



# LIGHTNING START

It is Ancient Greece. You are Greek Gods, and cranky ones at that, because those wretched humans are not worshipping you enough. Zeus has decreed that the insolent humans must be punished - with hordes of monsters thrown by the hands of gods onto their cities! That should bring them back to the temples on their miserable knees and restore some Faith.

In MONSTROUS, you are a vengeful Greek god literally throwing mythical monsters at human cities, creating combos and scoring points as you go. The aim of the game is to score the most Faith by throwing your monsters and hitting Locations and the other god's monsters.

Oh, and yes you can "RELEASE THE KRAKEN!"... sometimes.

## SETUP LEARNING GAME

1. Each god takes a coloured monster deck of 12 monster cards with matching coloured frames.
2. The youngest god randomly removes monsters equal to the number of gods from their deck into their Underworld
3. Each other god removes those monsters too, and put them in their own Underworlds
4. Each god shuffles their remaining Monster cards and forms a personal Monster deck with it next to their player mat and cuts the decks.
5. The youngest god chooses locations equal to the number of gods in the game in order from this list; **Naxos, Athens, Corinth, Delphi, Troy**, and arranges them in the play area in a roughly symmetrical pattern with each location at least 10cm / 4 inches from each other location.
6. Each player draws 3 cards from their monster deck
7. The youngest god goes first.

## HOW TO PLAY

In each game there will be some Locations on the table (**point**), to literally throw your mythical monsters at (**demo deck / hand / throw – from off the table edge**), gain Faith from (**show location Faith corners & the 3 and 1 Faith tokens**), and use special powers (**demo**). Ideally you can also use your monster's powers on other god's monsters and gain a tactical edge or some extra Faith along the way (**demo**). But watch out; Defensive monsters, (**red name plates - show Gorgon, Siren, Phoenix**), already on the table, use their powers first.

You must throw your monsters with skill and cunning to achieve victory. Some monsters are best to throw early and some late. But monsters are wild and unpredictable so even your own monsters will affect each other.

## A TURN

Starting with the youngest god, then moving clockwise around the table, each god takes turns, in this **throw step** order, to;

1. **Throw 1 monster** card from their hand onto the table, and when it has stopped moving:
2. **Check for 'hits' on defensive monsters** (those with **red nameplates** eg Gorgon) already on the table, by monsters just thrown. The defensive monster's owner uses that monster's **'WHEN HIT:'** power.
3. **Check for hits on monsters and locations, and other conditions** by monsters just thrown. The thrown monsters' owner uses the just thrown monster powers if its activation criteria has been met.
4. **Check for 'hits' on locations.** Use the **'WHEN HIT:'** power of any Location hit by a monster just thrown.
5. **Gain Faith from any Location** that is hit by a monster just thrown. Collect that number of Faith from the Faith pool and place them on your Monstrous Tablet.

Complete steps 1-5 in order for each card thrown. Any extra throws gained through card abilities are resolved separately, repeating steps 1 - 5 above for each throw gained.

## THROW STEP EXAMPLE:



**Throw Step 1:** The Dragon is thrown.

**Throw Step 2:** The Siren (a defensive monster) is hit, and resolved first. Its god gains 1 Faith from the Faith pool.

**Throw Step 3:** Hits by the Dragon are checked. It hits and discards the Siren, Pegasus, and Gryphon, but **not** the Hydra because no card edge of the Dragon can be seen directly overlaying the Hydra.



**Throw Step 4:** Having blasted through the other monsters, the Dragon is now hitting the location and can use the location's power. The Dragon's god takes 1 Faith from the Hydra's god.

**Throw Step 5:** The Dragon's god gains 3 Faith from the location.

Once a god has used all their throws this turn, or has run out of cards in hand;

1. They **draw 1 card** from their deck to their hand if possible.
2. **Pass** their turn to the next god.

## ENDING THE GAME

When a God has thrown their last card, and has no cards left to draw, each other God has 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 or Underworld / discard pile**. The God who inflicts the greatest human misery, scoring the most Faith, is crowned the "MOST MONSTROUS GOD".

## KEY WORDS AND RULES

- A **Throw** must be made from outside the table edge. Cards landing off the table go to the owning god's discard pile.
- **Hit** = visibly over or under laying one or more cards after coming to a stop.
- At the **end of the game each god loses 1 Faith per card in their hand or discard pile**.

## REGULAR GAMES

That's the learning game. In regular games simply choose locations equal to the number of players to play with.