

MONSTARCH!

SYNOPSIS / GAME DESCRIPTION

Megacorpin Studios is about to start filming the ultimate monster film ever made. Its president, Ike Intelmann, had the visionary idea of merging all of the company's projects into one. As talent agents, you're not too keen on the idea of your monsters sharing the stage with others. Fortunately, you know exactly how to put them in the spotlight.

MONSTArch! is a quick and addictive card game in which you will compete to ensure the monsters of the species you represent become the absolute protagonists of the greatest B-film of all times.



ATREZZO / COMPONENTS

- 36 Monster Cards of 6 different species. Every species is made up of 6 monsters, and each one of these is marked with a value that ranges from 1 to 6.
- 6 Species Tokens.
- 12 Focus Cards: 6 of value ± 1 and 6 of value ± 2 .
- 18 Close-Up Shot Tokens (★): 12 of value 1 and 6 of value 3.



HOW TO WIN THE STATUETTE / GAME OBJECTIVE

To win the game your monsters must receive the most Close-Up Shots (★) in the scenes of **MONSTArch!**

ORGANIZING THE FILM SET / GAME SETUP

Firstly, take as many **Species Tokens** as indicated in the following chart according to the number of players in the game:

Secondly, take all the **Monster Cards** of the selected species and create the **Game Deck** with them. Then set aside 2 **Focus Cards** for each player: a ± 1 card and a ± 2 card.

Finally, create a pool with the **Close-Up Shot Tokens** (★). Leave the rest of the contents in the box, you will not need them.



Necessary game components for a 2 player game. You may choose what species to include in the game.

# of players	2	3	4	5	6
# of tokens	4	4	5	6	6



FILMING MONSTARCH! / PLAYING THE GAME

A game of **MONSTArch!** occurs over several movie scenes. At the beginning of a scene, each player receives 1 random **Species Token**. If there are any remaining tokens, set them aside without revealing them. Players then check the species they must represent during the scene and hide it from the rest. Remember that everyone's objective is to have the monsters they represent appear in the most **Close-Up Shots** (★) at the end of each scene.

Shuffle the **Game Deck** and deal 3 cards to each player. Then deal 2 **Focus Cards**, one of each type, to each player.

Each player will start the game with a hand of 5 cards: 3 **Monster Cards** and 2 **Focus Cards**.

Note: If you wish, in order to get a step by step grasp of the game, you can play your first games without **Focus Cards**.

In the first scene of the game, the **Starting Player** will be the most photogenic among the participants. In any other scene, the **Starting Player** will be the player with the least total **Close-Up Shots** (★). In case of a tie, the most photogenic among those tied will start.

Starting with the **Starting Player** and in a clock wise manner, the turns take place following 3 phases:



1 LIGHTS, CAMERA...! THE ACTIVE PLAYER CHOOSES A CARD TO PLAY FROM THEIR HAND

- If it is a **Monster Card**, they must place it in an empty space adjacent to a card already on the table.



The **Active Player** can place a **Monster Card** on any of the spaces shown.

Note: the **Starting Player** of each scene will simply place a **Monster Card** anywhere on the table.

- If it is a **Focus Card**, the player must choose one of the monsters already on the table to increase or decrease its value. During the **...Action! Phase**, the monster will act with its modified value (its printed value plus or minus the applied modifier).



The **Active Player** has decided to use a **Focus Card** on **Pink 5**, decreasing its value by 1.

During the **...Action! Phase**, this monster will act with as if its value were 4.

The monster that has come into play or whose value has been modified is known as the **Protagonist Monster**.

2 ...ACTION! ALL PROTAGONIST MONSTER INTERACTIONS ARE RESOLVED.

WHO DOES THE PROTAGONIST MONSTER INTERACT WITH ?
The **Protagonist Monster** ALWAYS interacts with orthogonally (not diagonally) adjacent monsters with values of EXACTLY 1 POINT LESS.

Stated differently, a **Protagonist Monster** whose value is 6 can only interact with adjacent monsters of value 5. If its value were 5, it would only interact with adjacent monsters of value 4. And so on.

HOW DOES THE PROTAGONIST MONSTER INTERACT ?
The **Protagonist Monster** interacts in the following way:

- With a monster of a **DIFFERENT SPECIES**, the **Protagonist Monster** moves in front of it (place card on top), stealing the **Close-Up Shot**.



Example: the **Active Player** has placed **Green 5** in the position shown. **Green 5** is now the **Protagonist Monster**. Since it is adjacent to a monster of value 4, it interacts with it. Since they belong to different species, **Green 5** moves in front of **Blue 4**. **Green 5** made a stellar performance and stole its competitor's shot.

- With a monster of the **SAME SPECIES**, the other monster is eclipsed by the impeccable performance of the **Protagonist Monster** and moves behind it (place card/s under it) dragging with it any cards it may have under.

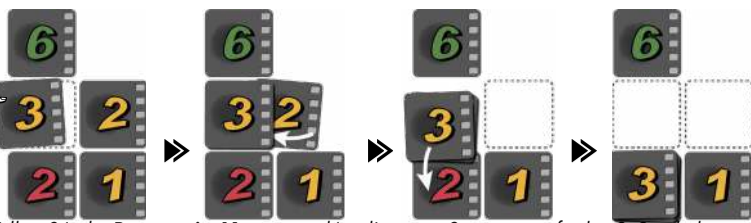


Example: the **Active Player** has placed **Blue 5** in the position shown. **Blue 5** is now the **Protagonist Monster** and since it is adjacent to a monster of value 4, it interacts with it. Since they belong to the same species, **Blue 4** moves behind **Blue 5** dragging with it any cards it may have under. The **Protagonist Monster's** performance has eclipsed its colleague's.

As long as the **Protagonist Monster** is adjacent to a monster it can interact with, it will continue doing so as described earlier.

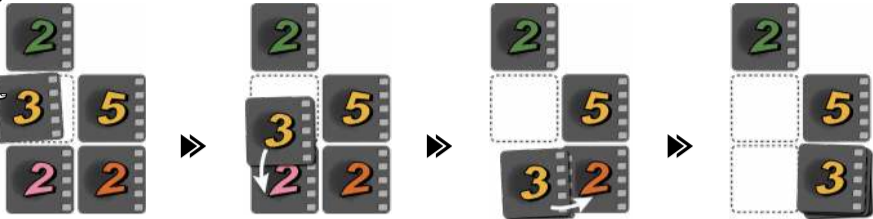


If the **Protagonist Monster** is adjacent to various monsters it can interact with both ITS OWN SPECIES and of DIFFERENT SPECIES, it will first interact with those of both ITS OWN SPECIES and then with the rest.



Example: Yellow 3 is the **Protagonist Monster** and is adjacent to 2 monsters of value 2. One belongs to its same species and the other belongs to a different species. The **Protagonist Monster** first interacts with the monster of ITS OWN SPECIES and therefore eclipses Yellow 2 with its performance. It then interacts with the rest and steals Red 2's Close-Up Shot.

If the **Protagonist Monster** is adjacent to various monsters it can interact with of DIFFERENT SPECIES, the active player will decide which ones to interact with.



Example: Yellow 3 is the **Protagonist Monster** and is adjacent to 2 monsters of value 2 of different species to its own. In this case, the player can decide what monster to interact with. The player chooses to steal Pink 2's Close-Up Shot. After doing so, it is once again adjacent to a different monster of value 2: Orange 2. So it steals yet another Close-Up Shot. Great performance Yellow 3!



Example: the Active Player chose to use a Focus Card to increase the value of Red 5 by 2. For this reason, it becomes the **Protagonist Monster** and in the ...Action! Phase will act as if its value were 7. First, the monster of its own species, Red 6, is eclipsed by its performance. It then continues to steal Yellow 6's Close-Up Shot.

There is NO interaction with Yellow 4 because its value is not exactly 1 point less than the **Protagonist Monster's** value, which is currently 7.

The ...Action! Phase ends when the **Protagonist Monster** is no longer adjacent to any monsters it can interact with.

Any **Focus Cards** left on the table at the end of the phase are removed from the scene and the **Protagonist Monster** resumes its printed value.

3 CUT!

The Active Player draws a card from the **Game Deck** and the turn passes on to the player on their left. If the **Game Deck** runs out, no cards are drawn and the turn simply passes on to the player on their left.

The scene continues until all players have played all the cards in their hands.

Remember: no monster stays behind curtains!

PRINT IT! / SCENE END



When the scene ends, all players reveal the species they had been randomly assigned and count their Close-Up Shots (★). Regardless of the card value, each player receives 1 ★ per visible **Monster Card** of their species on the table.

Example: Imagine this scenario at the end of a scene:



Mark had so he gets
 Chris had so she gets
 Sam had so he gets
 was not assigned to any players during this scene so no one scores any points for the 2 (★) earned by the yellow monsters.

The End

GAME END

The game ends when a player reaches 5 or more ★.

If this condition is not fulfilled when the scene ends, roll another scene to earn more ★.

When the game ends, the player with the most ★ wins.

In case of a tie, if you do not want to share the honors, roll another scene.

If you find the film too short, roll another scene. If you want more, roll another scene. If you didn't find the ending quite convincing, roll another scene. If you think you could do better, roll another scene...

CREDITS / ACKNOWLEDGEMENTS



Directed by PAZ NAVARRO MORENO
 Produced by MEGACORPIN GAMES
 Filmed at FABRYKA KART
 Adapted to English by CRISTÓBAL MORALES CAPITA

Paz:

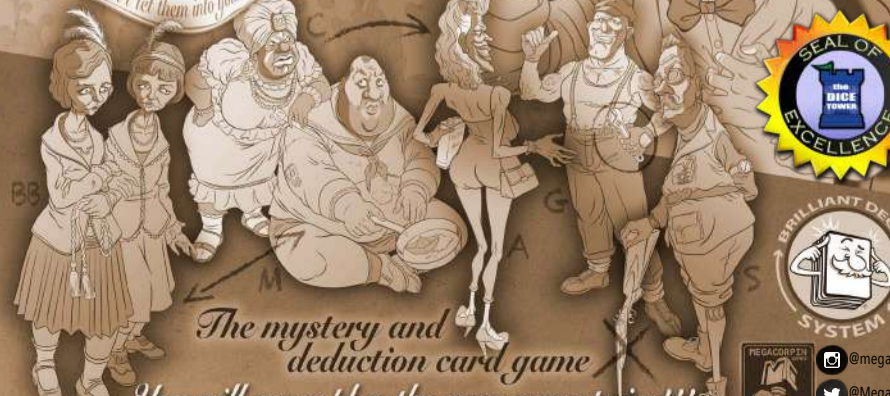
Thanks to César Gómez Bernardino and Jaime González García for being the first to see potential in my game and to Manu Palau for encouraging me to take it one step further.

Thanks to my grannies Carmina and Manoli for all the afternoons teaching me card games, both traditional and of their own design.

TAKE THE INVESTIGATION ONE STEP FURTHER

WINKWARD GUESTS

Don't let them into your house



The mystery and deduction card game
 You will never play the same game twice!!!



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