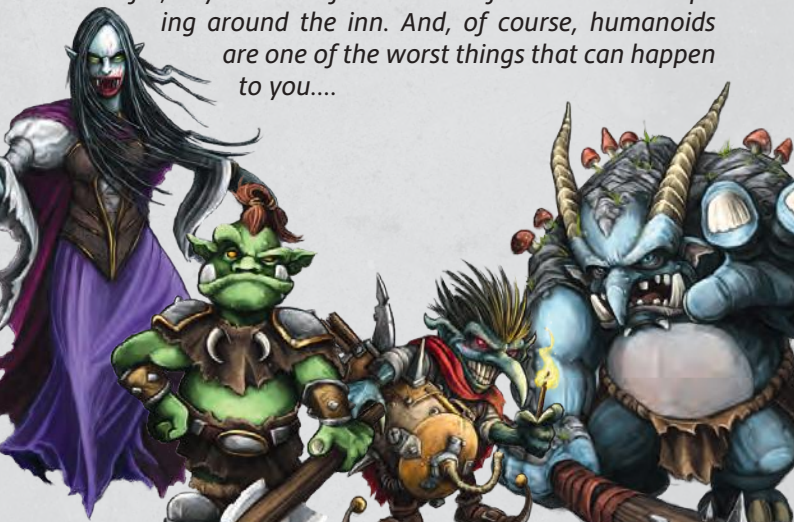


MONSTER INN

*A monstrous bidding game for 3-5 Dungeon Masters
ages 8 and up by Roman Pelek*

Even powerful dungeon masters don't always have it easy. Only those employing a powerful horde of monsters will gain the fear and respect of others. But nowadays, good dungeon staff is hard to find. Instead of serving respectfully in the dungeons, today's good-for-nothing monsters expect to hang out at the local inn all day and night. However, with an additional financial incentive, they can be motivated to serve in your dungeons. With the competition driving up prices, you'll have to be careful, or you'll soon find all sorts of humanoids snooping around the inn. And, of course, humanoids are one of the worst things that can happen to you....



COMPONENTS

40 Creature Cards

20 Monsters with Combat Values from 1-20
(4 Monsters each from 5 different Kinds)



20 Humanoids with Combat Values from 1-20



50 Treasures

25 Gold Coins



25 Gems



Overview of Creature Cards

Faceup Monster Card



Skulls (1-4)
Humanoid Skulls

Combat Value (1-20)
Colors for each
Kind: **Undead**,
Kobolds, **Goblins**,
Orcs, **Trolls**

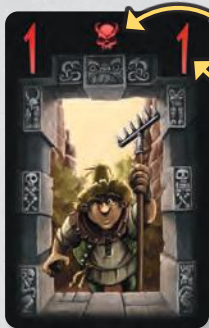
Kind Icon

To provide additional identifier to color

Facedown Monster Card



Faceup Humanoid Card



Skulls (1-4)
Monster Skulls

Combat Value (1-20)

Combat Value Range (1-5, 6-10, 11-15, 16-20)

Skulls (1-4)
Monster Skulls

Facedown Humanoid Card



GAME OVERVIEW

You are Dungeon Masters vying to recruit powerful Monsters from the Inn to serve in your Dungeon. You will offer Treasures to recruit Monsters. However, if you are the first who can't or doesn't want to offer more Treasure, you must take a Humanoid or a weaker Monster and are out for the rest of that round. Only those who remain long enough can bid for the strongest Monsters.

In your Dungeons, Humanoids will eventually encounter your Monsters. Winning Monsters will gain Fame for you, but defeated Monsters may cost you Fame instead. The Dungeon Master with the most Fame from Monsters and Treasures at the end of the game wins.

SETUP

- Shuffle the **40 Creature cards** and place them facedown to create a draw deck in the center of the play area.
- Draw Creature cards from the deck equal to the number of Dungeon Masters **without revealing them**.

**Facedown
Monster Card**



**Facedown
Humanoid Cards**



- Now, place these cards in a row next to the draw deck to create the **Inn** with the **Monsters faceup** and the **Humanoids facedown**. Then sort the cards from left to right using the following rules:

1. First, the **Humanoids** are sorted by the Combat Value ranges on their back side in **descending** order left to right. If several Humanoids have the same Combat Value range, their order doesn't matter. This means you won't know the exact Combat Values for the Humanoids, but the stronger ones will tend to be on the far left in the Inn.
2. Then continue by placing the **Monsters** starting to the right of the Humanoids so that their Combat Values **increase** from left to right, with the strongest Monster on the far right in the Inn.

Leave room below the Inn for the **Treasure Pool**.



Example of an Inn with 5 players

Note: It's possible you may draw only Humanoids or only Monsters. This doesn't change the rules for placing them.

- Sort the **50 Treasures** into Gold Coins and Gems and place them near the draw deck as a supply.
- Each Dungeon Master then takes **3 Gold Coins** and **3 Gems** from the supply. You should always keep your personal supply of Treasure hidden from the others until the end of the game.

Variant: For a more tactical game, you can decide to play with open Treasures. Both options have their own appeal.

SEQUENCE OF PLAY

The game is played in several rounds in which each Dungeon Master will gain 1 Creature from the Inn. Randomly determine a start Dungeon Master who will take the first turn with the others following in clockwise order.

On your turn, you must decide whether you want to **Remain** or **Leave** based on the Creature currently furthest to the left in the Inn. Then the Dungeon Master to your left takes their turn.

A) Remain

- If there isn't any Treasure in the Pool, you must place either 1 Gold Coin or 1 Gem in the Pool to Remain.
- If there is already at least 1 Treasure in the Pool, you must add 1 Treasure of the **same type** (Gold Coin or Gem) to Remain.

- Instead of placing 1 Treasure of the same type, you may perform a **Treasure Exchange**. **Take all** the Treasure in the Pool and **replace** it with the **same number of the other kind of Treasure plus 2**.



Example of a Treasure Exchange

Note: *Treasure Exchange is expensive, but it can be a smart move if used at the right moment.*

B) Leave

If you can't or don't want to Remain, you must Leave. Take all the Treasure in the Pool. You may Leave even if there isn't any Treasure in the Pool. In addition, you must take the Creature currently furthest to the left in the Inn and place it in front of you in your **Dungeon** following these rules:

- Humanoids are placed in your Dungeon as a **face-down** row from left to right in the order in which they were taken. Do not turn them over as they must remain facedown until the end of the game.
- Monsters are placed in your Dungeon as a **faceup** row directly above your Humanoids from left to right in the order in which they were taken. If the first Creature you take is a Monster, leave space underneath for any Humanoids you may take later.

The Monster you took first will always be directly above the Humanoid you took first. The second Monster will be above the second Humanoid, and so on.



Example of a Dungeon

Humanoid Bonus: Whenever you take a Humanoid, you also gain 1 Treasure of your choice from the supply!

Support: Whenever you place a Monster in your Dungeon that is the same Kind as a Monster you already have, you may request Support for any 1 of your Monsters of the same Kind (including the one you just placed). Place 1 Treasure of your choice from your personal supply on the selected Monster. This will protect the Monster from any Humanoid underneath it at the end of the game. You must immediately decide whether you want to request Support after placing the Monster in your Dungeon. This may not be done retroactively. This Treasure must remain on the Monster until the end of the game and is no longer available for you to use.



Example of Support

Important: Once you Leave, you do not participate in the rest of the round. Each Dungeon Master gains exactly 1 Creature each round.

Once everyone else has left except for you, you must also Leave and take the last remaining Creature. (There will be no Treasure in the Pool). The Dungeon Master on your left now begins a new round by drawing new Creatures and placing them in the Inn as described in Setup. Then, they begin play for the round.

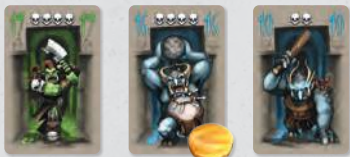
END OF GAME

The game ends after the round in which the draw deck is exhausted for 4 or 5 players. For 3 players, it ends after the round in which only 1 Creature remains in the draw deck. (This card should be returned to the box).

You then score your Dungeons to determine the winner (see next page).

Scoring and Winning the Game

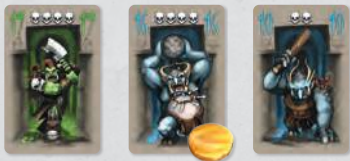
First, remove all Humanoids from your Dungeon who either have a **Monster with Support** or **no Monster** above them and return them to the box without revealing them.



Scoring example






Then turn over your remaining Humanoids and compare their Combat Value with the Monster above them. Remove all Humanoids whose Combat Value **is less than** the corresponding Monster's Combat Value and return them to the box.



*Scoring example
(continued)*



Now calculate your Fame as follows:

- Each Monster **without** a Humanoid underneath it gains you Fame equal to the number of Skulls depicted:  (1-4).
- Each Monster **with** a Humanoid underneath it gains 0 or even minus Fame. Calculate the loss by subtracting the Skulls depicted on the Humanoid  from the Skulls depicted on the Monster .
- Gain 1 Fame for each 3 Treasures (regardless of type). Treasures placed on Monsters as Support don't count.



Scoring example
(continued)



$$4 + 4 - 1 + 2 = 9 \text{ Fame}$$

The Dungeon Master with the most Fame wins. In the event of a tie, the tied Dungeon Master with the most Treasure wins. If still tied, they share the victory.

CREDITS

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