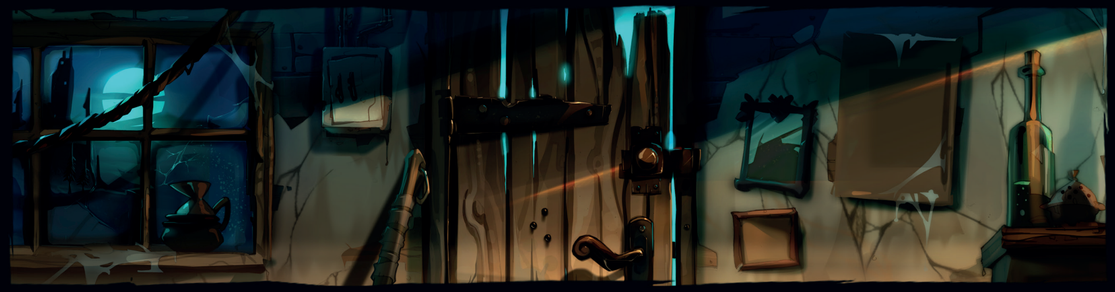

MONSTER
SLAUGHTER

A CABIN DEEP IN THE WOODS

Your monsters have come upon a cabin deep in the woods where a group of mouth-watering college kids are spending the weekend.
The family that maims and slaughters the most students will earn the title of "Butchers of the Night".

But be careful: Your victims won't go down without a fight! The monsters make it a point of honor never to fight each other.
Players, however, can and do decide to help the students resist the onslaught by giving the monster fodder, err, students objects of all kinds to slow their opponents' progress and keep the best bits of flesh for their own monsters...



AIM OF THE GAME

Each player controls a family of monsters that breaks into the cabin to slaughter the students.
The family that wreaks the most terror and bloodshed by the end of the night wins. Victory is reckoned as follows:

- **Wounds:** Each wounded student loses a bit of flesh, on which the monsters can feast. (2 pts./)
- **Fatal Blow:** A bonus in the form of a bone goes to the monsters that deal fatal blows to students! (2 pts./)
- **Death Order:** At the start of the game, each player determines a secret Death Order. The victims are going to die in a specific order, and the players earn a brain whenever they correctly predicted a student's death. Thus, even if a monster does not deal the fatal blow to a student, the player can receive a brain for accurate predictions. (3 pts./)
- **Favorite Meal:** Not all students taste the same. If a monster family manages to deal the fatal blow to their favorite meal, they can eat him or her! (5 pts./)
- **Doors:** Doors aren't for eating, but the sheer joy of smashing them to bits counts for something! (1 pt./)



GAME COMPONENTS



4 **Monster Families**, each of which consists of 3 miniatures (a Father, a Mother, and a Child) and their respective cards.

38 game cards: 20 Object cards, 10 Bonus Action cards, 3 Trap cards, and 5 Student cards.

50 Wound
9 Fatal Blow
20 Death Order
4 Favorite Meal

5 Monster dice and 5 Student dice

12 Nocturnal Event cards

5 Student miniatures, their respective color cubes, 4 Victim tokens per student, and 4 Target tokens.

1 Full Moon token

9 Doors

GAME SET UP

I. BUILDING THE CABIN

Unfold the outside, close the doors.

II. CARD PLACEMENT

Shuffle the 13 Nocturnal Event cards together with one Surprise Visitor card chosen at random. Place the Full Moon token on top of these cards. The other Surprise Visitors are set aside.

III. CHOOSE FAMILIES

Each player chooses one monster family.

IV. PREPARE THE GAME DECK

Take the 5 Object cards that provide bonuses against each of the chosen monster families. Shuffle all these Object cards together with the 10 Bonus Action cards and 3 Trap cards. Remove 3 cards at random and place them face-down on the discard pile.

V. FILL THE ROOMS

Place the remaining cards on the game board in the spaces corresponding to the rooms of the cabin. They should be distributed as follows:

- **for 4 players:** 10-8- 6-4- 2 cards per room
- **for 3 players:** 9-7- 5-3- 1 cards per room
- **for 2 players:** 8-6- 4-2- 0 cards per room

Everyone knows that in horror movies, people have an unfortunate tendency to split up.
Put one of the 5 Student cards randomly face-down on top of each room pile.

VI. TOKENS AND MINIATURES

Place the student miniatures, their color cubes (on the squares matching their student's initial Health Points), and the 5 Bone ( ) tokens on the Wound track.
Place the Flesh , Brain , and Blood Drop tokens by the side of the board.

Monster Families and First Player: When the players have chosen their families, decide who will be the first player randomly.

VII. VICTIMS & FAVORITE MEALS

Each player takes the Victim tokens in their color, and then secretly determines a Death Order, placing the Victim tokens in front of them in that order.



Players place their Target tokens on their Favorite Meals. Irrespective of their Death Order, players must attempt to give their Favorite Meals the fatal blow.

GAMEPLAY

Turns rotate clockwise. During each round, each player activates only one of their three monsters.

1. FIRST ROUND

The first player begins, playing one of their three available (i.e. face-up cards) monsters.
The player places the corresponding miniature in one of the four outdoor zones, and then completes their actions (see following section). The player turns that monster's card face-down once they have finished. The player to the left does likewise, and so on until all players have played their first monster.

2. MIDNIGHT, FIRST NOCTURNAL EVENT

- When all the players have played one monster, the first player moves the Full Moon token to Midnight and reveals the first Nocturnal Event card. The first player then plays one of their two remaining monsters.
- The player to the left does likewise, and so on until all players have played their second monster.

3. 1 A.M., SECOND NOCTURNAL EVENT

- The first player moves the Full Moon token to 1 a.m. and turns over the second Nocturnal Event, which replaces the previous event. The first player then plays their third monster.
- The player to the left does likewise, and so on until all players have played their third monster.

4. 2 A.M. AND BEYOND...

At 2 a.m., then again at 5 a.m., the players reactivate all 3 of their Monster cards by turning them face-up.
The first player can then play any one of their newly available monsters. The following hours are managed as described for midnight and 1 a.m.
At 8 a.m., if the game is not yet over, the players play one final round with the monster of their choice.



"Use your keen vampire senses to scan every corner like a shadow..."

ACTIONS

Number of Actions: The monsters have 6 different actions to chose from.
They can perform 2 or 3 actions, either the same or different, in the order of their choice.

CHILDREN

are hyperactive and have:
- 3 actions of their choice
- 2 dice per action

FATHERS

are very powerful and have:
- 2 actions of their choice
- 4 dice per action

MOTHERS

are devilishly cunning and have:
- 2 actions of their choice
- 3 dice per action







Monster Dice: Most of the monsters' actions require the use of Monster dice.

Some actions are automatically successful (✔):
- **Move** and **Sneak a Peek** do not require dice to be rolled.
- Only one Success (1) needs to be rolled to **Smash a Door**.
- **Searching Rooms**, **Scaring Students**, and **Attacking Students** will be more effective the more Successes (+) are rolled.



ANATOMY OF A MONSTER CARD



- Symbol representing the family
- Number of actions per turn
- Number of dice per action
- Monster power

ACTIONS

There are 6 differents actions : Move - Sneak a Peek - Smash a Door - Search a Room - Scare a Student - Attack Students

MOVE (✔):

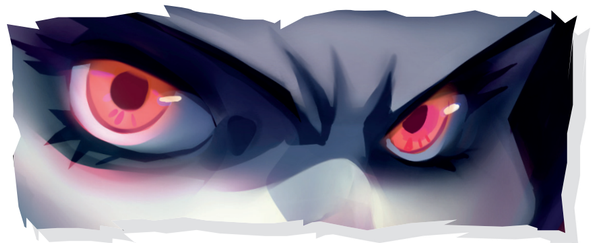
There are 9 Zones – 4 outside and 5 inside.

- Each monster has one free Move to a zone adjacent to its current position. This move does not count toward its actions.
- Within the cabin, however, this Move is only possible if the door between the two zones has been smashed.
- Each monster can use one of its actions to move once more between zones. Move and Sneak a Peek do not require dice to be rolled.

SNEAK A PEEK (✔):

It is possible to peek into a room.

- To do so, one must be either inside the room, next to a door to that room (no matter what condition it's in), or next to a window into the room..
- Draw the top card from the pile for that room, and look at it discreetly. Then, return it to the same place, face-down.



SCARE A STUDENT (✋+):

Scratch, rush, scream... Monsters just love terrifying people!

To do so, they must be in the same zone as the student, or in a zone adjacent to the student they wish to scare (whether or not there is a door). This allows players to move and/or hide students.

1. Smashing the door to a room without a visible miniature (start of the game):
- By shuffling the cards, the student whose card was on top of the pile automatically hides among the objects. If the attempt fails, the student doesn't hide.

2. A visible student can be moved by scaring him or her:
- Roll the number of dice corresponding to the monster.
- The student miniature must be moved by as many zones as Successes rolled by the monster. The student may end his or her Move(s) in any zone other than the one containing the monster that scared him or her. A scared student can open doors, and always closes (intact) doors behind him or her.
- A student scared into an open zone (that is, a zone without any monsters) automatically hides, even in mid-Move. Shuffle that student's card face-down into the other cards for that room (if any remain). Remove the miniature from the board.
- Students can leave the cabin, but they cannot hide outdoors and may not leave the board.

SEARCH A ROOM (✋+):

The monster must be inside the room it wants to search, and rolls the number of dice available to it.



- Each Success ✋ rolled gives the player the right to draw one card from that room.
- The cards must be drawn one by one.
- Once a player's hand reaches 7 cards, the player can no longer draw cards.

CARDS	TYPE	PLAYABILITY	EXPLANATION
	Defensive Object	During another player's turn.	Helps students fight back. Each card gives a certain number of defensive dice (lower left corner), +1 additional die when used against the family of monsters allergic to this type of object (lower right corner).
	Bonus Action	During another player's turn.	May be used by a player to help their monsters or upset an opponent's strategy (card specifics are given on page XXXXX).
	Trap	Immediately.	Traps set up by the students are triggered automatically (specifics are given on page XXXX). Traps can end searches, but only when they work. (Searches also end when the hand limit is reached).
	Students	Immediately.	The student must be revealed and the corresponding miniature placed in the room that was being searched.

ACTIONS

SMASH A DOOR (✊):

Monsters don't know how to open doors, so they smash them!

- They need to be next to a door.
- They launch 2 (children), 3 (mothers), or 4 (fathers) dice.
- The door is smashed if at least 1 Success (✊) is rolled; the player wins the door (it is worth 1 point).
- **Important:** Every time a door is smashed, shuffle the pile of cards corresponding to the room into which the door is flung.



ATTACK STUDENTS (✊+):

Hunt down and slay those insufferable teens!

ATTACK

- Players can attack the students once they have been found (miniature visible on the board).
- The monster and student must be in the same zone.
- The player launches the number of dice corresponding to their monster.
- The victims have their own defensive powers.
- When a player is getting ready to attack, the other players may intervene by helping the student Fight Back.



1 ✊ ROLLED CANCELS OUT 1 ✊ ROLLED

FIGHT BACK

- Any player who wishes to delay a student's death can give him or her an object with which to Fight Back (as if they were playing for the student).
- This object must be a type object, found during earlier searches by the player's monsters.
- Players can consult each other (without revealing the specific nature of their cards) before deciding to Fight Back. If several players attempt to defend a student by revealing objects simultaneously, the student uses the most effective object.
- This object is used only once; it provides 1, 2, or 3 dice that are combined with the student's power.
- Against certain types of monsters (lower right corner), the object gives an additional die.

REMINDER: IF NO PLAYER HELPS A STUDENT FIGHT BACK, THE VICTIM CAN ONLY USE HIS OR HER OWN ABILITIES TO DEFEND HIM- OR HERSELF.

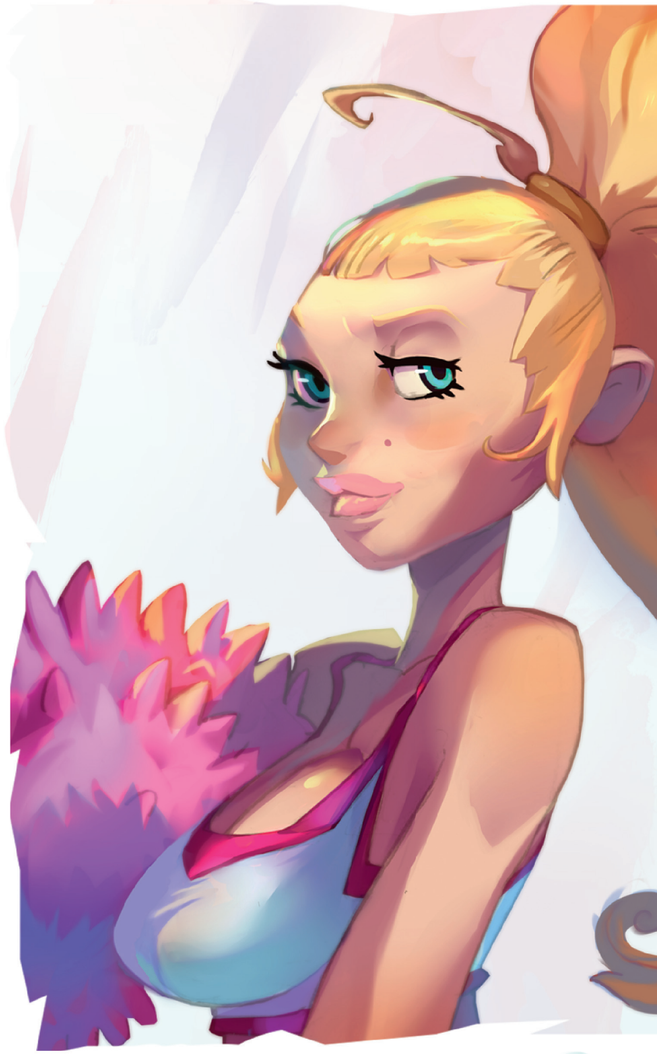
OUTCOME

The attacker rolls their monster's dice at the same time as the player fighting back (if there is one). After canceling out dice:

- If there are more ✊ than ✊, the student is wounded. Move the student's colored cube down the wound track based on the injury. The monster earns as many Flesh tokens as wounds inflicted on the student.



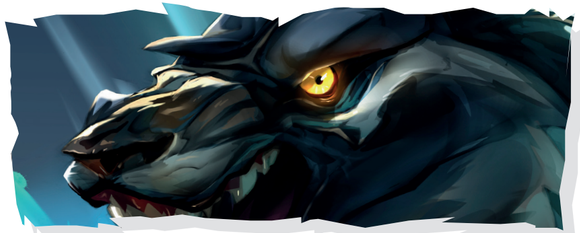
- If there are more ✊ than ✊, the monster is ejected from the zone. If the door was closed, the monster smashes the door as it goes through it, but does not earn the point for smashing that door. From the WC (the smallest room), the monster is ejected into the living room. Careful! If a student manages to eject a monster and finds him- or herself alone in a room, the student immediately hides.
- No matter how the attack turns out, the monster may complete its remaining actions (if any).
- If the victim loses his or her last HP (❤), he or she dies (see Death of a Student below). The miniature is laid down in the zone where the student died.



MONSTERS AND STUDENTS

MONSTERS' POWERS

Each family of monsters has a specific power in relation to the actions described above.



EX	Especially fast, **Werewolves** have 2 free Moves (instead of just 1).
EX	Stealthy, **Vampires** have 1 additional die when searching rooms.
EX	Very dangerous, **Golems** have 1 additional die when attacking.
1T	Unstoppable, it takes Students at least 2 Successes to eject **Zombies** after a failed attack.

STUDENTS' DEFENSES

Each student has his or her own Health Points and unique abilities.

 +1	Inventive, **Tom** has 1 automatic Success die.
	Strong, **Bob** always ejects his opponent (provided he's alive).
 -1	Tenacious, **Britney** cancels out 1 monster Success die.
 EX	Unpredictable, **Kam** rolls 1 die (plus any Student dice from a player).
 1	Smart, **Laika** can re-roll 1 of her Failures.

DEATH OF A STUDENT

WHEN A STUDENT DIES, IT'S A BLOOD BATH!



FIRST POST MORTEM:
Verify each point one by one.

NEXT DEATHS:
Repeat the post mortem (steps 1 to 4).

FIFTH AND FINAL DEATH:
The final tokens are distributed and the game comes to and end, unless the Surprise Visitor is still around. If so, the game continues until the death...

1		**Wounds:** The player whose monster dealt the fatal blow gets as many Flesh tokens as the victim's remaining Health Points (that student's cube is placed on the Bone space).
2		**Fatal Blow:** The player also receives 1 Bone token proving that one of their monsters dealt a victim a fatal blow.
3		**Death Order:** Each player reveals the dead student's Victim token. If the student died in the right order, each player with an accurate prediction receives 1 Brain token.
4		**Favorite Meal:** If the student was the Favorite Meal of the monster that killed him or her, that player also receives 1 Blood Drop token..

REMINDER: POST MORTEM → REVEAL VICTIM TOKEN → DISTRIBUTE TOKENS

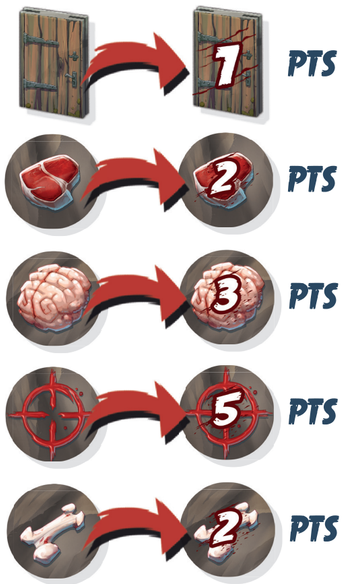
END OF THE GAME

The game can end in two different ways:

- All the humans, including the Surprise Visitor, are dead..
- It is 8 a.m. and all the players have completed their monster's actions. The sun comes up.

THE RECKONING

In either case, each monster family adds up its harvest.



TIE BREAKERS:

To break possible ties among players, bonuses go to the players who have the most:

1. Why? They determined the best Death Order.
2. Why? They got their Favorite Meal.
3. Why? They slaughtered the most students.
4. Why? They ate the most Flesh.

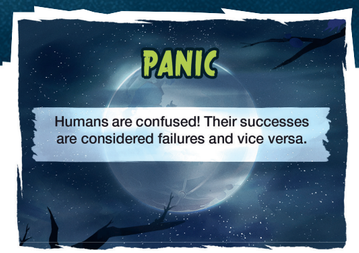
"Unleash your destructive powers by becoming a mighty golem..."



CARD SUMMARIES

NOCTURNAL EVENTS

REMINDER: THE FIRST NOCTURNAL EVENT HAPPENS ONLY AFTER ALL PLAYERS HAVE PLAYED THEIR FIRST MONSTERS, AND TAKES EFFECT DURING THE SECOND ROUND. ON EACH FOLLOWING ROUND, A NEW NOCTURNAL EVENT REPLACES THE PREVIOUS EVENT.



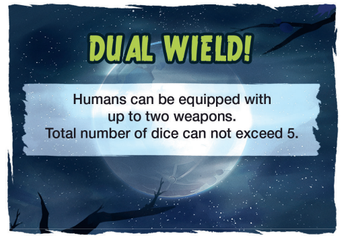
During this round, each monster may add one die to one of its actions.



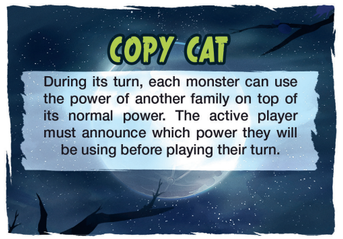
On their turn, players may barricade one door of their choice. Students cannot open barricaded doors. An active player must roll 2 Successes to break down a barricade.



For the duration of the round, the monsters are confused. Their Successes are counted as Failures and vice versa.



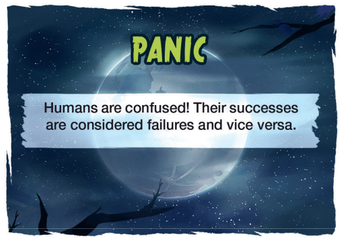
Students are more coordinated. They may be given more than one card to defend themselves (up to a maximum of 5 dice).



During its turn, each monster may use the power of one other monster in addition to its own; the active player must announce this at the start of their turn.

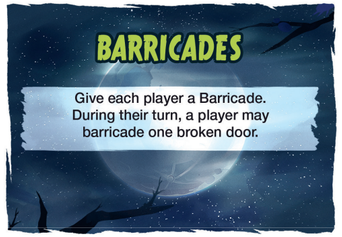


At the end each attack, any student wounded during the round loses 1 extra Health Point, which goes to the attacking monster.



For the duration of the round, the students are confused. Their Successes are counted as Failures and vice versa.

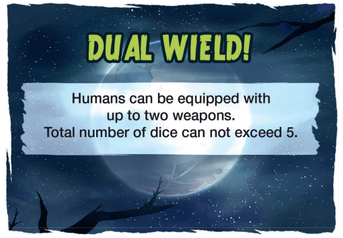
NOCTURNAL EVENTS



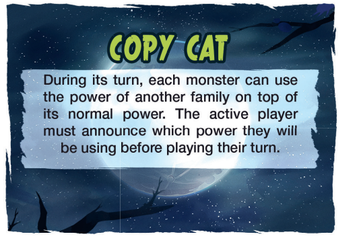
Throughout the round, all monsters roll one less die when performing actions.



All monsters have three actions this round, all three of which must be different. Free actions do not count.



Throughout the round, the students' defenses are increased by one die.



When it is their turn, monsters may use their free Move to teleport directly to any zone of their choice.



Each player may swap the positions of 2 Student tokens in their Death Order. Players may not swap their Favorite Meal or any students that have already died.

SURPRISE VISITOR!



A passer-by heard the screams and decided to investigate. Place the Surprise Visitor token in the room indicated at the bottom of the card. Surprise Visitors aren't part of the Death Order predictions, can be defended (except for animals), and have their own powers and the number of Health Points shown on their cards.

BONUS ACTIONS



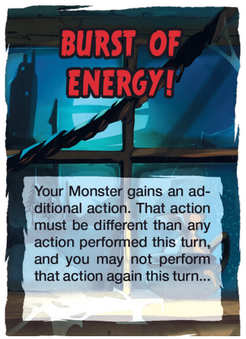
The active player may move all of their monsters present on the board by 1 zone simultaneously.



Move a student by up to 2 zones.



Move any one student to another student of the opposite gender.



The active monster has one additional action, but it must be different from all the other actions performed during this turn. Free actions do not count.



Move one of any of the other players' Father Monsters present on the board into the same zone as one of the other players' Mother Monsters (or vice versa) on the board.



The active monster may break one door of its choice as long as it is in the same zone as the door.

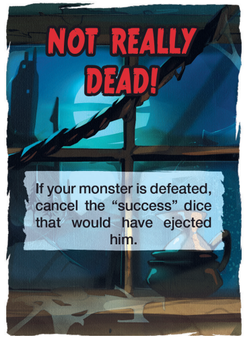
Each player's hand may only contain 7 cards at most (Objects and Bonus Actions). When a player's hand is full, they may no longer draw any more cards.



Swap the positions of any 2 monsters of the same type (a child with another child, for example) on the board. Swapped monsters do not have to include a monster from the active player's family.

CARD SUMMARIES

BONUS ACTIONS



If the active monster is defeated, it may cancel the Success die or dice that would have ejected it.



On top of its free Move, the active monster may move by up to 2 additional zones.

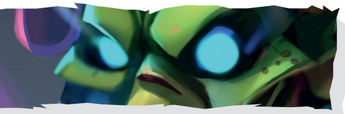


Search a room with 2 additional dice, on top of any other bonuses.

REMINDER:
THESE 13 CARDS (BONUS ACTIONS AND TRAPS) ARE MIXED IN WITH THE OBJECT CARDS AND PLACED IN EACH ROOM. THREE CARDS ARE SET ASIDE. IN THIS WAY, THERE IS ALWAYS SOME UNCERTAINTY AS TO THE NUMBER OF ACTIONS AND TRAPS PRESENT IN THE CABIN.

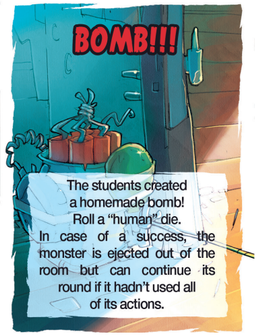
TRAPS

REMINDER:
TRAPS, LIKE STUDENTS, MUST BE REVEALED IMMEDIATELY WHEN THEY ARE DRAWN.





Roll 1 Student die. If successful, the monster may not complete any remaining actions in the turn.



Roll 1 Student die. If successful, the active monster searching the room is ejected from the room, but may complete its remaining actions (if any).



Roll 1 Student die. If successful, all the monsters in the room are ejected from the room. The active monster may complete its remaining actions (if any).

MONSTER SLAUGHTER



"Become both fast and merciless..."

CREDITS

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Acknowledgments: This game is a homage to horror movies. Each game is a new movie, a timeless classic, or B-movie – it all depends on the players' directorial decisions. Send us your stories and game synopses, elaborate and liven up your scenarios – perhaps they'll make it into the Ankama Boardgames website's Hall of Fame.


MONSTER
SLAUGHTER


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