



RULES (DRAFT)

2015



Game Overview

- 2 - 5 players or 4 / 6 / 8 players in the team play variant.
- 15 - 45 minutes
- Ages 10+

This is Archaic Greece. Faith in the Pantheon is waning.

Zeus commands you Olympian gods to hurl your mythic monsters down, hit the faithless mortals' cities, and send them running back into the temples to restore faith in the pantheon!

Each god has a deck of mythic monsters ready to battle for the restoration of faith in the Pantheon. You take turns to quite literally throw a monster from your hand at mortals' Location tiles on the table, to encourage them to pray for help, and score Faith points that restore the Pantheon.

Monsters use their special powers when they hit other monsters and / or locations. Locations also have special powers that are used when they are hit by monsters. Cunning use of these combined powers is the key to winning the game.

The god with the most Faith at the end of the game is declared the 'MOST MONSTROUS GOD' by Zeus and wins the game.

Use the Lightning start rules in the box to start playing Monstrous fast. Use these rules for more detailed explanations and examples of play



Components



1. 56 Faith tokens
2. 5 God Boards
3. 5 turn sequence cards
4. 60 monster cards (12 mythical monsters in each of 5 decks with different coloured frames)
5. 11 large location cards
6. Lightning start rules
7. This rulebook

Faith

Faith is the measure of victory in the game. It comes in 1, 3, 10 & 30 Faith tokens.

Faith tokens image goes here.



God Boards

Each god’s double sided God Board lists Location details on one side and Monster details on the other. Reference these if key text is covered by game pieces throughout the game. They also show you where to put your Monster deck (in landscape orientation to the left of the board), and your Underworld - your discarded cards (in portrait orientation on the right of the board).

MONSTER DECK

LOCATIONS

2

ARGOS

WHEN HIT

Gain 1 Faith for each monster in your hand.

3

ATHENS

WHEN HIT

Draw a card or gain 1 Faith.

1

CORINTH

WHEN HIT

Gain 1 throw.

3

DELPHI

WHEN HIT

Put any card from your deck or underworld on top of your deck.

2

MT OLYMPUS

WHEN HIT

Put any monster from your deck or underworld into your hand.

4

NAXOS

WHEN HIT

Take 1 Faith from a god with a monster hitting Naxos.

4

OLYMPIA

WHEN HIT

Choose and discard a monster hitting a location.

3

SPARTA

WHEN HIT

Draw a card from the Legendary Monsters deck.

2

TARTARUS

WHEN HIT

Return a monster hitting a location to the top of its god's deck.

3

THEBES

WHEN HIT

The god with the most monsters hitting Troy gains 3 Faith.

3

TROY

END OF GAME

WHEN HIT

Draw a card from the top of any god's underworld.

2

UNDERWORLD

WHEN HIT

Draw a card from the top of any god's underworld.

UNDERWORLD

MONSTER DECK

MONSTERS

GORGON

WHEN HIT

Discard any monster that hits Gorgon.

PHOENIX

HIT MONSTERS

Gain 1 throw.

WHEN HIT

Return Phoenix to the top of its god's deck.

SIREN

WHEN HIT

Siren's god gains 1 Faith.

CYCLOPS

HIT MONSTERS

Throw 1 hit monster. It gains Faith from locations but cannot use location or monster powers.

DRAGON

HIT MONSTERS

Discard hit monsters.

GIANT

HIT LOCATION

Gain location's Faith.

GRYPHON

HIT LOCATION

Gain 1 Faith for each monster hitting this location.

HARPY

HIT MONSTERS

Take 2 Faith from one hit monster's god.

HELLHOUND

HIT LOCATION

Use hit location's power.

HYDRA

HIT MONSTERS

Return hit monsters to the top of their god's deck.

MANTICORE

HIT MONSTERS

Gain 1 Faith for each hit monster.

PEGASUS

MISS LOCATION

Throw Pegasus again (once per turn).

UNDERWORLD

Player aid

The player aids summarises a player’s turn sequence.

Monsters

Monster cards have 2 sides; a unique power side and a common power side. Gods can choose to throw either side face up.

1. THROW a monster

2. TRAP

monster powers

3. MONSTER

powers

4. LOCATION

power

5. Location's Faith

6. EXTRA THROW?

restart turn

7. DRAW 1 card & end turn

Draft Rules

4

Unique powers

Red or bronze name plates indicate the unique power side of each monster card.



(number the card elements shown below)

1. **Coloured frames** - each god controls all 12 monster cards of the chosen frame colour (green, blue, purple, orange, white) & pattern matching their God Board.
2. **Red or bronze coloured name plates** - these indicate the unique power side of each monster and its name.
 - a. Monsters with **RED** name plates (e.g. the Gorgon above) are **Trap monsters**. When in play, Trap Monsters use their powers when they are hit first (page XX), before the

thrown monsters that hit them can use their own power.

- b. Monsters with **BRONZE** name plates (e.g. the Hydra above) use their power after any Trap monster's powers are resolved (page XX).

3. **Unique monster power** - the monster's special power. The upper case words are the condition that must be met in order for the monster's power (the words after the colon) to work. These powers are used following a throw and are compulsory (page XX).

Common powers

Each monster has a common power on its reverse side. This card side is signalled by iron name plates.

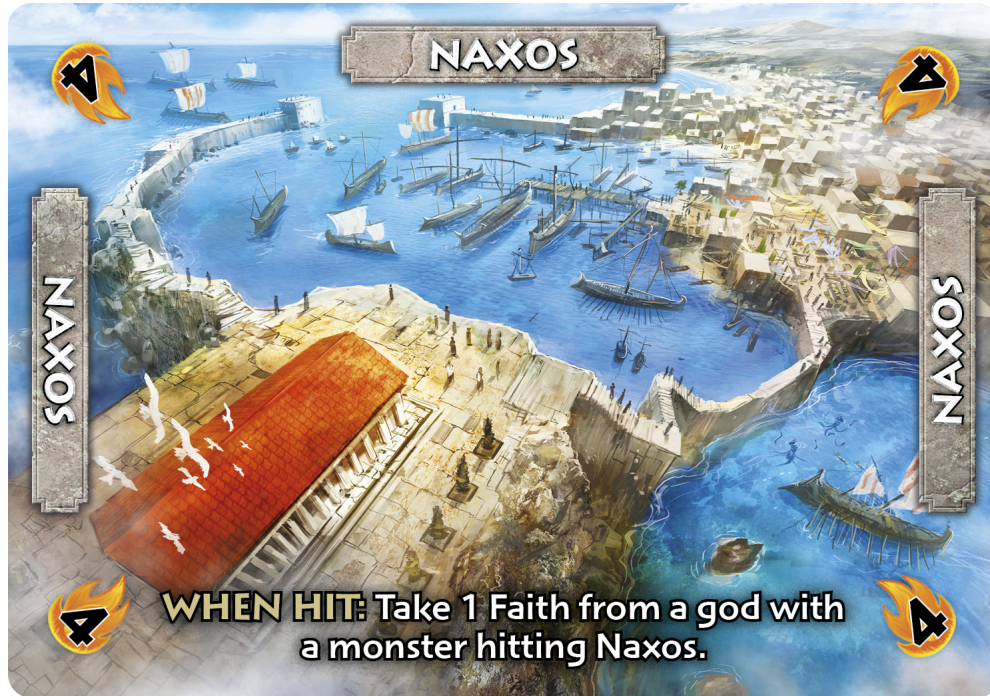


(number the card elements shown below)

1. Iron coloured name plates - these indicate the common power side shared by every monster.
2. Common monster power shared by all monsters.

Locations

Gods throw their monsters at large Location cards that are laid out on the table.



1. **Location name**
2. **Location power** - The location power a god *must* use in Throw Step 4 if they hit this location with a monster.
3. **Faith** - The number of Faith a god gains in Throw Step 5 if they hit this location with a monster they control.

Game Setup (consider this a full 2 page spread)

1. Remove the chairs; you stand up and move around the table to play.
2. For your first game place the locations Naxos, Athens, Corinth, Sparta and Troy in the centre of the play area, with each location at least 1 monster card's length from each other location. Otherwise select a scenario to play (page XX) and set it up in a similar layout.
3. Each god takes a God Board, a matching colour / patterned deck of 12 monster cards and player aid card.
4. Put your God Board near you on the table edge, location side face up, with the matching player aid on top of it.
5. The youngest god shuffles their monster deck and randomly removes monsters equal to the number of gods playing from their deck. Remove those same monsters from all decks, and in the same order, tuck them beneath the Underworld side of their God Board, vertically oriented. (See Table 1)
6. Shuffle your remaining Monster cards into a Monster deck, with the bronze or red name plate side of the cards face up, then cut the deck and place it horizontally to the left of your God Board like **Figure A**.
7. Put the Faith tokens within reach of all players. The play area should now look something like **Figure B**.
8. Draw 3 cards from your monster deck.
9. In your first game, practice throwing those 3 monsters at locations at least 10 times, then gather your cards. You are ready to play MONSTROUS.

Table 1 - Starting monster cards in deck or underworld by player numbers.

Number of gods playing	Cards in god's Monster Deck (random order)	Cards in god's Underworld (same order for all players)
2	10	2
3	9	3
4	8	4
5	7	5



Figure A



Figure B



PLAYING MONSTROUS

Start of play

The youngest god goes first and play proceeds clockwise with each god taking a turn.

Turn overview

In your turn you **throw one monster card from your hand onto the table, trying to 'hit' locations and perhaps other monsters there**. The main aim is to gain as much Faith from locations as possible, but various monster and location powers may allow you to do additional things in a turn, including gaining additional Faith, cards or throws.

You may throw either the Unique power or Common power side of your monster face up. **The power that is face up when it has finished moving must be used if possible, even on your own monsters.**

Throw steps:

You resolve each throw within a turn across 7 throw steps which are summarised on your player aid.

1. **'Throw' a monster card** from your hand of monster cards onto the play area (page XX), and when it has stopped moving:
2. **Check for 'hits' (page XX) by that monster on TRAP monsters** (Gorgon / Siren / Phoenix) already on the table. The trap monster's owner uses that monster's WHEN HIT: power (see page XX).
3. **Check for 'hits' by the monster** just thrown on other cards (page XX). Use the just thrown monster's face up power if its activation criteria has been met (page XX).
4. **Check for 'hits' on locations.** Use the WHEN HIT: power of any one Location hit by a monster just thrown (page XX).
5. **Gain Faith from any one Location** that is hit by monsters just thrown. Collect that number of Faith from the Faith pool and place them on your God Board.
6. **Use an extra throw you have gained.** Return to **Throw Step 1** if you have gained a throw this turn. Multiple throws may be gained, stored and used in 1 turn. However, if you have no cards in hand to throw, proceed to Throw Step 7.
7. Once you have used all your throws this turn, or have run out of cards in hand to throw;



1. Draw 1 card from your Monster Deck if possible.
2. Pass your turn to the god on your left.



Need to do a clockwise oriented version of this graphic - based on the harpy throw gif?

Throwing cards

When throwing a monster, you may move around and throw from any side of the table. You must **throw from outside the table edge or agreed play area**. Your hand should not cross the table or play area's edge. If it does, and the other gods call you out, you will be struck by lightning - put your monster into your Underworld.

Be sure to **throw the side of the monster you want face up**. Generally this will be its more tactical unique power, but sometimes you might want to throw the common power side face up.

If a card lands off the table put it straight into its god's Underworld.

Once you have thrown a card, check to see what it 'hits' in Throw Steps 2 - 5.

Hit cards / Hitting

The aim of the game is to gain the most Faith by 'hitting' locations, and perhaps other monsters, with the monsters you throw.

Once all cards on the table have stopped moving after a throw in Throw Step 1, **check for hits by the monster just thrown once in each of Throw Steps 2 - 5, and resolve powers** (see page XX) **resulting from hits within each of those steps**. Start by checking for hits on Trap monsters in Throw Step 2, resolve Trap monster powers, and then proceed to check hits and resolve powers through Throw Steps 3, 4 & 5. It is possible for a card to have multiple hit effects, and trigger multiple powers across the different throw steps (see examples pages XX - XY).

A card just thrown 'hits' any card where *its own edge is visibly over or underlying* some part of another card directly. They do not have to be directly touching. If a card **cannot be seen to be overlying or underlying a card directly** due to the placement of cards in between them, it is **not counted as hitting**, even if those cards might be touching if the intervening cards were removed.

Think of this as a scrum of monsters where they cannot all quite get to each other or the mortals underneath. However, some monsters have powers that discard or move monsters they hit, so be careful to **check the sequence of hits carefully across Throw Steps 2 - 5** within each throw (see page XX).



Example hits



1. The Phoenix is hitting the Cyclops but is just missing Delphi.
2. The Harpy is hitting both the Manticore and the Siren but is not hitting Delphi because you cannot see an edge of the Harpy card directly overlay a part of the Naxos card, even though you suspect it is sitting on top of its top right corner.
3. If the Manticore somehow landed between the Harpy and the Siren as above, it would count as hitting both of them, & Delphi, because you can see its edge overlaying or underlaying each of them.

Using card powers

The key to winning Monstrous is in how you use your monsters' powers and the power of locations you hit to gain a tactical edge and / or extra Faith throughout the game.

Most cards have powers that are used when they meet certain "HIT" conditions such as "HIT MONSTERS", "HIT LOCATION", "MISS LOCATION", or "WHEN HIT" by other monsters (see below).

Only face up card powers are used, and if their conditions are met, their use is compulsory.

After a throw's hits are checked, resolve different types of card powers as follows.

Monster powers:

Resolve "**WHEN HIT**" powers of trap monsters already in play first in **Throw Step 2** - Trap monsters. Trap monsters cannot resolve their powers in any other way.

- **WHEN HIT:** means 'When this card is hit by a monster.'

Resolve "**HIT MONSTERS**" / "**HIT LOCATION**" / "**MISS LOCATION**" monster powers in **Throw Step 3** - Monster powers.

- **HIT MONSTERS:** means 'When this monster hits any number of other monsters.'
- **HIT LOCATIONS:** means 'When this monster hits a location.'
- **MISS LOCATIONS:** means 'When this monster misses a location.'

Location powers:

Resolve "**WHEN HIT**" powers of locations in **Throw Step 4** - Location powers

- **WHEN HIT:** means 'When this card is hit by a monster.'



Trap Monsters

Be careful which **TRAP** monsters you hit when throwing monsters onto the table. Lookout for their red nameplates before you throw.

These trap monsters have special powers that work after they are hit, during Throw Step 2, before thrown monsters use their powers in Throw Step 3.

- The **Gorgon** petrifies and discards any other monster that hits it, before that monster can use its powers.
- The **Siren** earns its god 1 Faith when it is hit by any other monster.
- The **Phoenix** is returned to the top of its owner's deck when it is hit by any other monster, before other monster powers can be used. It also has a HIT MONSTERS' power that can be used in Throw Step 3 if it hits any monsters.

If a thrown card hits multiple trap monsters in the same throw, the gods who own those monsters resolve their powers in turn order, starting with the god currently having a turn and proceeding clockwise. If one god owns several defensive monsters in play that are hit by a monster, that god may choose the order in which their powers are resolved.



More about card powers

Use of card powers is compulsory, but you may sometimes have a choice in how to resolve them.

Card wordings are specific. Some monster powers affect just one monster eg "HARPY - HIT MONSTERS: Take 2 Faith from one hit monster's god." allows the Harpy's owner to choose which god to use the power on.

In this case the Harpy's god can choose to take 2 Faith from the white god or the orange god.



Other monsters use their powers on each monster they hit eg "DRAGON - HIT MONSTERS: Discard hit monsters."

In this case both the Giant and the player's own Siren would be discarded because use of monster powers is compulsory.



If a power involves multipliers it will say so.

“HIT MONSTERS: Gain 1 Faith.” means if you hit 1 monster or 5 monsters you just gain 1 Faith.

In this case the Pegasus would gain just 1 Faith from its power.



“HIT MONSTERS: Gain 1 Faith for each hit monster” means you get 3 Faith if you hit 3 monsters.

In this case the Manticore would gain 3 Faith from its power.



Faith



Locations earn gods Faith when they are hit (in Throw Step 5). Some locations can earn a god Faith as part of their powers in Throw Step 4. Monster powers can also earn a god Faith or even allow Faith to be taken from other gods in Throw Step 2 or 3.

When you **gain Faith**, simply collect the number of Faith points matching the location you hit, or as per monster or location powers, from the Faith Pool, and put them on your God Board.

When you **take Faith** from another god, simply take the correct amount of Faith from them and place it on your God Board.

Players should generally try to convert smaller Faith tokens into larger ones throughout the game to help all players see who is leading.

Example turns (this section in a breakout box)

Turn example 1:



Throw Step 1 - Throw a monster:
Player 1 (blue) throws their Dragon.

Throw Step 2 - Trap monster powers: The Siren (a trap monster) is hit, and resolved now. Its god gains 1 Faith from the Faith pool.

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

this step.



Throw Step 4 - Location Powers:
Having blasted through, the Dragon is now hitting the location and can use the location's power. The Dragon's god takes 1 Faith from the Hellhound's god. Note the Dragon's HIT power is not used in this step, so the Hellhound survives.

Throw Step 5 - Location Faith: The Dragon's god gains 4 Faith from Naxos because it is hitting it.

Throw Step 6 - Extra throw?: No extra throws have been gained

Throw Step 7 - Draw 1 card and

pass: The active god draws a card and passes.

Turn example 2



Throw Step 1 - Throw a monster: Player 2 throws their Phoenix at Athens.

Throw Step 2 - Trap monster powers: Player 1's Siren (a trap monster) is hit by the Phoenix and Player 1 gains 1 Faith.

Throw Step 3 - Monster Powers: Now the Phoenix is hitting both the Dragon and the Siren. Player 2 gains 1 throw for hitting any amount of monsters with the Phoenix.

Throw Step 4 - Location Powers: The Phoenix is hitting Athens and its god can now choose to gain 1 Faith or draw 1 card. They choose to draw 1 card from their deck (the Cyclops).

Throw Step 5 - Location Faith: Player 2 gains 3 Faith from Athens.

Throw Step 6 - Extra throw?: Player 2 has gained an extra throw so bypasses Throw Step 7 and chooses another monster to throw in Throw Step 1.

Turn example 3



Throw Step 1 - Throw a monster: Player 2 throws their Cyclops at Athens.

Throw Step 2 - Trap monster powers: Player 2's Phoenix (a trap monster) is hit by the Cyclops. The Phoenix is returned to the top of player 2's monster deck due to its WHEN HIT power.



Throw Step 3 - Monster Powers: Now the Cyclops is hitting both the Dragon and the Siren. The Siren's god does NOT gain 1 Faith because it wasn't hit in **Throw Step 2 - trap monsters**. The cyclops chooses to pick up and throw the Siren at the same location to attempt to gain more Faith. However, before throwing, the Cyclops' god flips the Siren card over and throws its common side face up so its god won't gain it's trap power for the rest of the game.



The Siren hits Athens and scores just 3 Faith from Athens as part of the Cyclops throw. It cannot use its power or the location power when being thrown by the Cyclops.

Throw Step 4 - Location Powers: The Cyclops is now hitting Athens and its god can now choose to gain 1 Faith or draw 1 card. They choose to draw 1 card from their deck (the Phoenix that was returned earlier).

Throw Step 5 - Location Faith: The Cyclops is hitting Athens so player 2 gains 3 Faith from Athens.

Throw Step 6 - Extra throw?: Player 2 has no more throws.

Throw Step 7 - Draw 1 card and pass: Player 2 draws a card and play passes to the left.

End of the game & scoring

Gods take turns until one god has no cards left in their hand or deck when they finish their turn and pass. Then each other god completes 1 final turn. When all gods have finished their final turn, they present their achievements to mighty Zeus who crowns the winner as the “MOST MONSTROUS GOD”.

Deciding the winner

Each god counts their Faith and then subtracts 1 Faith per monster left in their **hand, Monster Deck and Underworld**.

- The god with the most Faith wins.
- If there is a tie, the god with the most monsters hitting locations is the winner.
- If there is still a tie, the god with the fewest monsters in their Underworld is the winner.
- If there is still a tie, Zeus is displeased and orders the gods to play again until there is a clear winner.

Monstrous Scenarios

Zeus likes to spice things up sometimes. Choose from the following location scenarios during step 2 of Game Setup. These scenarios create games of varying complexity and length. Or create your own!

Basic / Quick

- Troy
- Corinth
- Olympia (Centre)
- Argos
- Athens

- Troy
- Corinth
- Olympia (Centre)
- Sparta
- Athens

- Sparta



- Corinth
- Naxos (Centre)
- Argos
- Athens

Intermediate / Medium

- Naxos
- Corinth
- Underworld (Centre)
- Sparta
- Argos

- Troy
- Athens
- Underworld (Centre)
- Sparta
- Thebes

- Naxos
- Corinth
- Delphi (Centre)
- Thebes
- Athens

- Troy
- Corinth
- Delphi (Centre)
- Sparta
- Athens

- Naxos
- Corinth
- Mt Olympus (Centre)
- Argos
- Thebes



- Troy
- Thebes
- Mt Olympus (Centre)
- Sparta
- Corinth

Advanced / Long

- Delphi
- Corinth
- Naxos (Centre)
- Thebes
- Underworld

- Underworld
- Thebes
- Argos (Centre)
- Athens
- Sparta

- Argos
- Corinth
- Mt Olympus (Centre)
- Underworld
- Thebes

Monstrous Variants

use the following variants along with the Scenarios above to play Monstrous in many different ways.

Young gods Monstrous

Zeus recognises that young gods may need a helping hand. So here are some special rules you can use as you like.

1. Young gods each start with 3 Faith.
2. Once per god's turn, a young god can spend 1 Faith to pick up a card that hits nothing, or lands off



the table, and throw it again.

WARNING: Zeus says it's not cool to throw monsters directly at another god because the monsters have sharp bits and a god could lose an eye. His god-friend Odin lost an eye just this way, so he should know.

Epic Monstrous

Play with all 12 monsters in the Monstrous deck for a longer & crazier game.

Monstrous Wars

Play 3 or 5 games in a row, with these additional rules:

1. Select Location scenarios in increasing complexity each round.
2. During setup, the winner of the previous game may swap 1 Location of their choice with another location from outside the scenario.
3. During setup, the winner of the previous game can swap a monster in their deck with a monster from their Underworld, and a monster from each other god's deck with a monster in that god's Underworld.
4. Note the Faith gained by each god in each game and total the Faith after the agreed number of games. The God with the most Faith after the final game is the "MOST MONSTROUS GOD OF WAR".

Team Monstrous

Play with 2 - 5 teams of 2 gods per team. Setup the game as usual but with the following changes.

Each team takes 1 God Board and shuffles and divides its matching monster deck in 2, giving 1 deck of 6 monsters to each god in the team. Each team puts their decks to the left and right of their God Boards.

Teamed gods:

- draw only from their own monster decks
- share a common Underworld, placed in the middle of their God Board
- throw their cards together & choose which order to fully resolve their throws during each Throw Step
- share 1 common Underworld, placed in the middle of the God Board
- share 1 common Faith pool
- share extra throws or draws between each other as they like

The youngest god's Team goes first. Each god on that team draws 2 Monsters from their deck. Then other team's gods draw 3 Monsters from their decks.

The first team to have no cards in either god's hand and decks ends the game. Other god teams do not get an extra turn like they do in the regular game. Calculate end game scores as usual but with team totals.



The team with the most Faith at the end of the game wins.

Monstrous Team Wars

Play with both Monstrous Team and Monstrous Wars rules, but without rule 3 from Monstrous Wars.



Glossary

Throw a card - take a card and throw it at other cards on the table or play area without your hand crossing the edge of the play area.

Hit / hitting - a thrown card is seen to be directly overlying or underlying a card when it has stopped moving. A card landing under a card is considered hitting the card above it.

Discard - Remove the card from the table and put it on top of its god's Underworld.

Control - you control any monster you throw during a Throw Step resolution sequence. Otherwise each player controls all monsters that share their God Board's colour and pattern.

Gain X Faith - Take X Faith from the Faith pool and place it on your God Board.

Take X Faith - Take X Faith from a god's God Board and move it to your own.

Frequently Asked Questions

Do monster cards stay on the table after I throw them?

Yes. Unless they hit a Gorgon in which case they are discarded by its power.

What happens when a card is thrown off the table or knocks another card off the table?

Move the Monster to its god's Underworld / discard pile. Even if it was a Pegasus.

What happens when a thrown monster knocks a Location from its position?

Leave the knocked location where it is, even if it's close to or touching another location. Now gods have a chance to hit 2 locations with one monster. If they do, they can use the location powers of whichever location they choose in Throw Step 4 and gain Faith from either location in Throw Step 5.

If a monster already on the table is knocked onto another monster, does that count as a hit?

No. Only the monster that was just thrown is considered for the purposes of hitting.

If my Monster flips over to its other side when I throw it, can I use the power I threw face up?



No. You must use the face up power displayed when your monster has stopped moving.

When I throw another god's monster who uses its power?

The god that throws a monster can use its power during the resolution of the 7 Throw Steps, as if it were their own. Control of that monster reverts to its god's control from the next throw on.

Are extra throws gained compulsory? Do I have to use them in my turn?

Yes and yes, assuming you have cards left to throw.

Is there a limit to how many extra throws I can gain in a turn?

No, but when you run out of cards you cannot use any extra throws you may have gained this turn. So the number of cards in your hand is the only limit to the number of throws you may gain. However, you may find ways to gain more cards with your extra throws.

If a monster ability can affect multiple hit monsters, and by removing one such monster (discarding or returning it to its god's hand), another monster is revealed so that it looks like it is being hit now too, can the just thrown monster use its power on the just revealed monster too?

No. Hits on monsters are determined all at once in each of Throw Steps 2 and 3.

Do my own monsters affect each other with their powers, even if I don't want them to?

Yes. They are monsters, not soldiers. Throw them carefully, or throw their common power side face up.

What's with the Phoenix, can anything kill it?

The undying Phoenix is hard, but not impossible to kill.

- When a Phoenix is 'hit' by something in Throw Step 2, you carefully pick it up and return it to the top of its god's Monster deck before the other god's monster power has a chance to happen in Throw Step 3.
- When Phoenix is already on the table the only way to send it to the Underworld is if someone discards it using Sparta's power.
- If, when thrown, the Phoenix lands on the Gorgon, it is immediately petrified and discarded.

Can I use the Cyclops to throw another god's monster off the table? And if I do, where does it go?

Sure, but Greek gods are vengeful beings, and why don't you want to try scoring points with that throw this turn? That would please Zeus far more. All monsters thrown off the table go to their god's Underworld pile, no matter who throws it.

If my Hellhound is touching Troy at the end of the game and I have the most monsters touching Troy, how many Faith do I gain from Troy's power?



Just 3. Hellhound's power only works straight after it has been thrown.

What happens if my Gorgon hits a Gorgon already in play

Your Gorgon is discarded.

Credits

Game Design

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Art & Graphic Design

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- Jeff Brown
- RJ Palmer
- The Rafa
- John Silva
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Rules review

Bruce Murphy, Craig Somerton, Phil Kilcrease, Ian Tyrrell, Jonathan H. Liu, Michael Joss, Sebastian Welsh,



Kenny Sabir.

Kimberley, Sylvie and Xavier for all the patience, space in life and mythological inspiration.

And 1200+ awesome kickstarter backers who made it all possible.



Back of booklet

Turn description

or

Scenarios

