

Objective: Each player must build up a monster in the drafting phase that is then used to battle in an arena battle between all players. The player with the last remaining monster wins.

The game is broken up into 3 phases: Drafting, Building, and Arena. Before starting, distribute the reference cards to each player and lightly study them. Refer to these when you have a question during gameplay and if the answer isn't there, you will find the answer in these rules.

Choose Your Monster: After everyone's looked over their reference cards, distribute the torso cards to everyone. To build your monster's torso, you will use 2 torso cards. The youngest player gets first choice of their first torso card; then the player to the right goes next until every player has chosen their first torso card for their monster. Now going in the reverse order, each player chooses a second card for their torso; feel free to mix and match parts, there can even be two heads or 2 sets of legs! Once all players have their 2 torso cards, players should attach the 2 cards along the wider stitchings (**Go to Attaching in Reference Sheet**).

Phase 1: Drafting

- Setup: Shuffle the Monster-Part cards into 1 deck and pass it to the ugliest player. That player is dealer for the first round. Also distribute 15 energy tokens to each player.
- Every round:
 1. The dealer draws the 3 top cards from the deck and lays them face-up on the table for all to see.
 2. The dealer may choose 1 card from the 3 to exchange for 1 energy token. Meaning if the player chooses a card, they discard an energy token into the box.
 3. Any remaining cards are open for auction so player may bid for the opportunity to pick one of the remaining cards. The dealer may bid on the remaining cards as well.
 4. Starting with the player on the left of the dealer, each player may place a bid greater than previous (if there is no bid yet, then the current bid is 0). This keeps going until each player consecutively passes on raising the bid.
 5. The player with the highest bid wins the auction. The winner discards all the tokens used in their bid and chooses a card from the dealer's remaining face-up cards.
 6. Everyone else keeps the tokens they bid.
- When the round ends, the current dealer passes the deck to the next available player on the left. A player is available if they still have energy tokens to spend on bidding.
- When only 1 player has tokens left, that player draws cards from the top of the deck equal to the number of tokens divided by 2 (rounding up).

Phase 2: Building

- Place the monster-part deck and energy tokens in the box for this phase.
- There is no turn order for this phase. Instead, each player takes this time to build their monster from the Monster-Parts they collected in the Drafting Phase.

- Look at the Attaching section of your Reference Sheet to see how Monster-Parts connect to each other when building.
- All Monster-Parts used for your monster must either attach to your Monster's torso or be attached to a chain of cards that are connected to the torso.
- All cards used for building the monster must be placed face up.
- If any cards can't be attached (or are chosen not to be attached) players can store the extra parts in their inventory to reattach later at an extra cost of 2 energy. The inventory can be a stack of face-down cards in front of the player (or cards held in their hand)
- When building, keep in mind that your monster becomes destroyed if it's torso is destroyed so a good tip is to avoid making your torso card an "outer card". **(Go to Outer Card section on Reference Sheet)**
- Once everyone has finished building their monster, move on to the next phase.

Phase 3: Arena

- The Arena Phase goes on until only 1 winning monster is left (or all are destroyed). A monster is destroyed when their Torso Card is destroyed.
- The table should already be set up since everyone built their monsters in front of them; just make sure to set room aside for a graveyard pile **(look at Graveyard on Reference Card)**
- Every round, players count up how many Monster-Parts are on their monster and the monster with the smallest amount of Monster-Parts goes first; then order continues clock-wise for the round.
 - If there is a tie for the smallest amount of Monster-Parts, the hairiest of the tying players goes first.
- Turn order for a player's turn
 1. At the beginning of your turn, draw energy tokens until you have 5 (if you have less than 5)
 2. Perform as many attacks or abilities as you want; as long as you have enough energy to use the Monster-Part.
 - You cannot use the same Monster-Part more than once per round
 - You can choose to not use all your energy to save for cards with abilities that can be performed when it's not the player's turn **(Go to Abilities section on Reference Sheet)**
 3. When you can't (or won't) use any more Monster-Parts on your turn, perform a monstrous growl to the next player on your left; this will let them know you are done with your turn and that it is now their turn.
- Players may attach limbs from their inventory at any time by using 2 Energy Tokens. **(Go to Attaching section on Reference Sheet)**
- Attacking: You can choose any opponent's' monster to attack, but you can only target their Outer Parts **(Go to Outer Parts on Reference Sheet)**
 - After discarding energy tokens to carry out the attack, roll the number of dice specified on your attacking Monster-Part's Attack Roll stat.
 - Count up the result and add the modifier from your attacking Monster-Part's Attack Mod stat (along with any modifications from your or your opponents' abilities)

- If the resulting number is greater than or equal to the targeted Monster-Part's Defense stat, then the targeted Monster-Part is destroyed! If not, you miss their monster! Try again next time.
 - Make sure to look at the Reference Card if you destroy a card in the middle of the opponents limb **(Go to Cutting Limbs section on Reference Sheet)**
- Multiple Monster-Parts can attack an opponents' Monster-Part at the same time (as long as there are enough energy tokens to use for each part.) Just do the roll (and add modifiers) for each attacking Monster-Part separately then add up the results together. The added results are then compared to the targeted Monster-Part's Defense stat like usual.