

PROJECT FILE #G134RC2H

**CODENAME:
CHIMERA**

Contents of this box:

- this rulebook
- a deck of 64 monster part cards
- 8 monster torso cards
- 6 dice, six sided
- 4 player reference sheets
- 60 green energy tokens

**4 PLAYERS
CORE RULE BOOKLET**

Gather parts from the black market, build your monster, then destroy rival scientists' creations

SET UP:

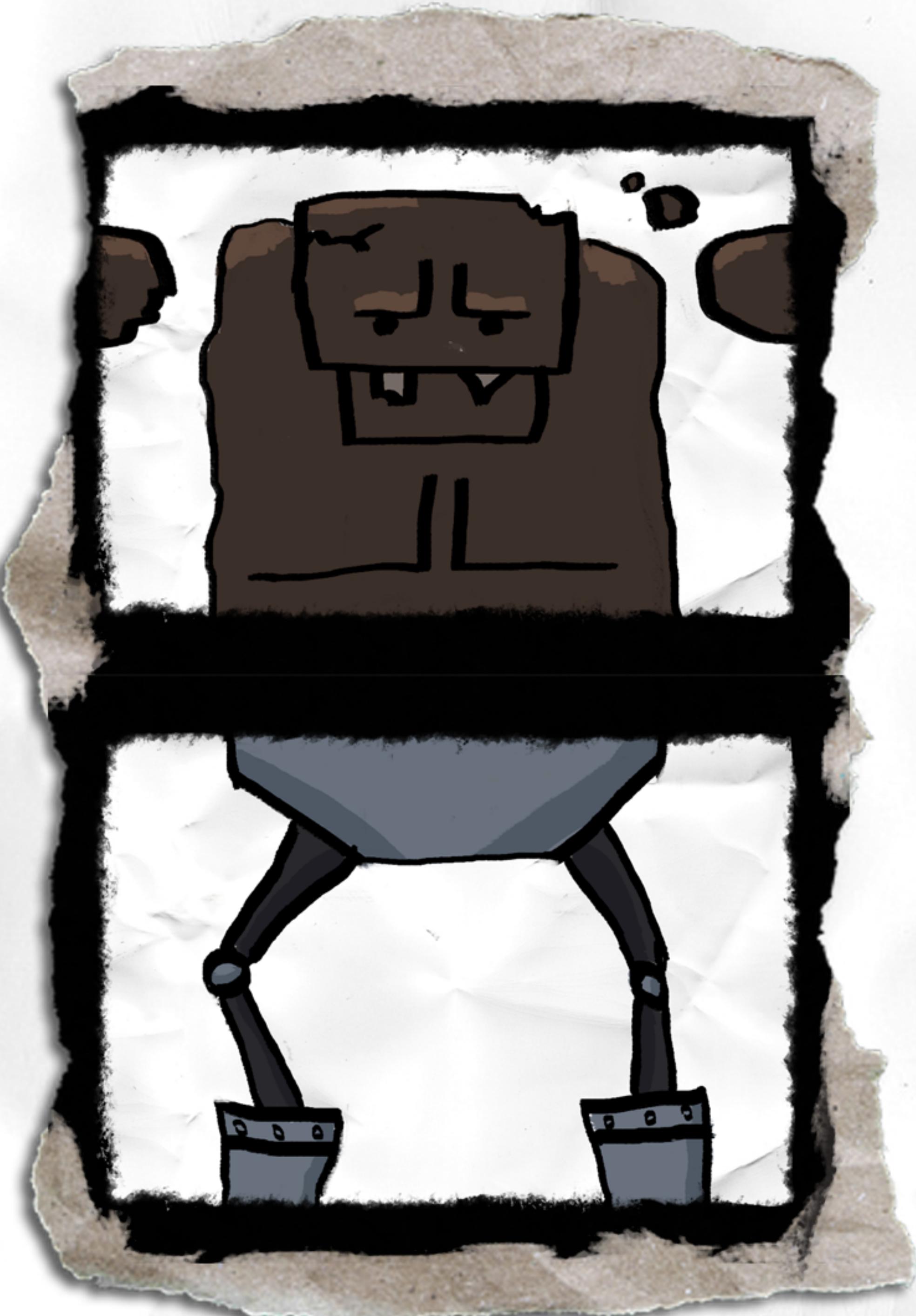
Objective: Each player must build up a monster in the drafting phase that is then used to battle in an arena battle between all players. The player with the last remaining monster wins.

The game consists of 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.

First, 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).

These two cards are now collectively your one "torso card."

ONE EXAMPLE OF THE MANY POSSIBLE MONSTER TORSO CARD COMBINATIONS:



PHASE ONE

DRAFTING:

Setup: Shuffle the Monster-Part cards into 1 deck and pass it to the shortest player. That player is dealer for the first round. Also distribute 15 energy tokens to each player.

Every round:

The dealer draws the **3 top cards** from the deck and lays them face-up on the table for all to see.

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.

Any remaining cards are open for auction so players may bid for the **opportunity to pick** one of the remaining cards. The dealer may bid on the remaining cards as well.

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.

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 remaining dealt face-up cards. Everyone else keeps the tokens that they bid. Any cards left face-up are put into a discard pile.

PHASE ONE

DRAFTING:

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 ONE player has tokens left, that player draws cards from the top of the deck equal to the number of tokens divided by 2 (rounded up).



AN EXAMPLE OF THE DRAFTING ROUND WHEN BIDDING STARTS, WITH THE DECK AND THREE OTHER CARDS OUT IN FRONT OF THE PLAYERS

PHASE TWO

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 its 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 to Phase 3.**

PHASE THREE

ARENA:

The Arena Phase goes 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 currently have less than 5)
2. Perform as many attacks or abilities as you want; as long as you have enough energy to use every Monster-Part you choose.
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.

PHASE THREE

ARENA:

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).

1. After discarding energy tokens to carry out the attack, **roll** the number of dice specified on your attacking Monster-Parts' Attack Roll stat.
2. Count up the result and **add** the modifier from your attacking Monster-Parts' Attack Mod stat (along with any modifications from your or your opponents' abilities)
3. 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.

Multiple Monster-Parts can attack an opponents' Monster-Part at **the same time** (as long as there are enough energy tokens for every part used). Just do the roll and add modifiers for each attacking Monster-Part separately then sum all of the results. The added total result is then compared to the targeted Monster-Part's Defense stat just like usual.

PHASE THREE

ARENA:

**Remember, when taking your turn:
(read this page before you start playing)**

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).

Players may **attach limbs from their inventory** at any time by using 2 Energy Tokens. (Go to Attaching section on Reference Sheet)

Make sure to look at the Reference Sheet if you destroy a card in the **middle of the opponents limb** (Go to Cutting Limbs section on Reference Sheet).

