

MONSTER SLAUGHTER UNDERGROUND



RULEBOOK

MONSTER SLAUGHTER UNDERGROUND



Monster Slaughter: Underground is an expansion for *Monster Slaughter*. This time, you'll be going to the depths of horror in the cabin's basement! Terror sometimes makes you crazy... After splitting up into small groups and stumbling blindly through poorly lit rooms, the guests now think they're safe in the basement! Will it be their salvation... or their tomb?

This expansion adds more components to your base game: more Bonus Action cards, Object cards, Nocturnal Event cards, and a new set of Basement Event cards. And that's not all! It also gives you new scenarios, new surprise visitors, and a new mutation system!

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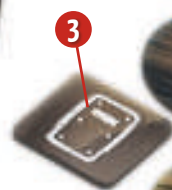
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GAME COMPONENTS

- 1 3D game board: the Cabin Basement — 1
- 1 rulebook with scenarios
| you're holding it in your claws
- 1 Basement Door token — 2
- 1 Shield marker — 3
- 1 Hole in the Floor marker — 4
- 1 Turret marker — 5
- 1 9:00 a.m. marker — 6
- 1 Weapon Crate marker — 7
- 1 double-sided Staircase/Ladder marker — 8
- 10 Bolt tokens — 9
- 2 MSUG Agent profile cards — 10
- 10 Victim markers — 11
- | 5 per new Victim
- 2 Wound Track markers — 12
- 9 3D Doors — 13
- 5 3D Barricades — 14
- 1 MSUG Agent S — 15
- 1 MSUG Agent P — 16
- 1 K1-BOO Turret — 17
- 16 Mutation cards — 18
- 1 Nothing Here card — 19
- 4 MSUG Equipment cards — 20
- | Monster Slaughter Undertaker Group
- 1 Trap card — 21
- 8 Bonus Action cards — 22
- 16 Basement Object cards — 23
- 2 Nocturnal Event cards — 24
- 6 Basement Event cards — 25
- 1 double-sided player aid — 26



| Note: You can recognize the cards from the Monster Slaughter: Underground expansion by the  icon on the cards.



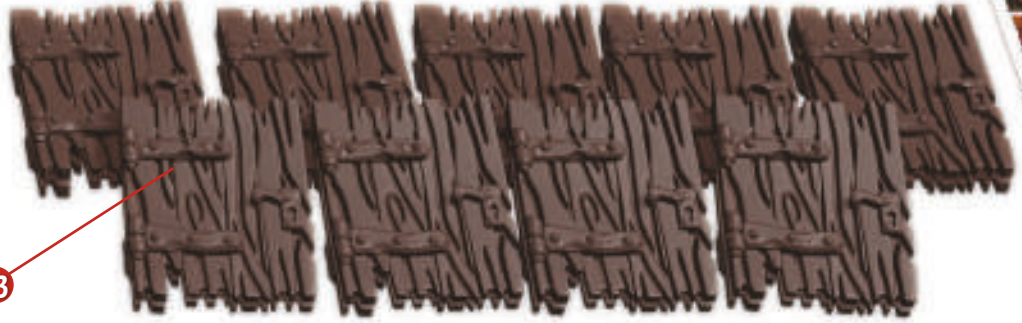
AIDE DE JEU

MONSTRES:

Nom	Points	Statistiques	Abilités
Leviathan	10	10/10	...
...

LES JEUERS:

Nom	Points	Statistiques	Abilités
...



SETUP

To play with the Underground expansion, place the Basement game board within reach of the players in the playing area. Take the Basement Door token and put it “closed” side up on the entrance to the Basement.



Note: You cannot use both the Basement expansion and the Tool Shed expansion at the same time.

A: Proceed with the setup as explained in the Monster Slaughter base game rules until step III, but replace the **Knock Knock** Nocturnal Event card with the **MSUG Response Team!** card and slip it among the top 3 cards of the Nocturnal Event draw pile. You may also use the MSUG agents as Party Guests. If you do, use the **Knock Knock** card as you normally would.

B: Continue with the setup until step VI. After you’ve formed the draw piles for each room but before you put the Party Guest cards on top of the draw piles as usual, form the Basement draw pile. To do so, randomly take the number of cards indicated below for the number of players; shuffle these cards together and place this new draw pile alongside the Basement.



Number of Players		2p.	3p.	4p.	5p.
Card Types	Basement Objects	7	8	9	10
	Bonus Actions	3	3	4	5

Next, take the 5 chosen Party Guest cards and the **Nothing Here** card. Shuffle these 6 cards and then put one on top of each draw pile.

You will have 6 draw piles in 6 different zones: 1 for each room in the Cabin and 1 for the Basement.

Note: One of these 6 draw piles won’t have a Victim!

C: Shuffle the 16 Mutation cards and put 3 face up near the playing area. The rest of these cards form a pile of 13 cards face down.

D: Put the 9:00 a.m. marker on the outer board around the Cabin so as to extend the game clock by one hour.



E: Shuffle the Basement Event cards and put the draw pile they form face down next to the Basement.

The rest of the setup is the same as in the base game.

NEW ACTIONS AND SPECIAL RULES

MUTATION (NEW FREE ACTION)

Monster Slaughter: Underground lets you evolve your individual Monsters or even your entire Monster family! To perform the Mutate action, the active player chooses a visible Mutation card and uses their own tokens (see “Losing Tokens”) to pay the cost indicated on the upper left corner of the card based on the number of players.

The total value of the tokens must be equal to or greater than the cost of the Mutation.

2-3 players = cost on the left
4-5 players = cost on the right



The player then places this card under the profile card for the Monster of their choosing, or above the 3 family members' profile cards if the Mutation affects the entire family.

Players may only own 3 Mutation cards, and each Monster may only have 1 individual Mutation under their profile card. If buying a Mutation results in a player no longer obeying these requirements, that player must immediately discard a Mutation card so that they obey these requirements again. Discarded Mutation cards are always placed under the Mutation card draw pile.

After a Mutation card is bought, it is replaced by the card from top of the Mutation draw pile if possible.

Don't forget that when you mutate your Monsters, they become more powerful but you lose points. Mutating is not always the best choice!



Family Mutation

Individual Mutation

| Notes:

- Mutation is a free action and can only be performed once per turn at the end of a player's turn.
- If a player spends a token that is worth more than the price on the card, the extra victory points are lost.
- When the game clock reaches 2 a.m., 5 a.m. and 8 a.m. (in red on the board), discard the 3 available Mutation cards (put them under the Mutation draw pile) and replace them with 3 cards drawn from the top of the pile.



| Example: The active player decides to buy the following card with a Brain token worth 3 points. The player therefore spends their Brain token, gets the card and loses the unused victory point.

RUN FOR YOUR LIFE

(MODIFIED SCARE ACTION)

When you play with the Underground expansion, you can decide to send the Victims outside of the Cabin when you successfully scare them.

| Note: Victims can't hide outside.

| Reminder: The outside of the Cabin contains 4 zones.

MONSTERS' FAILED ATTACKS IN THE BASEMENT

(MODIFIED EJECT EFFECT)

Monsters cannot be ejected out of the Basement. If a Monster loses a fight

with a Victim or should be ejected for another reason, the Monster must react by rolling an Action die. If the Monster rolls a Failure, they immediately lose one token of their choosing (see “Losing Tokens”). No matter what is rolled, the player's turn is over.

LONG NIGHT

When playing with the Underground expansion, the night can last until 9 a.m. When the Full Moon marker reaches 9:00 a.m., turn all the Monsters' profile cards face up. Each player will therefore be able to play the Monster of their choice for the last round in the game.

STRONG DOOR

Unless a scenario specifies otherwise, the Basement Door works as follows:

- It takes two Successes to smash it.
- Neither Monsters nor Party Guests can go through it.
- The player that smashes it keeps it in front of them. It is worth 2 points.
- It can be reached from the outside zone where it is located (see “Setup”).

ANTI-GHOST SCREEN

Ghosts cannot pass through the Basement Door or the Living Room floor to enter the Basement.

LOSING TOKENS

When an action or effect requires a player to lose or spend one or more tokens, the player chooses one or more elements in their possession worth at least one point at the end of the game and puts the element(s) back in the reserve. Depending on the scenarios, this may include the following: Doors, Flesh, Bones, Brains, Targets, Bolts, Basement Door, etc. If a player should lose a token but doesn't have any, nothing happens. However, players may not spend tokens they do not have to buy Mutations.

EQUIPPED VICTIMS

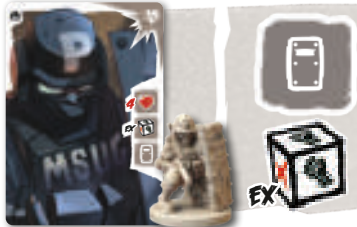
Certain effects and certain cards allow Victims to equip Object cards. Equipped cards are placed under the Victim's miniature or next to their portrait on the edge of the board when the Victim is hiding. The card stays equipped until the Victim is killed, or until the card is discarded to provide the Victim with Reaction dice. A Victim who has a card equipped may not receive any more equipment.

COMPONENT DESCRIPTIONS

MSUG AGENTS X2

Military Training: Monster Slaughter Undertaker Group agents roll 1 additional Reaction die and cannot be scared.

MSUG AGENT P



Military Training, Protection:
This Victim comes equipped with a shield (see “MSUG Tactical Shield”).

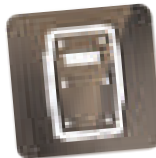
MSUG AGENT S



Military Training, Dispersal:
If this character wins a fight, he shoots at all the Monsters present in the zone. Each player who has one or more Monsters in the zone rolls 1 Reaction die for each of their Monsters present in the zone. If any player rolls one or more Failures, that player immediately loses one token per Failure. If not, nothing happens.

MSUG TACTICAL SHIELD

The Shield cancels out the first wound that the Victim holding the Shield should receive during each attack. When the Victim who has the Shield equipped reaches 0 health points, that Victim loses the Shield marker. It is automatically picked up by the next Victim in the same zone who is not hiding. If several Victims are present, the active player chooses which one receives the Shield marker.



MSUG EQUIPMENT CARDS X4 (Scenario 2 or neutral Objects)

1. Grenade

| Ejects all monsters from the zone. If the fight is happening outside of the Basement, it is immediately interrupted.



2. Night Vision Goggles

| +1 die. This Object is not discarded after use. The goggles stay equipped on the Victim after the fight. The equipped Victim rolls 1 additional Reaction die and can still use Objects to fight back.

3. Shotgun

| +3 dice. If the fight is lost, the player controlling the targeted Monster must discard one card if possible.

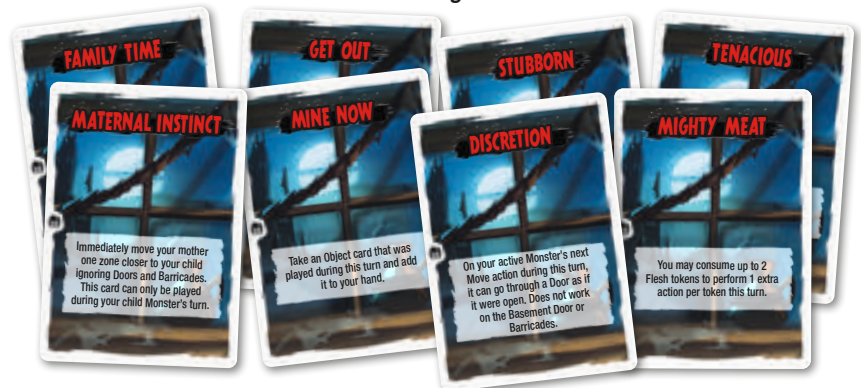


4. M16

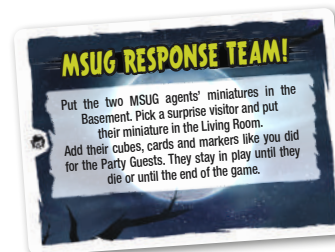
| +2 dice. If a Victim uses this card, it stays equipped until the end of the round. The M16 can therefore be used several times before being discarded.

BONUS ACTIONS X8

These new cards are additions to Monster Slaughter’s Bonus Action cards!



NOCTURNAL EVENTS X2



BASEMENT EVENTS X6

These Basement Events make up a draw pile placed next to the Basement in the playing area. When the Full Moon marker reaches 2 a.m., 5 a.m. and 8 a.m. (these times are shown in red on the game clock), a Basement Event is revealed in addition to the Nocturnal Event. Careful! There is no Nocturnal Event at 9 a.m. even though the time is shown in red. If your game lasts until 8:00 a.m. or 9:00 a.m., 3 Basement Events will have been played during the game. Each Basement Event stays active until it is discarded or until another Basement Event is drawn (3 rounds in most cases).



BASEMENT OBJECTS X16

These cards are additions to Monster Slaughter's Object cards. Some have an ability in addition to their value in dice. Descriptions of these cards' abilities can be found below.

Some of the cards are marked "Scenario Only." These cards can be played in regular games, but their abilities can only be used in certain scenarios.

Some cards are marked "Pick One." When this is the case, you may only use one of the two abilities.

Some Object cards let you heal a Victim. These cards may be used in reaction to a fight action and may be used in combination with an Object card that provides Defense dice. They apply immediately. Monsters may also use these cards to heal any Victim outside of fights during their turns.



Inhibitor
| Put this card in a room. It will stay there until the end of the game. Monsters do not have any family abilities while they are in that room.



Outboard Motor
| +3 dice.



Flashing Light Helmet
| Equip one Victim with this card. As long as it is equipped, Monsters cannot attack another Victim in the same zone.



Monster Costume
| Equip one Victim with this card. As long as it is equipped, Monsters cannot attack the Victim if there is at least one other Victim in the same zone.



Taser
| +2 dice.



Brain
| Pick One: Defend a Victim with 2 dice OR you immediately gain 1 Brain token.



Bandage
| The Bandage immediately gives the Victim 1 health point back.



Bag of Blood
| Pick One: The Bag of Blood gives the Victim of your choice 3 health points OR you immediately gain 1 Flesh token.



Extinguisher
| +1 die.
(Monster Slaughter scenario 2 only.) The Extinguisher lets you remove one Fire marker of your choice. Remove this card from the game after use.



Blowtorch
| +2 dice.
The Blowtorch lets you discard the Faulty Sump Pump Basement Event card.



Bolt Cutter
| +2 dice.
(Scenario 3 only.) The Bolt Cutter can be discarded to remove the Chains card from the game.



Chains
| +2 dice.
(Scenario 3 only.) The chains make it possible to chain the Basement Door shut.



Chunk of Meat
| Used in reaction before resolving any fight (even if you are the active player) after the Monster's and Victim's dice have been rolled. All the Monster's Successes become Failures. The Monster gains 1 additional action this turn.



Mushrooms
| Pick One: Defend a Victim with 1 die OR add 1 die to a Monster's Attack action. In this case, this card must be used before players decide to defend the Victim.



Smoke Grenade
| Cancels the fight. (This card must be played before rolling the dice, just like any other Object card. The Attack action underway is lost and has no effect.)



Bottle of Wine
| +2 dice.

TURRET TRAP

When the Turret is put into play by the **K1-BOO Turret!** Trap card, put 3 Bolt tokens near the card to represent its structural points. Each turn, after drawing the Nocturnal Event card, the Turret automatically fires at all the Monsters in the zone and ejects them.

If the Turret is placed in the Basement, these Monsters each lose 1 token instead. Monsters may attack the Turret to make it lose structural points (the lost Bolt tokens are discarded). The Turret is destroyed when it reaches 0 structural points. Players do not keep the Bolt tokens that the Turret loses. The Turret cannot be defended with Object cards.



| Note: This Trap card cannot be played with the “Station B62” scenario.

MUTATIONS

| Reminder:

- How Mutations work is explained in detail on page 5.
- The cost on the left applies in 2-to-3-player games, and the cost on the right applies in 4-to-5-player games.

NEW TOKENS

FOR	COST	EFFECT
Individual Monster	4/3 pts.	This Monster may perform 1 extra action on each turn.
Individual Monster	4/3 pts.	This Monster has 1 automatic Success for every Attack action.
Individual Monster	4/3 pts.	This Monster has 1 extra die for every action.
Individual Monster	3/2 pts.	During this Monster's turn, Victims do not have any special abilities.
Individual Monster	3/2 pts.	This Monster has 1 extra die for their Attack action.
Individual Monster	2/1 pts.	This Monster has 1 extra die for their Search action.
Individual Monster	2/1 pts.	When this Monster peeks, it looks at all the cards in the room's draw pile (but does not change the order of the cards).
Individual Monster	2/2 pts.	When this Monster attacks, the Victim rolls 1 less Reaction die.
Whole Family	6/5 pts.	Every Monster in the family may perform 1 extra action on each turn.
Whole Family	4/3 pts.	Every Monster in this family can re-roll one die on every dice roll.
Whole Family	1/1 pts.	None of the Monsters in the family are affected by traps.
Whole Family	1/1 pts.	At the start of their turns, every Monster in the family can decide that the Nocturnal Effect card has no effect until the end of their turn.

FOR	COST	EFFECT
Whole Family	1/1 pts.	You can now have up to 9 cards in your hand instead of 7.
Whole Family	1/1 pts.	Every Monster in this family can use a free Peek action once per turn and look at 2 cards instead of one.
Whole Family	2/1 pts.	None of the Monsters in the family can be ejected. This Mutation does not prevent the other consequences of fights, notably in the case of fights lost in the Basement.
Whole Family	2/1 pts.	Every Monster in this family has one extra free Move action.

CLARIFICATIONS



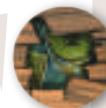
Basement Door Token: This token represents the door to the Basement (it has an “open” side and a “closed” side). This token is worth 2 points at the end of the game.



Staircase Marker: This marker is used to represent the Basement. See Scenario 3, pg. 13.



Weapon Crate Marker: Provides Victims in the Basement with weapons. See Scenario 2, pg. 12.



Hole in the Floor Marker: This marker lets Monster children move directly between the Living room and Basement. See Scenario 3, pg. 13.



Bolt Tokens: These tokens are used in several scenarios to represent the structural points of various elements. In some scenarios, Monsters can earn Bolt tokens. In these cases, each Bolt token is worth 2 points at the end of the game. See scenarios.



Turret Marker: This marker has two sides: a “trap” side and a “scenario” side. Put it in the room in question and put the Turret miniature next to it. “Scenario” Side: See Scenario 2, pg. 12.



Ladder Marker: When this marker is placed in the Basement, Victims can move between the Living Room and Basement. See the **Trapdoor!** Basement Event card.



Tactical Shield Marker: This marker represents MSUG Agent P's shield. See “MSUG Tactical Shield,” pg. 8.

- The **Barricades** Nocturnal Event card does not let you barricade the Basement Door.
- The Basement Door cannot be destroyed by an effect (bonus, ability, etc.); only the Smash action can destroy the Basement Door.
- The **Stand Your Ground!** Bonus Action card lets you ignore the effects of a fight lost in the Basement.

LAST HOURS

TRAILER

"Pushed to their very limits, the guests have managed to block off the door leading to the basement! Monsters have no way in or out..."


SETUP

| Clarification: For this scenario, do not play the **Trapdoor!** and **Nothing Here** Basement Event cards.

Prepare the 5 Party Guest cards and shuffle them. Prepare the Basement draw pile. Prepare the Object, Trap and Bonus Action cards for the Cabin as you normally would but make only one draw pile instead of separate draw piles for the various rooms.

To determine how many Party Guests had time to hide in the Basement, roll 4 dice. For each Success rolled, one random Party Guest card is added to the Basement draw pile. For each Party Guest placed in the Basement, add one neutral Object card to the Cabin draw pile. Put the remaining Party Guest cards in the Cabin draw pile.

Shuffle the Basement cards and put the pile on the space provided (this draw pile contains more cards than usual because of the added Party Guests). Shuffle the Cabin cards and put them in draw piles on the spaces that correspond to the various rooms, putting one card more than indicated in each room.

Put the Basement Door in its usual place with the "closed" side up and put 5 Bolt tokens  next to the Door.

SCENARIO-SPECIFIC RULES

STAY HIDDEN:

Never shuffle the draw piles after smashing Doors.

CONDEMNED DOOR:

At 4:00 a.m., the desperate Party Guests open the Basement Door to try to escape. As soon as the Full Moon marker reaches 4:00 a.m. on the game clock, immediately turn the Basement Door token over so the "open" side is up. But it can be smashed before that...

SMASHING THE BASEMENT DOOR:

The active Monster must be near the Basement entrance to perform this action. The Door has 5 structural points, represented by the Bolt tokens next to the Basement Door. To smash the Basement Door, all of its structural points must be removed in the same turn. This can be done using more than one action. The Basement Door's total structural points are reset to 5 at the end of each turn if it hasn't been destroyed (put the Bolt tokens back next to it).

Important: In this scenario, players **do not keep** the Bolt tokens from the Basement Door.

Other Monsters can help smash the Door (see "For a Good Cause" below), but no other effect (bonus, ability, etc.) can be used to modify the dice roll.

The Basement Door cannot be destroyed by an effect (bonus, ability, etc.); only this action can destroy the Basement Door.

SMASHED BASEMENT DOOR:

When it has been smashed, the active player keeps the **Basement Door token** in their point reserve and immediately gains one **Bolt token** (each of these tokens is worth 2 points at the end of the game). The other Bolt tokens are discarded.

FOR A GOOD CAUSE:

When you try to smash the Basement Door, **every Monster present in the zone** can help, even Monsters from other families. Before rolling your dice, say what you intend to do out loud. The other players can add their Monsters' Action dice to yours if they want. This rule is an exception that lets you roll more than 5 Action dice.

Example: The Vampire father is active, and the player announces that they are going to smash the Door with the help of the Vampire child who is in the zone. The Werewolf child is also present in the zone and the Werewolf player says that they are going to help. The Vampire player therefore rolls 8 Action dice (4 + 2 + 2).

Careful! Only the active player gets the Basement Door token and 1 Bolt token if the Basement Door is smashed.



STATION B62

TRAILER


"This entrance was secret for years... Behind the door to the basement of this seemingly abandoned cabin in Maine, there's a nuclear waste recycling plant. Dangerous materials are piled high here and there in long hallways, and the consequences of questionable experiments are scurrying about – sometimes still alive."

SETUP

| Clarification: In this scenario, do not play the **MSUG Response Team!** card; use the **Knock Knock** card in its place. In addition, do not use the **K1-Boo Turret!** Trap card.

The **two members of the MSUG team** start this scenario in the open in the Basement. They work like **Surprise Visitors**: They are not included in players' **Death Orders** and do not provide **Bone** tokens when they are killed, but they are added to the **Wound Track** on the edge of the board.



A **K1-Boo Automatic Turret** is put in the corner of the Basement. Put **10 Bolt tokens**  next to the Turret to represent its structural points.

A **Weapon Crate** is placed in another corner of the Basement. Form the draw pile to place under the **Weapon Crate**. To do this, take the **4 MSUG Equipment cards** and add a **neutral Object card** of your choice. This card must be a **neutral Object** (not a **Bonus Action** or **Trap**) and cannot be a **healing card**.



SCENARIO-SPECIFIC RULES

END OF THE GAME:

The Monsters must kill both agents and destroy the automatic Turret before 9:00 a.m. If they don't, **all players lose together**. If the goal is achieved, determine the winner normally.

GUARD THE DOOR:

The two MSUG agents **can never leave** the Basement in this scenario.

PROTECTED:

Victims (excluding the MSUG agents) in the Basement **cannot be attacked** until the **K1-Boo Turret** has been neutralized.

K1-Boo TURRET:

In this scenario, the Turret has 10 structural points that are represented by Bolt tokens that work like Victims' health points. To destroy the Turret, all of its structural points must be removed with the **Attack** action. The Turret cannot be defended, and each **Success** makes it lose 1 structural point permanently. Players who attack the Turret keep the Bolt tokens that the Turret loses on each attack, like they would **Flesh** tokens from Victims (each Bolt token is worth 2 points at the end of the game).

AUTOMATIC FIRE:

At the start of each hour, before drawing the Event(s) and before the first player's turn, the Turret automatically fires on all Monsters in the zone, who try to protect themselves. To do so, the Turret rolls 1 **Reaction** die. If it rolls a **Success**, all Monsters in the Basement (regardless of family) roll 1 **Action** die each to try to defend themselves. Each Monster that does not roll a **Success** discards one token of their choosing, as they would on losing a fight in the Basement (see pg. 5).

AUTOMATIC DEFENSE SYSTEM:

Whenever a Monster enters the Basement, the Turret automatically fires at them. This works the same way as **AUTOMATIC FIRE** (see "Monsters' Failed Attacks in the Basement," pg. 7) but it only targets the Monster entering the Basement.

HELP YOURSELF!

At the end of each player's turn, each Victim whose miniature is in the Basement (except the MSUG agents) **receives one card drawn at random from the Weapon Crate** and equips it (see "Equipped Victims," pg. 7). Ignore this effect if the **Weapon Crate** is empty or if the Victim is already equipped. Monsters cannot search the **Weapon Crate**.

SCARE TO THE BASEMENT:

Once per turn, each Monster can perform this action for free. Roll the Monster's **Action** dice. If you roll at least 2 **Successes**, one Victim from the zone is scared and immediately put in the Basement.

RANSACKED CABIN

TRAILER

"Drawn by the smell of fresh meat given off by the victims and sick of trying in vain to break down the barricaded basement door, the monsters start destroying the cabin. Somewhat less stupid than their associates, a few realize that the basement is right under their feet in the living room..."

SETUP

[Clarification: Do not play the Trapdoor! and Toxic Gas Leak! Basement Event cards when you play this scenario.]

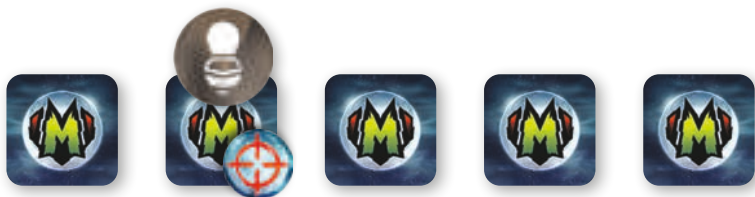
Before forming the Basement draw pile, put the **Chains** card on the Basement Door token. Then form the draw pile as normal, making sure that the **Bolt Cutter** card is included in the draw pile.

When all the players have established their Death Orders, prepare the **6 Room markers** below.



[Note: Most of these markers are double-sided. The back is not used in this scenario.]

Starting with the last player and in the order opposite from normal play, each player in turn chooses one of the 6 markers and puts it face up above the Victim marker of their choice in their Death Order. These markers may be placed on Victims who received Target markers.



Then put **6 Bolt tokens**  in the Living Room to represent the structural points of the floor.

SCENARIO-SPECIFIC RULES

NO CRITTLINS ALLOWED:

The Crittlins cannot play this scenario.

INTUITION:

For this scenario, each Death Order contains 3 elements:

- the order in which the Party Guests will die,
- each player's favorite meal, and
- the place chosen for the death of a Party Guest.

When a Party Guest dies, **if the zone in which they died matches the marker** that a player placed above their portrait, that player gets a Brain token. The player also gets an extra Flesh token if the zone is the Basement.

BREAK THE LIVING ROOM FLOOR:

In this scenario, the Living Room floor is solid but can be destroyed. It has 6 structural points, represented by **Bolt tokens**. To destroy the floor, all of its structural points must be removed with the Attack action. The floor cannot be defended, and each Success removes 1 structural point permanently. Players who attack the floor **do not keep the Bolt tokens** that the floor loses.

HOLE IN THE FLOOR:

As soon as the floor's structural points reach 0, the active player gets 1 **Bolt token** (this token is worth 2 points at the end of the game) and the **Hole in the Floor** marker is placed in the Living Room. When this marker is in place, Monster children can use one action to move between the Living Room and the Basement. Adult Monsters can never fit through the Hole in the Floor.



OPEN THE BASEMENT DOOR:

In this scenario, the Basement Door is chained closed from the inside.

Any player with at least one Monster in the Basement can discard the **Bolt Cutter** card at any time to cut the **Chains** and immediately open the Basement Door (even if the active Monster is not in the Basement). The **Chains** card is then discarded and the Basement Door token is turned to the "open" side. The Basement Door cannot be destroyed or opened using other effects. The **Bolt Cutter** card can also be used to defend a Victim. If it is, then the Basement Door will stay closed for the entire game! Unless a Monster is clever enough to recover the card from the discard pile...



NIGHT PATROL

TRAILER

"Tonight, the party is in full swing in the cabin. A pair of somewhat tipsy party guests has gone to the basement for some privacy. This improvised pantry is a real blessing for the starving monsters in the neighborhood."

SETUP

| Clarification: In this scenario, do not play the **Knock Knock** and **MSUG Response Team!** Nocturnal Event cards, the **Toxic Gas Leak!** Basement Event card, or the **Never Split Up!** Bonus Action card. **Roscoe** and the **MSUG agents** cannot be chosen as Party Guests.

Put 8 **Bolt tokens**  next to the Basement Door to represent its structural points in this scenario and separate them into 2 piles of 4 tokens each.

Choose 2 Victims who are not being played and put their miniatures in the Basement. Add their cubes, cards and markers like you did for the Party Guests. These Victims cannot be either Roscoe or the MSUG agents.

SCENARIO-SPECIFIC RULES

SMASHING THE BASEMENT DOOR:

In this scenario, the Basement Door has 8 structural points that are represented by Bolt tokens that work like Victims' health points. To destroy the Basement Door, all of its structural points must be removed with the Attack action. The Basement Door cannot be defended, and each Success removes 1 structural point permanently. The Monsters that attack the Basement Door **keep the Bolt tokens** that it loses on each attack, like the Victims' Flesh tokens (each Bolt token is worth 2 points at the end of the game).

911:

When the Basement Door's structural points reach 4 or less, put Roscoe's miniature into play in the outside zone corresponding to the Basement entrance, and then add his cube, card and marker like you did for the Party Guests.

To help you remember this rule, we recommend separating the Bolt tokens into 2 piles of 4.

NIGHT WATCH:

Monsters cannot attack the **Basement Door** if Roscoe is in play in that zone.

MYSTERIOUS DEATH:

When Roscoe dies, choose an **MSUG agent at random** and put his figurine in the outside zone corresponding to the Basement's position, then add his cube, card and marker like you did for the Party Guests.



HUNGER MAKES IT RIGHT

TRAILER

"Tonight, you weren't the first to enter the cabin. Errant monsters have already started drifting in, but they seem disorganized. Maybe if you feed them, you'll be able to tame one..."

SETUP

[Note: If you don't have the Crittlins, read the "Errant Monster" variation below to play this scenario without them.

No player can play the Crittlin family in this scenario.

Set up as normal, then prepare the 5 Room markers below.



[Note: Most of these markers are double-sided. The back is not used in this scenario.

Take the 5 Crittlins' figurines and profile cards.

Starting with the last player and going counterclockwise, each player in turn chooses one of the available Room markers and one of the available Crittlins. Each player puts the Crittlin's profile card in front of them face up, puts the chosen marker on top of the card, and puts the Crittlin miniature in the corresponding room.

Put the remaining Room markers and Crittlins (when playing with 4 players or less) back in the box.

When preparing the Basement Event draw pile, remove the Faulty Sump Pump card, prepare the pile, then put the Faulty Sump Pump card on top of the pile.

SCENARIO-SPECIFIC RULES

TAMING:

If a Monster from your family is in the same room as the Crittlin chosen at the start of the game, you may discard a Flesh token to tame the Crittlin. Discard the marker on that Crittlin's profile card. This does not count as an action. You may now use that Crittlin (see "Claw Attack" below).

CLAW ATTACK:

Once you've tamed a Crittlin (the Room marker is no longer on their card), if the Crittlin's card is face up, you can decide to play the Crittlin after you've played your Monster during your turn. Then turn the Crittlin's profile card face down (it will be turned over at the same time as all your family's other profile cards).

LONERS:

Crittlins do not have any abilities in this scenario. They are always considered to be children and do not belong to any Monster family, even after being tamed. Thus, the additional bonuses from specific Objects against certain families have no effect on tamed Crittlins. The Bonus Actions, Traps and Nocturnal Events apply to Crittlins as usual. Crittlins cannot mutate, and do not share in the family Mutations of the families that tamed them.

WATER PLAY:

Crittlins are not affected by the effect of the Faulty Sump Pump Basement Event card. In addition, they have one extra action in the Basement while this event is active.

ERRANT MONSTERS:

If you do not have the Crittlins, you may use Monsters from families that are not being played instead. If you do, these Monsters have 2 actions per turn, 2 dice per action, and do not have any abilities. Apply all the other rules for this scenario as if these Monsters were Crittlins (they are therefore considered to be children).



MONSTER SLAUGHTER UNDERGROUND

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