

MONSTER My Neighbor



7+



3-8



20 min

One player is the monster, others may be hunters. How can you tell who is who? As the cards keep getting exchanged, the identity of the monster remains vague. In one turn you can be a hunter trying to capture the monster and in the next moment you might become the monster escaping the hunters!

Game Preparation

- 1 Shuffle the 5 **Monster** cards and set them aside facedown as the Monster deck.
- 2 Place the Victory Point (VP) tokens next to the Monster deck.
- 3 Make a general deck with the remaining cards.

Round Setup

- 1 Take the following cards from the general deck to make the starting deck:
1 Hunter, 1 Hide, 1 Wanted
- 2 Shuffle the general deck and take a number of cards according to player count as indicated below and add them to the starting deck:

Number of Players	3	4	5	6	7	8
Number of Cards	8	12	16	20	24	28

- Take a card from the Monster deck and add it to the starting deck to complete it. Now, no one should know what cards are in the starting deck except the 3 cards taken out in step 1.



1 Hunter

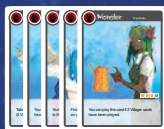


1 Hide



1 Wanted

+



1 Random Monster

+



other cards

- Shuffle the starting deck and deal 4 cards to each player.
- Place the remaining general deck in the center of the play area.





Note: Be careful not to mix the Monster deck and the general deck.

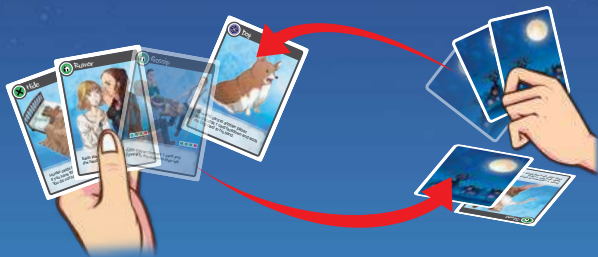
Round Overview

- The player who has the **Wanted** card in his hand begins the round by playing it. The **Wanted** card has no effect except for determining the starting player.
- Take turns in a clockwise order. Each player will play only one card each turn. The played cards are placed in front of the player who played them.
- The round ends when the **Monster** card is played or forced to be discarded by a **Hunter** or **Dog** card (see below for details).
- Scoring

Note: As players don't refill their hand, each round will last a maximum of 4 turns per player.

General Rules

- **Monsters** can only be played on the last turn of a round.
- **Hunters** can not be played on the first turn of a round.
- The colored numbers on some cards are a reminder for these restrictions:
 -  may not be played during the turn (here, the 1st turn)
 -  may be played during the turn (here, the 1st), but without effect
 -  may be played during the turn (here, the 3rd) if the condition is met
 -  may be played during the turn (here, the 4th)
- When a card effect contradicts the rules, the card effect takes priority.
- Cards discarded: Depending on the card that caused the discarding, cards go to different places to allow the players to keep a better overview:
 - Discarded by the **Friend** effect: Discard to the bottom of the general deck.
 - Discarded by the **Dog** effect: Discard facedown to the pile of played cards of the player who played the dog.



Special Cards

Monster

If you play the **Monster**, you win the round immediately! Remember that the **Monster** can only be played on your last turn of a round or if its special condition is fulfilled.

Hunter

If you force a player to discard the **Monster** with a **Hunter**, you win the round immediately!

But be careful: Certain cards allow the targeted player to ignore your **Hunter**!

Note: You cannot play a *Hunter* card during the first turn of a round.

Dog

If you force a player to discard the **Monster** with the **Dog**, you win the round immediately!

However, be aware that when you play the **Dog**, the target player chooses which card to discard. So most likely you will only manage to catch the **Monster** with the **Dog** if it is the last card in a player's hand.

Friend

When you play a **Friend** card, you become the monster's friend and win or lose the game with the monster!

When a player is forced to discard the **Monster** by a **Friend**, it is a Friend's Betrayal! In this case, the Friend will also lose the game!

Note: Unplayed *Friend* cards have no effect.

Hide

The **Hide** card (and certain Monsters) allows a player to ignore any **Hunter** effects as long as it is in the player's hands. These cards are not revealed when you use their effect.

Note: *Hide* does not protect you from the *Dog* discard effect!

Scoring (at the end of each round)

- 1 If the **Monster** was successfully played: Monster & Friends gain 2 VP.
- 2 If the **Monster** was discarded: The player who forced the **Monster** card to be discarded gains 2 VP. Everyone else, except Monster & Friends, gains 1 VP.
- 3 If the **Monster** was forced to be discarded by a **Friend**: Everyone, except Monster & Friends, gains 1 VP.

Each player takes the necessary VP tokens as a reminder.

New Round

The cards used this round are put back in the general deck, except the **Monster** card, which is set aside. Start the next round with a new **Monster**.

Game End

The game ends after the scoring of the 5th round. The winner is the player with the most VP. If there is a tie, the tied players share the victory. If you still want to decide the sole winner, shuffle the used Monster cards and begin an additional round until the sole winner is decided.

FAQ

- 1 **What happens if I have four *Hunters*—or three *Hunters* and the *Monster*—when the round begins?**

You should discard a **Hunter** facedown to your pile of played cards without effect and skip your turn. This card does not count for the special ability of the **Werewolf** or **Mermaid**.

- 2 **What happens if I use a *Fog*, *Gossip*, *Rumor*, or *Deal* as my last card and have no more cards left in my hand?**

Since they need another card to resolve the card effect, those cards are then played without any effect.

- 3 **If the first *Hunter* card is discarded, for example by a *Friend* or a *Dog*, does the *Mermaid* lose her ability?**

No, the **Mermaid** can still ignore the first **Hunter** card which is played, because the discarded **Hunter** does not count as played.

- 4 **Does the *Werewolf* count discarded *Hunter* cards to use his ability?**

No, the **Werewolf** counts only played **Hunters** and not discarded ones.

- 5 **When playing *Deal*, who chooses whether 1 or 2 cards are exchanged?**

The player who played **Deal** chooses the number of cards exchanged.

- 6 **When playing *Steal*, can I give back the card I just stole?**

Yes!

- 7 **What happens if the player chosen by a *Friend* card has no *Hunter* card?**

Nothing happens but the player who played the **Friend** card still becomes the monster's friend.



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