

# MONSTER

**GoVenture Monster Card Game** is fun, fast, and easy to play, but with deep strategy. Choose your weapon, capture monsters, and claim bounties. Will you focus on the bounty or saving the world? Will you collaborate with other monster hunters or try to foil them? Play and find out! Gameplay is easy for kids (ages 8 and up) and engaging for adults. For 2 to 6 players.



Visit [GoVentureCardGame.com](http://GoVentureCardGame.com) to watch the tutorial video and other ways to play. Published and Copyright MediaSpark 2016. Monster illustrations by Paige Rankin

## START-UP and WINNING

- Set up the game as shown to the right.
- Earn GOLD COINS by delivering MONSTERS to claim BOUNTIES.
- The winner is the first player to have 20 GOLD COINS on hand or to collect all 3 unique WORLD cards.

- Shuffle MONSTER cards and deal two cards faceup to each player. Place deck facedown.
- Shuffle BOUNTY cards and place facedown.
- Shuffle ACTION cards and place facedown.

- Play moves clockwise. Youngest player goes first. Start by following ON YOUR TURN and refer to other directions as you play.



Discarding a card provides you space for another card in your hand, or can be used to reward the next player with a useful card, or can be used to cover ("burn") the current faceup discard so the next player cannot pick it up.

## ARSENAL

- Place GOLD COIN cards, WEAPONS cards, and WORLD cards faceup to the side as shown. This is the ARSENAL. Players may access the ARSENAL as needed.



## WORLD CARDS



When a player claims the bounty for any 2 of the MONSTER types shown on a WORLD card, they are awarded the matching WORLD card. Place your 2 MONSTER cards back in the game box so they are not reused.

Collect all 3 WORLD cards to win the game. A player cannot earn more than one of the same WORLD card.



**BONUS** — MONSTER cards with a globe icon are global fugitives. A player that claims the bounty on such a MONSTER immediately earns the corresponding WORLD CARD.

## GOLD COIN CARDS

Players may use these cards to make change when smaller payments are needed.



## ON YOUR TURN

- Pick up one MONSTER card from the deck or top discard. This is the START of your turn.
- Do any or all of the following (no limit):
  - TRADE cards with other players
  - Buy or return WEAPONS cards
  - Buy or play ACTION cards
- Pick up one MONSTER or BOUNTY card (or the top discard of either deck). Claim the BOUNTY if you can. This is the END of your turn.

## Game Rules

- CARD LIMIT:** You may hold any number of cards during play, but you cannot hold more than a combined total of 5 MONSTER, WEAPON, and ACTION cards when your turn ends (after step 3). To reduce cards, discard MONSTER or unplayed ACTION cards, or return WEAPONS to the ARSENAL. You cannot trade cards or buy or play an ACTION card after you complete step 2.
- FACEUP:** All cards in your hand must remain faceup, except for unplayed ACTION cards.
- DISCLOSURE:** Players must disclose the number of GOLD COINS they have, but unplayed ACTION cards may be kept secret.
- RESHUFFLE:** If all MONSTER or BOUNTY cards are used, reshuffle the discard pile (except for the topmost card) and continue playing.

## WEAPONS CARDS

- WEAPONS cards are needed to claim a BOUNTY.
- You may choose your first WEAPONS card for free during any of your turns.
- You may purchase a WEAPONS card from the ARSENAL by paying the price shown on the card to the ARSENAL.
- You may hold one or more WEAPONS cards.
- You may trade WEAPONS cards with other players for whatever terms are negotiated.
- You may return a WEAPONS card to the ARSENAL (but you do not receive any GOLD COINS).



There is no benefit to holding two of the same WEAPONS cards, except to try to stop another player from earning a WORLD card.

## MONSTER CARDS

When you pick up a MONSTER card, do one of the following:

- Keep it** — you have captured a MONSTER! Keep MONSTER cards to trade with other players or to buy ACTION cards. The numbers on the cards are not used in this game.
- Discard it** (faceup next to the deck).



## BOUNTY CARDS

You may only pick up a BOUNTY card if you can immediately deliver the MONSTER. To deliver a MONSTER, you must have a matching WEAPONS card and a matching BOUNTY card. Deliver a MONSTER to claim the BOUNTY.



Say "ka-ching" out loud!

Shown above are three matching DRAGON cards. Set the BOUNTY card and the matching MONSTER card aside. They are now yours and the BOUNTY card acts as GOLD COINS. These cards do not count towards your 5-card limit.

Claiming a BOUNTY gets you one step closer to earning a WORLD card and adds to the GOLD COINS needed for a win.

If you cannot claim the BOUNTY, you must immediately discard the BOUNTY card — you cannot hold this card. To discard, place the card faceup next to the BOUNTY deck. The next player may pick up this BOUNTY card if they can deliver a MONSTER.

## BONUS ACTIONS

When claiming a BOUNTY that has a card action icon, you must immediately force another player to take the action shown:

- Pick up one MONSTER card from the deck or top of the discard pile (their choice).
- Lose one MONSTER card of their choice to the top of the discard pile.
- Pick up one ACTION card from the deck.

## ACTION CARDS

- ACTION cards are always of benefit to the player who holds them, and some cards can be used against other players.
- You may buy an ACTION card in return for any 2 MONSTER cards. Place the 2 MONSTER cards faceup in the MONSTER discards. You choose which of the 2 cards is on top. Consider placing the card on top that is of least value to the next player.
- A player may choose to keep an ACTION card facedown until it is played.
- Some ACTION cards must be played during your turn, while others can ONLY be played during another player's turn.
- An ACTION card cannot force a player to pay GOLD COINS they do not have.
- When an ACTION card is played, it cannot be used again in the same game — place it back in the game box.



## TRADING CARDS

- Players may buy, sell, or trade WEAPONS cards, ACTION cards, and undelivered MONSTER cards for whatever terms are negotiated between them.
- Players cannot trade WORLD cards, delivered MONSTER cards, or BOUNTY cards, but BOUNTY cards can be used as GOLD COINS.