

# Monster Maker Card Game

## Instructions (English Translation)

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Questions, comments, or have any interesting 'House Rules' to share? Email me at:  
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### 1. Description of game:

In this game, you use "corridor cards" to traverse through the dungeon in order to get the treasure on a "treasure card". You can use "monster cards" to interfere with your opponents' progress. If a "monster card" is used on you, you have to use "character card(s)" to fight and defeat the monster.

If you safely return from the dungeon, you can receive gold for your treasure. Also, the first player to return can draw one "prize card" and receive gold for that as well.

### 2. How many can play

From 2 to 6 players can play, but the game is best suited for 3 to 4 players.

### 3. How to play

#### <Preparation>

Shuffle the "Monster Maker Cards" (Just referred to as 'cards' from now on) face down. Each player draws 7 cards. If any of the original cards are "trap cards", exchange them with the remaining cards, and shuffle the trap cards back into the draw pile.

Shuffle the "treasure cards" and the "prize cards", and set them face down 2 respective piles.

Determine the first player to play by rolling the dice or by rock-paper-scissors. After that, play continues clockwise.

#### <Turn>

When your turn comes, draw a card, and then do any 1 of the following:

- 1) Place a "corridor card" in front of you, and travel through the dungeon. If you placed "corridor cards" on a previous turn, place the card on top of it so that you can see the numbers of all the corridor cards you have placed. The total of the numbers is the distance you have travelled (the units for that era are "perch", which is equivalent to about 20 meters). When an opponent has placed a "monster card" in front of your corridor, you cannot play a "corridor card"
- 2) Place a "monster card" in front of an opponent's "corridor card(s)" in order to interfere with that player's progress. You cannot place a monster in front of a corridor that already has a monster in front of it.
- 3) When an opponent has placed a "monster card" in front of your corridor, you may play any number of "character cards" and fight the monster. The used "character cards" are placed in the discard pile. If you win the battle, the "monster card" is also discarded, and next turn you may continue through the dungeon. If you lose the battle, the "monster card" remains in front of your "corridor card(s)", and you will need to fight it again later.
- 4) If you have 8 cards in your hand, and you either cannot or do not want to do any of the above options, you must choose one card and place it in the discard pile. You may not have 8 or more cards at the end of your turn.
- 5) If you have 7 or fewer cards in your hand, you can say "Pass" and play will continue on with the next player.

#### <Battle>

The red number on a "monster card" is that monster's strength. In order to win a battle, the characters' strength must be equal to or greater than that number.

The 'D' on the "character card" is the number of dice you roll. If '2D+3' shows, you roll 2 dice, and add 3 to the result, and that becomes that character's strength.

If you use 2 or more "character cards", figure out each character's strength, add them together, and then compare to the monster's strength.

### <Cleric>

1) Automatically dispells an "Undead" monster (discard both cards). A list of "Undead" monsters is in the appendix. See also "House Rules/Rule Interpretations".

2) Can be exchanged for a "character card" that was just used and discarded earlier in the turn. When doing this, announce it by saying "Heal".

### <Spells>

"Spell cards" (scrolls) cannot be used by themselves. When used with a "character card", the effect written on the card takes effect. See "House Rules/Rule Interpretations".

"Sleep" and "Charm" spells only work on human type monsters. While mostly common sense, a list of human-type creatures is in the appendix.

### <Special Way of Using Charm>

If a Magic-User or Elf uses "Charm" and defeats a human-type monster, that monster can be placed in front of another player's corridor (presuming it's empty).

### <Detour>

If there is a monster in front of your corridor, you can use a "detour card" to go around it. Both the "monster card" and the "detour card" are placed in the discard pile.

**2nd Edition change:** In 2nd edition, you also remove the most recent corridor card you placed when playing a detour.

### <Trap>

If you draw a "trap card", you must show it to the other players (See House Rules/Rule Interpretations). If you have a "thief" at that time, you can avoid the trap. By discarding the "thief", you may also place the failed trap in the discard pile.

If you don't have a thief, you fall in the trap. Choose and discard three of your cards, and place them along with the trap card in the discard pile.

### <Treasure Cards>

When you've traversed across 100p (perch) or more of corridors (it doesn't matter how many), you arrive at the treasure room. Announce this by saying "Treasure Room" and drawing one card from the treasure pile. Descriptions of "treasure cards" with Japanese text are in the appendix.

A player will receive gold equal to the number written on the treasure card, but that is only once he/she has returned from the dungeon.

The 'D' written on some cards, same as with "character cards", refers to the number of dice that are rolled. This is done when the game is over.

If the card you draw has "open" written on it, show the card to everyone, and follow the directions. 'Open' is the word written in pink (it's the only thing on the treasure cards written in pink), and translations, again, are in the appendix.

There are also cards that can become weapons. You can use these on the way back. If you use a "treasure card" in combat, there is no need to discard it.

When you draw a "secret door" card, if you have a "Thief" or a "Dwarf", you can discard them and draw 2 "treasure cards". If you do not have a "Thief" or a "Dwarf", you can remain in the "treasure room" until you draw them at the beginning of a turn, or aim for getting the "prize card" and begin on the road back, either is acceptable.

### <The Road Back>

You once again play "corridor cards" and travel. The length of your return has to be identical to the length of the corridor you took to the "treasure room". If, when you announced "treasure room", you had traversed 105p of corridors, when your

return path reaches precisely 105p, you return from the dungeon. However, if you cannot reach exactly 105p, you become lost and cannot return (You can of course decline to play any corridor cards until the one you need to finish your path comes up, as long as there are cards in the draw pile and noone has returned from the dungeon yet).

### <Prize Cards>

The first player to return from the dungeon may draw 1 "Prize card". That player receives as much gold as is printed on the card.

### <Endgame>

When the draw pile is exhausted, noone may draw any more cards. Also, once someone has returned from the dungeon, noone may draw any more cards. After that, you must return from the dungeon with only the cards in hand. When a player runs out of cards during endgame, his game is over. Any party that is unable to return from the dungeon, dies inside of it.

Any playable unable to return returns his "treasure cards" to the stack and shuffles it. However, "Secret Door" and "Goddess Idol" can only be used once a game (either remove them from the game when a player dies or redraw them if they are drawn a second a time).

## 4. 5 and 6 player rules

- 1) When playing 5 player, the length required to reach the treasure room is 80p or more.
- 2) When playing 6 player, the length required to reach the treasure room is 70p or more.

## 5. Determining the Victor

When the "treasure cards" or "prize cards" are exhausted, the game is over. Compare everyone's gold, and the player with the most gold wins. (A game consists of trips to multiple dungeons). You may also determine the victor by playing multiple times and going by the number of single-dungeon wins.

## Appendix

### A. House Rules/ Rule Interpretations

Being a very old game, the rules are not near as clear on various important points as they should be. Even the victory conditions (immediately above) are open to interpretation. Here are a few points that are not made clear by the rules, and how they are going to be handled should be decided before the game starts.

#### i. The Cleric

The rules do not state whether or not the Cleric's dispelling of an undead takes up your action for the turn. It is an important thing to decide before the game starts, but neither interpretation seems to unbalance the game. Based on the fact that there is a treasure card that dispels Undead without being used up, it seems like dispel is not meant to be one of the actions for the turn.

#### ii. Detour card

The rules do not state if detour cards use up the action for the turn. However, it seems to me that it was not intended to take up your action for the turn (it was not listed with the possible actions for you to take).

#### iii. Spell Cards

The rules do not specify whether anyone can cast spells, or if only Elves and Magic Users can. If anyone can cast spells, it is still apparent that only Elves and Magic Users can get the extra benefit of placing a charmed monster in front of another player's corridor. The phrasing used in 2nd edition rules imply that anyone can cast spells, however.

Secondly, it is not apparent whether an attack spell's strength is added to the strength of the player using it, or if it replaces it. If spells replace the user's strength, then spells like "magic missile" are far weaker than most characters' strength. However, even then the automatic "10" for the magic missile is a guaranteed kill against the likes of Kobolds and Giant Rats, whereas 3D+2, while averaging much better than 10, would have a chance of failure. It \*seems\* like they intend for the number to be added to your strength, but as mentioned, they did not specify anywhere in the rules. Note: 2nd edition rules state that the numbers \*are\* added.

My favorite house rule is to allow players who defeat a monster placed in front of them to then place a corridor in they same turn if they wish. There's multiple annoyances/imbalances of the game that this fixes, beyond just speeding up play.

Lastly, it is not made clear if Charm works in combination with other characters who join in the attack. If you have a Fighting dealing 3D+3 damage, and Charm does 4D, can they be combined to defeat and or Charm a monster? My personal house rule is that Charm cannot be combined with other attacks (the 4D from Charm alone must overcome the monster).

#### iv. Trap cards

Trap cards rely on honesty of the players to work. A player is supposed to show other players a trap card as soon as he draws it, but a dishonest player may keep draw it, keep it in his hand, and wait until he has a thief before pretending to have just drawn it. If you think this is becoming a problem, then you can play with the trap cards face up in the deck. While you'll see it coming, there is no way to avoid drawing trap cards or change the number of cards drawn, so there is no way to affect who gets the trap. On the other hand, the element of surprise is lost.

## B. List of Creature Types

### i. Human Type Monsters

Ogre  
Bandit  
Orc  
Lizard Man  
Goblin  
Berserker  
Kobld (their spelling)

### ii. Undead Types Monsters

Ghoul  
Zombie  
Skelton (their spelling)

### iii. General category Monsters

Black Magician (not a human-type, presumably because he's conceivably resistant to magic spells)  
Dragon  
Giant Rat  
Giant Worm  
Cave Bear  
Giant Centipede  
Giant Spider  
Cobra  
Giant Ant  
Minotour (their spelling)

## C. Treasure Cards

**2nd edition note:** Treasure cards were not originally included in the 2nd edition of Monster Maker 1 (Monster Maker Revised). However, the cards were included with the release of 2nd edition Monster Maker 5: Sofia (Monster Maker 5 Revised).

All cards are listed, even if there is nothing special about them. First is the name of the item, then a description of the art on the card, and then the effect or value of the card. Items with the "Open" notice (pink writing) are first, followed by ones that can be used as weapons, and finally treasure with no special effects.

Royal Princess (Princess with yellow hair and a white dress). OPEN: Battles on the way back are at -1 strength (you have to protect her ^\_^), value: 400gold

Secret Door (An open sliding brick door). OPEN: If you have and discard a thief or dwarf, you may discard both the secret door and the thief or dwarf and receive two treasure cards.

Pile of Gold Coins (Um, a pile of Gold). OPEN: The length you must travel on the way back increases by 10p (to simulate encumbrance). value: 250gold

Holy Coffin (a Golden rectangular chest/coffer) OPEN: The length you must travel on the way back increases by 15p. Can

dispel any "Undead". value: 350gold

Statue of Goddess (Bronze statue of a woman with her arms crossed). OPEN: Roll the dice. On a 1,2,or 3, has a value of 400gold. On a 4,5, or 6, is worthless.

Statue of Hero (Silver statue of a fighter with a sword in his right hand). OPEN: The length you must travel on the way back increases by 15p. value: 150gold

Sacred Goblet (Golden chalice/cup). Can dispel Undead. Can be kept secret until needed (is not "OPEN") value: 300gold.

Treasured Sword (Pink/Red Sword). Weapon: Gives +1 during combat to a Fighter or Elf (all weapons can be kept secret until needed, are not "OPEN"). value: 200gold

Sword (Sword with tan/red hilt). Weapon: Gives +1 during combat to a Fighter or Elf. value: 150gold

Magic Sword (Sword with grey/black hilt). Weapon: Gives +2 during combat to a Fighter or Elf. value: 200gold

Holy Sword (Sword with a gold hilt). Weapon: Gives +2 during combat to a Fighter or Elf. value: 200gold

Magic Wand (Grayish Blue Wand/staff). Weapon: Gives +2 during combat to a Magic-User. value: 200gold

Sorcery Book (Book with a blue cover). Weapon: Gives +3 during combat to a Magic-User or Elf. value: 250gold

Magic Armor (Blue armor). Weapon: Gives +1 during combat to a Fighter or Dwarf.

Magic Bow (Blue bow). Weapon: Gives +2 during combat to an Elf. Value: 200gold

Items without special effects:

Ring (Yellow ring with a green gem). 150gold

Mystic Map (um, a map). 3Dx20gold

Golden Statue (Gold statue of a robed priest). 200gold

Cursed Ornament (Green statue of a horned, winged creature). 4Dx20-200gold

Ancient Manuscript (Book with tan cover). 1Dx50gold

Lost Crown (Crown with red and green jewels inset). 300gold

D. Errata (2nd edition rerelease only)

Sleep's value should be 2D, not 1D.

### **E. Thanks!**

Thanks for reading, as mentioned at the top, if you have any questions, comments, or have any interesting 'House Rules' to share, email me at:

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