

Mobs and Monsters.

Another way to play by Stone Soup Games

A quick 2 player card drafting and engine building game.

Components;

9 “A” cards, 18 “B” cards, 15 “C” cards, 1 2XToken, Attack Tokens, Coins

(Please note that colour is not essential to the game but is only a guide to a card's purpose. For print and play a low ink no-colour version is available)

Set Up.

1. Create a bank of attack tokens and coins that players can take from
2. Randomly give each player a copy of Grocers. Once copy has a star on its number and this can be used to determine the first player.
3. Shuffle the B and C decks and put them in separate face down piles near the bank.
4. Set out the 9 cards of the A deck face within reach of both players. This is called the supply.

The Aim.

The winner of the game is the player with the most gold at the end of the game.
(see Scoring for more detail)

Gold is gained by running an economy that is built from cards. You may also produce attacks that damage your opponent's economy.

How to play.

A round consists of a **drafting phase, economy phase, healing** and then **attacking**. There are five rounds in total. The fifth round has some special rules which are covered at the end of this section.

The Drafting phase.

At the start of this phase you will need to lay out cards face up. The first round uses cards from the A deck (done in set up). The second round will use the top 9 cards of the B deck. The third round will use the next 9 cards of the B deck. The fourth round will use the top 9 cards of the C deck. The fifth round will use the last 6 cards of the C deck. These are called the supply.

The first player is alternated for the first four rounds; in the first round it will be the player with a star on their grocers card and in the second round it will be their opponent and so on.

Starting with the player who is first player in this round and taking it in turns, each player either takes a single card from the supply. This continues until a player has taken 4 cards from the supply.

Any cards left in the supply (there will always be at least one) are moved into “the discards” off to one side.

Note: The Hedge allows the player who chooses it, to gain a card from the discards when the Hedge is gained from the supply. This additional card does not count towards the maximum a player may take from the supply.

The Economy phase.

Each of the cards will have one or more arrows on it. These arrows either generate an output with no input or turn an input into an output.

Each arrow can only be run once during the economy phase. Arranging cards in the order they produce is a useful visual aid for players but is not necessary in order to run your economy. You can revisit the same card to run a different arrow, with several steps in between (which would be hard to depict by arranging cards.) You just can't run the same arrow twice.

At the end of the economy phase all outputs which could not be used as inputs somewhere else are lost except for gold or attacks in the form of mobs or monsters. These are collected as coins or tokens from the bank. Coins are added to a player's own stash and will be important for victory. Attack tokens should be kept in front of the player who produced them until the attack phase.

The 2X token, gained if a player gains Guilds, is also placed or moved in this phase. It does not have to stay where a player placed it in a previous turn but must remain in one location for each economy phase.

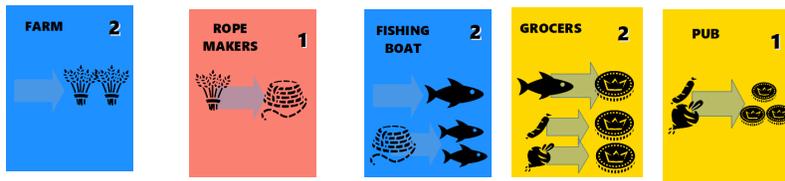
2 X

The 2X token duplicates all arrows on a card. This means if it was placed on a garden the card would now produce two vegetables. If the token was placed on a Grocers then a player could sell up to two fish for one gold each, up to two sausages for one gold each and lastly up to two vegetables for one gold each. The 2X token does not merely double the output. If a player cannot meet the inputs to run an arrow twice they cannot do so.

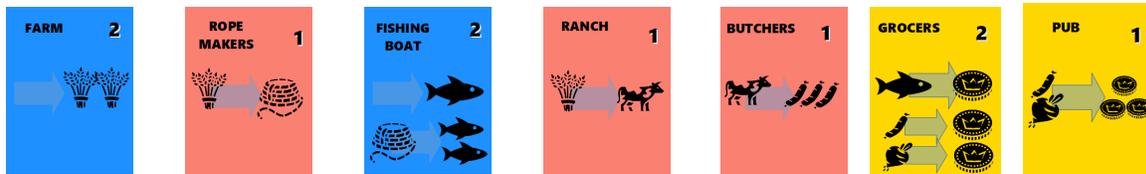
Here are three examples of simple economies;

Example 1. This economy will result in one gold. The farm can produce two wheat, one of which can be turned into rope and this rope allows the fishing boat to produce two extra fish on top of its usual one, however the grocers can only convert one fish into one gold so the extra fish will be lost. There are no vegetables or sausages to sell at the Grocers or Pub.

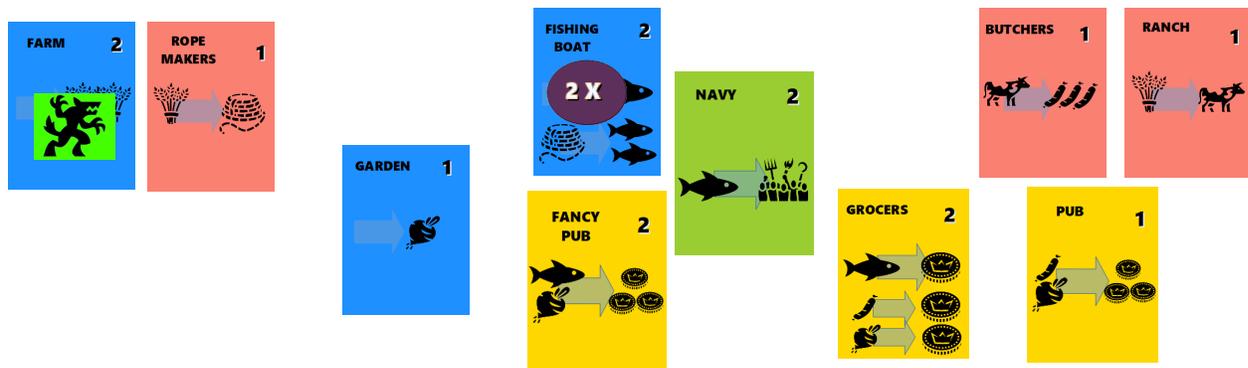
Note: Beginning players may assume that the grocers will allow them to convert any number of fish to gold at a rate of one gold to one fish. This is NOT correct. Each arrow can only be run once.



Example 2. In this economy the second wheat the farm produces can now make a cow using the Ranch. The Butcher can turn this cow into three sausages. The pub still can't be used because we aren't producing any vegetables. Instead we can sell one sausage at the Grocers and we can sell one of the three fish we produce at those Grocers too. The additional fish and sausage are lost as we have nowhere to convert it to gold (or attacks). Our final output is only two gold.



Example 3. In this economy our fishing boat can produce two fish but only because of the 2X counter. We cannot use the second arrow on the card at all because we lack the wheat to make the rope. This is because the farm is unable to produce anything because it has an attack token on it (see the later section on attacking). This also makes our ranch, butcher and pub useless. We have three possible places we can use our fish, we can sell a fish at the Grocers for one gold or we can turn a fish into an attack with the Navy card or we could combine it with the vegetable our Garden produces to sell at the Fancy Pub for three gold. We decide to produce one attack and then sell the vegetable and second fish for three gold at the Fancy Pub. Our final output is three gold and one attack; a mob.



Healing.

In this phase players remove all attack tokens that their opponent has placed on their cards in a previous round. Note that attacks which have been produced this round should not be placed until the next phase and so cannot be healed this round.

The Nunnery Card also refers to healing. Gaining this card allows a player to remove an attack token from their cards immediately and thus use a card in that turns production phase that they otherwise wouldn't have been able to. Note: This effect only occurs once, when the card is gained and if none of that players cards have any attacks on them gaining the Nunnery will have no immediate effect.

Attacking.

Attacks can be either mobs or monsters. The difference is purely aesthetic except when using these attacks as inputs in your economy. If at the end of the economy phase players have surplus attacks (that weren't used as inputs) they should have been kept as tokens in front of them.

Players place these surplus attack tokens that their economy produced this round onto their opponents cards.

A card can only have one attack token on it. While the card has an attack token on it none of the arrows on a card can be used in subsequent economy phases. Which player places their attacks first is of no tactical significance and attacking can happen simultaneously.

In the fifth and final round of the game replace the attacking phase with the subsequent scoring phase (mentioned below).

The Fifth turn

The fifth turn has a number of changes;

The first player is chosen based on who has the highest value card. This will be Guilds at 3.5 or if no-one chose Guilds then the Scientists' Tower at 3. If neither card was picked then the player with the most 2 value cards goes first and if this is equal then the player with the most 1s (or least zero value cards). If this still doesn't decide first player then it should go to the least experienced or youngest player;

Players only draft a maximum of 2 cards;

All gold produced in the economy phase for the fifth turn is doubled. Do this by doubling gold at the point it is produced even if it would be later spent in this economy phase. Note that attack tokens are NOT doubled;

Instead of allocating attack tokens they are used in the scoring phase.

Scoring

A player's score is the gold they have plus any attack tokens they have minus the total numbers in the top right corner of each of their cards. The score of Guilds (3.5) ensures that it will be impossible to have a tied score unless neither player picks that card.

The winner, on the one hand, is any player whose score is not negative, and any player who had fun, and all of us for the joy of friendship, but on the other hand it's the player with the highest score.