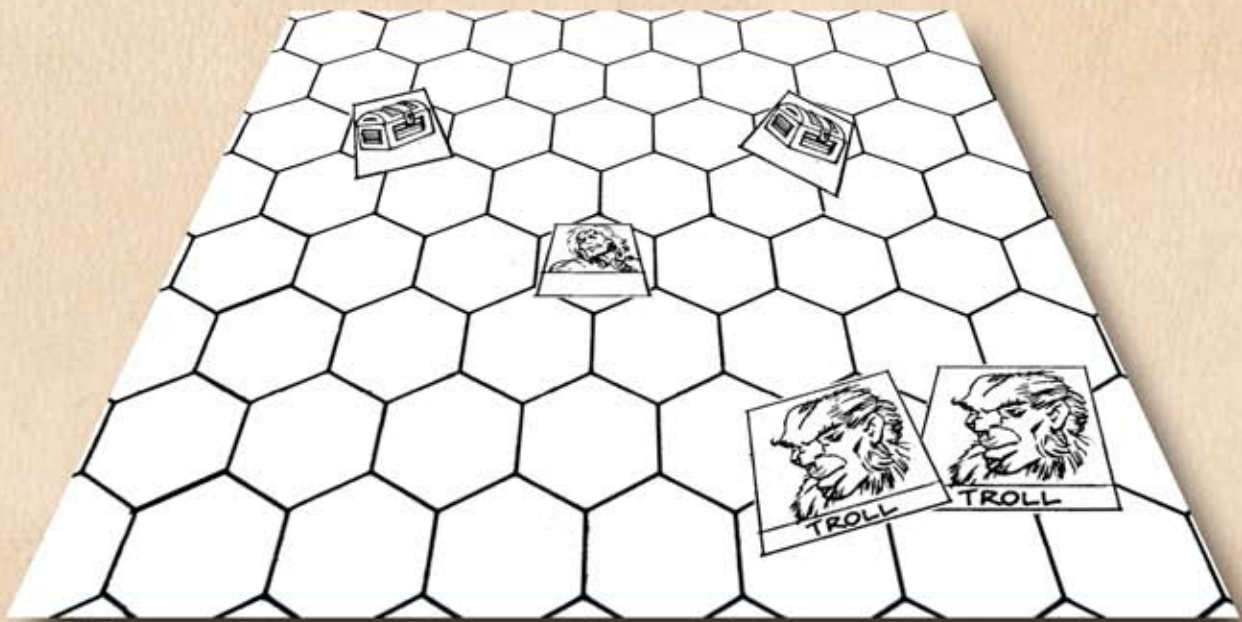


MONSTER FANDANGO



AN ORIGINAL GAME BY
TROY CHRISTENSEN



Monster Fandango

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The game is a simulation of monster versus monster combat in the ancient lands of Monokon. The game can be played with a single player, but excels with two or more players competing to complete a series of quests. Monster Fandango provides all the information and rules to play a match, from the initial set up of the board and the playing pieces to winning the game.

Each monster unit represents a single beast in the world of Monokon, which is then moved around the hexagon map board. Each hexagon represents an area where monsters fight, search for treasure, or perform special maneuvers.

Although Monster Fandango is not a complicated game, many of the tactics and strategies of the combination of monsters will become apparent over the course of many multi-player matches.

Each round players execute orders for their monsters in a round-robin fashion until all monsters have moved and performed either an attack, search, or special maneuver. Rounds are repeated in the same fashion until one player achieves three quests and wins the match.

Website: www.emeraldtablet.wordpress.com

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QUESTIONS

I would very much like to know what you think of the game. Please Write questions or inquires to phantasticgames@yahoo.com.

REQUIRED COMPONENTS

1. This rules booklet
2. A counter card, cut into counters
3. A hex map
4. A pencil, pen, or marker
5. Paper
6. Imagination
7. (optional) one eight-sided die

This rulesbook can be printed without permission from TC International as long as no portion of it is used in other games or works of fiction.

The hexagonal map represents a small portion of the world of Monokon and forms the contested grounds in each match.

You are permitted to print out the map any number of times, or feel free to reference gaming paper at their website for information on buying disposable hexagon gaming paper. More information is at their website: (www.gamingpaper.com).

You are also permitted to print out the counter card found in the back of this game. This sheet contains all the monster and item units found in the game

Although not required, it is highly suggested you play with multiple eight-sided dice. If the dice are

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not available, there are eight counters on the unit sheet that can be scrambled for random number generation. If the number counters are used, flip all of them over and scramble the location after each draw.

SET UP

Print out the counter card found on the back of this manual along with the hexagon map sheet. For each player, you should print at least one additional map sheet. It is recommended, although not required, to use a larger playing surface such as gamingpaper or one of the many laminated gaming mats.

If using a game mat or gamingpaper, there should be at least 25 hexes for each player in the game. More hexes are permitted.

If you use the downloaded hex sheet, you can tape them together in any way you desire. Just butt the ends of the maps together the best you can.

After printing out the counter card, cut the sheet into individual counters. You can print out extra sheets if you cut the sheet wrong or need extras.

Divide the counters into groups of like monsters. Those counters that do not have a name are considered villagers.

You should have a pile of villagers, lizardmen, horrors, elves, dwarves, orcs, ratmen, war dogs, trolls, black deaths, death beats, horses, and wolves. Each set of counters have special abilities and will be detailed below.

You should also separate out the numbered counters. If you have an 8-sided die, you can also use it instead of the counters.

SEQUENCE OF PLAY

Set the map board on the table and sort the monster units into divided piles.

Each player rolls 2d8 (or use the selected numbered chips) to generate three quests. Write each quest down. During play any player may examine another opponent's quests.

Start the game with the player who rolled the lowest number in the quest generation phase. If two more players yield the same number, each rolls a 1d8 and the lowest die toss starts. Play for the remainder of the game always goes clockwise around the table.

The game is played out in rounds. Each round is divided into Move, Attack, and Action for each monster on the board.

Each player selects 1 monster and performs an action, which may include moving, attacking, or using a special ability. When the unit is finished, play proceeds to the next player who selects 1 monster and acts. Play continues in this fashion until all monsters have been used.

If one player has more monsters, he can move any remaining units that are left when all other pieces have been played. This round-robin approach continues until all units on the board have performed an action.



STARTING LOCATION

Place a villager on the playing map, and mark it as the starting location for the match. All new monsters and villagers for that player will start here.

The starting location can be anywhere on the map, but traditionally it is located near the player sitting on the table.

ACTION

A unit moves across the game board at the speed of its Movement per round. *Refer to Monster Statistics for information on movement.*

A monster unit can move and perform one additional action, such as attacking, searching, or a special maneuver.

A defense roll is never charged against a unit.

A monster is not required to move or perform a task, and the player can simply point at the unit and tell the others that the unit "passes" a round.

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If you use the alternate rules of **FACING**; to change a facing of a unit requires the cost of expending 1 movement. That is, for a villager to change his face, he cannot move into a new hexagon.

STACKING

There can be at most 4 stack points in a single hex. Having more than 1 unit in a hex is called stacking. Each unit has a stack size cost that determines how many other items and monsters can be in the hex.

All items in the game have a Stack Size equal to one.

For example, a troll has a Stack Size of 3 and could carry a sword. A villager could ride a horse (both having a stack size of 2) but not carry an item. An elf could have a sword, bow, and armor since he is only a 1 stack size monster.

If the game is using miniatures instead of flat counters, use a coin or a chip that corresponds to another off the board where additional forces can be mobilized.

One player may always ask another what is in a particular hex.

There are multiple tactics to sharing a hex. Many monsters give a bonus to another unit that shares the same hex.

Enemy units cannot pass through a hex with a monster or another player character.

QUESTS

Each player needs to complete three quests to win the game. The first player, who finishes three quests, wins the match.

To determine the quests, roll 2D8 and refer to the table below. A quest can be finished by any number of monsters as long as all of the criteria are met.

Roll	Quest
2	Find 3 treasure chests and move each to the player's starting hex.
3	Capture the Flag: One of your opponent marks three points on the mapboard that your monsters must control collectively for 2 rounds.
4	Find a sword, bow, and armor having each item carried by a monster.
5	Control an Elf, Dwarf, Orc, and Villager for 2 rounds.
6	Control a horse, wolf, and war dog for 4 rounds.
7	Slay two trolls.
8	Mark the 4 corners of the map.
9	Slay an opponent's starting villager.
10	Slay 4 different kinds of monsters.
11	Slay two death beasts.
12	Control an opponent's starting hex for 3 rounds.
13	Rescue a kitten.
14	Find a Bow and slay any 1 monster.
15	Find a horse and have another monster unit ride to both ends of the map.
16	Collect three Bags of Money (cannot be spent until after the quest is over).



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ATTACK

Many of the quests require the player to slay a monster to complete. Target of an attack can be another player's unit or a random monster on the map.

To attack a target, the monster must be in an adjacent hex.

If the advanced rules are used, the attacker must also have the target in one of his front three adjacent hexes.

If a target is successfully hit with any sort of combat attack, it must make a defense roll. If successful, the target is unarmed. If the defense roll is not successful, the creature is killed and removed from the game.

MISSILE ATTACK

To attack a target at a range, your counter must be an elf or a monster with a bow, crossbow, or sling.

Bows can shoot three hexes, while a crossbow can shoot 4 hexes, and a sling has but 2 hexes. Count the hexes between the attacking counter and the target.

SEARCHING

Many quests in the game require the player to find an item or treasure chest. Each round a monster can make 1 search. Roll a d8 and compare it to the unit's search score. If the number falls in the range

of its Search, the unit has found something interesting.

A hex may be examined only once, marking the hex with the name of the player after a search.

A player cannot search his starting hex, or the hexes surrounding it.

If all the hexes are searched and no one has finished all three quests – then it is a fight to the finish, with the last standing player winning.

<u>Roll</u>	<u>Result</u>
1-4	Treasure Chest
5-6	Random Monster
7-8	Dungeon\Monster Lair

TREASURE CHEST

A treasure chest has a stack size of 2 and can be moved and carried just as any other item in the game.

A treasure chest has the possibility of holding more loot. All treasure chests are locked and trapped, requiring an additional search to safely open the box. If the second search fails, the trap is triggered, and the unit is killed and is removed from play – but the chest stays on the map! Because the trap has been triggered, the next monster to get to the chest may claim the reward.

<u>Roll (2d8)</u>	<u>Result</u>
2-3	Money Bag
4	Melee Weapon
5	Random Monster
6	Missile Weapon
7-8	Kitten
9-11	Horse
12-14	Magic Key
15-16	Potion

DUNGEON/MONSTER LAIR

There is a small chance that each time a player Searches, the unit will find a dungeon or a monster lair. Record the location of the site on the map.

After a dungeon is discovered, it can be searched again and again, unlike a traditional hex or a treasure chest.

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Roll 2d8 for each subsequent search of the lair. Random monsters that survive an encounter, will remain at the lair for the next encounter.

<u>Roll (2d8)</u>	<u>Result</u>
2-5	Money Bag
6-9	weapon
10-11	Potion
12-16	Random Monster

ITEMS

There are a number of items a monster can find in the game that has significance. All items in the game are magical in nature and benefit the unit carrying it.

Weapons add +1 to attack. A monster can only use 1 weapon at a time, but may carry additional weapons (as long as the stack size is 4 or less) and give it to another monster.

Armor and shields add +1 defense. A monster can only wear or use 1 piece of armor, but may carry other armor and give to allies as long as the total stack is less than 4.

Potion – use the potion to counter a death strike in combat or from the results of a failed attempt to open a chest.

Kitten – For quests but also allows the little kitty provides an escape of a combat (move the unit 3 hexes in any direction). Using the kitten for escape, removes it from the game.

Key – Use to Open a chest without the fear of it exploding. Each key has one use. A key has a Stack Size of 1.

Money Bag – Use the money bag to buy any 1 item in the game. Money Bag cannot be used to by a monster, but can be used to buy a weapon, armor, shield, kitten, or a potion. *Player can use the Money Bag at any time.*



RANDOM MONSTER

Roll 2d8 and refer to the random monster that appears with the treasure chest. A monster will move 1 hex in a random direction at the last person's round.

<u>Roll (2d8)</u>	<u>Monster</u>
2	Kitten
3	Elf
4	Dwarf
5	Ratman
6	Horror
7	Orc
8-9	Troll
10-11	Death Beast
12-13	Black Death
14-15	Wolf
16	Villager

STEALING ITEMS

A monster that is defeated in combat or dies from an explosion of a treasure chest, drops all of his items to the ground. It takes 1 full action for another monster to pick up items lying on the ground. A monster must be in the same hex as the items to pick it up.

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ORC

Stack Size: 2
Attack: 1-2
Search: 1

Move: 1
Defense: 1-4

Dark Sacrifice – An orc can take 1 attack meant for another target, within 1 hex of his position. After the attacker declares a target, the orc player can elect to have the orc unit take the attack. Roll defense as normal.



WAR DOG

Stack Size: 1
Attack: 1-5
Search: ~

Move: 2
Defense: 1

Guard Dog – Any unit the war dog is stacked with gains a +1 to their defense score.

War dogs can't open chests.

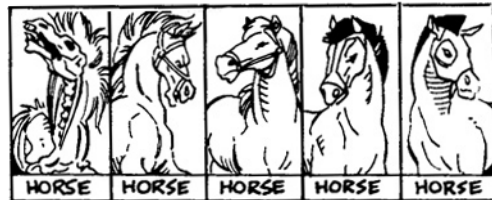


DWARF

Stack Size: 1
Attack: 1-3
Search: 1-5

Move: 1
Defense: 1-3

Stone Crawl – the dwarf can burrow into the ground removing the chance of being attacked until he moves again. When a dwarf tunnels into the ground, he can take with him a stack of up to 3 items.



HORSE

Stack Size: 3
Attack: 1
Search: ~

Move: 3
Defense: 1

Riding – Any unit stacked with a horse can move at its rate of 3 hexes per turn.

Horses can't search for items or open chests.



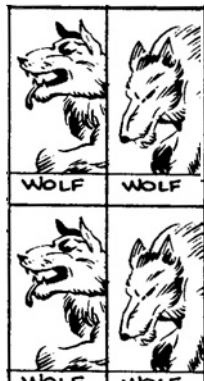
RATMAN

Stack Size: 1
Attack: 1-3
Search: 1-3

Move: 2
Defense: 1-3

Lucky – A ratman unit can add or subtract 1 point from any die roll that he is associated to (i.e. he can affect combat, defense, search, loot rolls, etc...).

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WOLF

Stack Size: 1
Attack: 1-4
Search: ~

Move: 1
Defense: 1

Pack Mentality – For each additional wolf in the hex, up to the stack size, all the wolves gain a +1 to attack and +1 defense. Three wolves, for example, would attack on 1-6 and defends at 1-3.

Wolves cannot search or open chests.



TROLL

Stack Size: 3
Attack: 1-6
Search: 1

Move: 2
Defense: 1-3

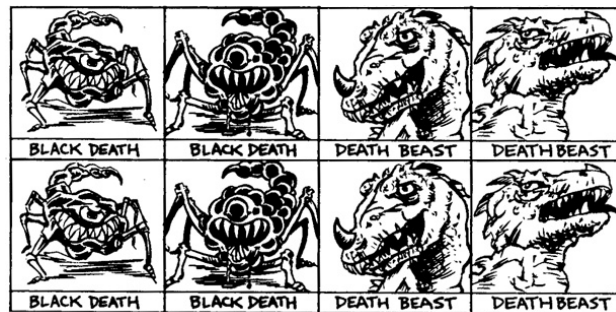
Regeneration – A troll that fails to defend does not automatically die, but rather the counter is turned upside down. The next turn he can spend the entire action to heal and be flipped over. If he is attacked again while flipped over and fails another defense, he is destroyed.

BLACK DEATH

Stack Size: 4
Attack: 1-5
Search: ~

Move: 2
Defense: 1-4

Rampage -- A black death can attack a hex as if it was a single target. All units in the stacked hex share the same fate – a successful hit requires each unit to make a defense or be destroyed.



DEATH BEAST

Stack Size: 4
Attack: 1-4
Search: ~

Move: 4
Defense: 1-5

Primordial Fury – the death beast can attack 1 unit in any three adjacent hexes as if it was a single attack. A successful attack results in each of those units to make a defense roll or perish.

Death beasts cannot search or open chests.

