

Monstrous Moon - Game Rules

About the game

Monstrous Moon is a trick taking game about monsters hunting humans in the light of the changing moon. Strategically win the right humans (tricks) to gain the most points.

Age: 10+

Players: 3-4

Time: 30 minutes

Components

32 Monster cards numbered 2-9 in four different suits

4 Moon cards (numbered 1)

27 Human cards

Moon board

Moon marker (eg a cube)

1 help card for scoring

Setup

If playing with three players, remove monster cards numbered 8 and 9 and one moon card.

1. Place the moon board in the center of the table. Place the moon marker on the first vampire (purple) space.
2. Shuffle the human cards and lay out a row of nine cards face up.
3. Shuffle the monster cards and the moon cards together and deal them to the players. Each player should have nine cards.
4. Choose a start player, or have the eldest player start the game.

Playing the game

A game of Monstrous Moon lasts for three rounds. In each round, you play nine tricks. In each trick, you play for the next human in line - the winner of the trick will take and place it in front of them. After each round, tally scores. The player with the most points at the end of the third round wins the game.

The Moon

The moon marker shows which monster (suit) is currently trump. When the moon marker is on a colour, the matching monster is trump. So when the game starts, the vampire (purple) are trump.

A trick

The first player plays a card from their hand. The other players, going clockwise, then play a card. After all players have played a card, determine who won the trick and give them the human. For the next trick, that player will go first.

When playing a card, you DO NOT have to follow suit.

Winning the trick

The highest trump wins. If no trump has been played, highest card wins.

A grey card can never win a trick. In case of a tie, the colour closest to the moon marker (clockwise) wins. In the rare occasion where all players play a grey 1, no one takes the trick. Discard the human. The same player as before plays first in the next trick.

Example: The moon marker is on purple. The played cards are blue 2, yellow 2, grey 1, and black 2. In this case blue wins since it is next on the moon track.

Moving The Moon Marker

After each trick, move the moon marker if the lowest card in the trick was a 1, 2, or 3. Each instance of the lowest card moves it as many steps as its value.

Example: Cards played are 1, 1, 2, and 7. The moon moves two spaces.

Example 2: Cards played are 3, 3, 4, and 9. The moon moves six spaces.

Ending The Round

When the final trick has been played, tall scores (see below). Leave the moon marker where it currently is.

If you haven't played three rounds, proceed to the next round by making a new row of humans, shuffling the monster cards, and dealing them to the players. The player to the left of the player who began the previous round plays first.

Scoring:

At the end of each round, players score the text on the middle of each human card in front of them scored in this round. These cards are then placed in a pile with just the bottom part showing for the next round.

If a player has won no tricks in a round, they score 10 points.

At the end of the final round scoring, all the bottom effects on all humans score. In addition, each suit of humans score as follows:

- 1 of a kind: 0
- 2 of a kind: 5
- 3 of a kind: -3
- 4 of a kind: 9
- 5 of a kind: -5
- 6 of a kind: 15

You can score negative points.

Immediate Victory

If a player wins all three tricksters, they immediately win the game.