





13 Monsters is a board game that requires skill, a good memory and a bit of luck. Come up with the perfect strategy as you collect, fight or trade for the parts you need to create your own ultimate monster.

If you do not have such a fighter yet, just keep looking for monster sets in the playing field, but never let your guard down! Other players will never stop building their own army of perfect monsters, even if they have to attack you with everything they've got.

Will you manage to create your own monsters in time to defend what's yours and beat your opponents or will your ill-advised strategy cost you an arm and a leg?

Goal of the game

Collect monster parts by turning over the cards

Create your perfect monster

Attack other players and take their monster sets

Win the game by collecting monsters with as many Health Points as possible.

The scientist who collects the most Health Points or becomes an "Elemental Master" wins the game!



Setting up the playing field

Shuffle the cards and lay out a nine-by-nine grid of monster cards with their faces down. Leave three empty spaces in the centre. You can place the "13 Monsters logo card" there.

Put the five dice where all players can reach them.

Play overview

Your career to become the ultimate "Beastmaster" consists of three levels. Within these levels, you have different options. The most "Beastly" player begins the game.

Level 01
Collector

You have not yet collected any Monster parts. Within this level, you can only search for a monster set until you have found one.

Level 02
Apprentice

You finally have some monster sets, but unfortunately not enough to build a monster yet. Before you start searching for monster sets again, you can trade monster sets with other players.

Level 03
Beast Master

You have created one or more monsters! You can now use different special powers. What these are depends on the type of monster you have created.





Your turn

How do you play the game?

A brief overview of your turn. We have also drawn up a schematic overview for the real scientists among us! You can find it on page 26.

Searching for monster sets

Available to Collector, Apprentice, Beastmaster

13 Monsters is a game that tests your memory. You can find and complete monster sets by turning over the right cards. With these monster sets, you can build different types of monsters.

Flip two cards. Found a monster set? You may search again. You are allowed to keep searching until you turn over two cards that do not match.

Once you have found the top of a head, a pair of eyes and the underside of a monster, regardless of whether these belong to the same creature, you have to create a monster.

Would you like to know more on how to create a monster? Read more on page 28.

If you have found a new monster set, your turn starts over.

Trading

Available to Apprentice, Beastmaster

Once you have one or more monster parts, a new action is added to your turn. This action phase is called "Trading".

If you have a monster part that you would like to trade with another player, you may do so before initiating the "Monster set search" action. You may trade as many parts as you like with as many players as you like.

You may also decide to make trading more appealing for other players by offering them more monster parts.

You may only trade complete monster sets.

Use special power

Available to Apprentice, Beastmaster

There are four special powers: Sacrifice, Permafrost, Prophet and Supernova. Except for Permafrost, all special powers must be used during your turn and before the "Monster set search" phase. Whenever you use a special power, you must tell the other players out loud. If you don't, the other players can take away your special power for that turn.

Did you forget to use a special power (other than Permafrost) before the "Monster set search" phase? That's too bad! Better luck next time!

For more information about the special powers, read page 32.

Attacking

Available to Beastmaster

Once you have a complete monster, things will get really interesting! You can now attack your fellow players' monsters or monster sets.

You may only attack before the "Monster set search" phase.

You can only attack once per turn, so choose your opponent wisely!

When you attack, you select an opponent. Before attacking this opponent, you must tell them which monster set you want to attack. If you win, the monster set you chose is yours! (This means you cannot take a different monster set than the one you chose to attack.)

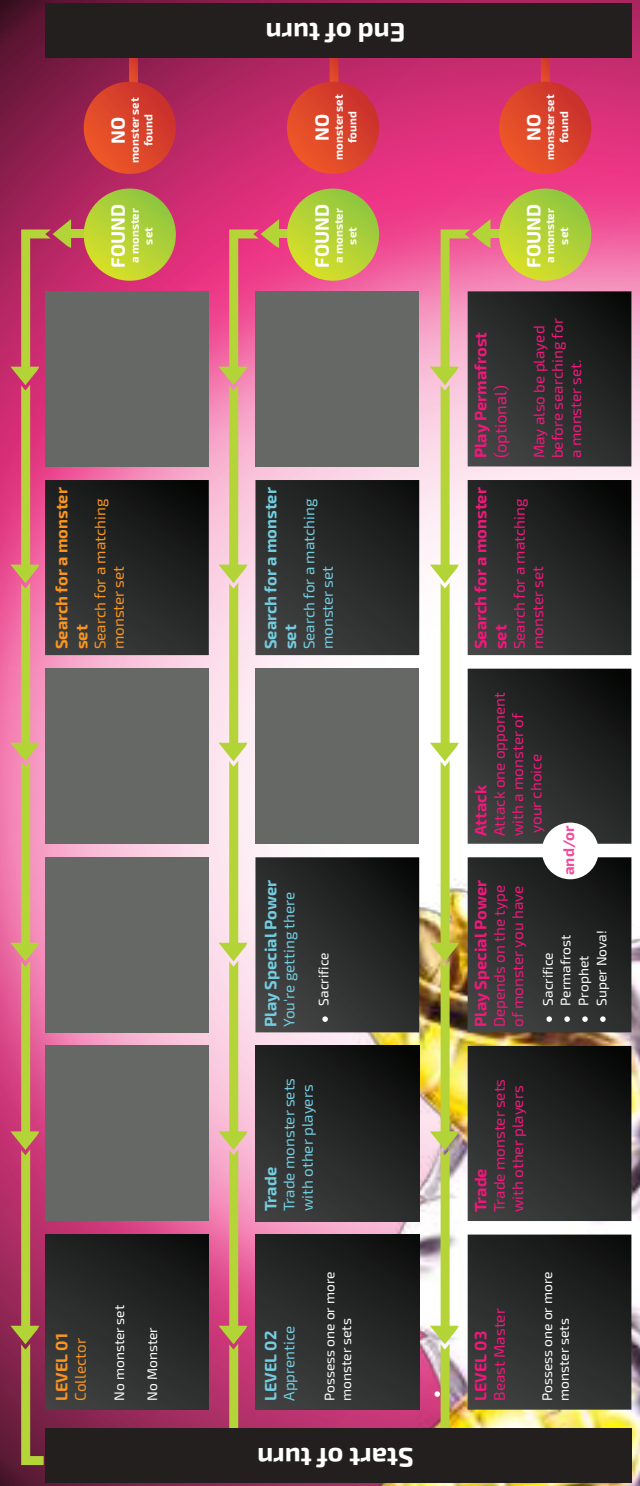
If the monster set you want is part of a complete monster, your opponent will defend himself with the number of throws that goes with the monster being attacked.

If you attack a monster set that is not part of a complete monster yet, your opponent will defend himself with the same number of throws that you are using to attack.

For more information about how to achieve a glorious victory over your opponents, read page 39



THIRTEEN MONSTERS



13 Monsters dictionary

A

Attacking

Attacking other players in order to win their monster sets.

For more information, go to page: 36 - 38

E

Elemental icons

There are five elements to be found in this game. Earth, Water, Air, Fire and Ghost. A monster's element is indicated by the icon in the top left or right corner of a monster card.

For more information, go to page: 36

Elemental Master

In addition to winning the standard way, you can also win the game by creating four Monster OGs with four different elements, e.g. a Monster OG from the Earth family, one from the Water family, one from the Air family and one from the Fire family. The 13th Monster is itself an element (Ghost), which can also be used by one of the four OGs if it did not play .

For more information, go to page: 39

M

Monster set

Two horizontally identical monster cards.

For more information, go to page: 28 - 29

M

Monster species

The four different types of monsters.

For more information, go to page: 30 - 31

Searching for monster sets

Finding the right monster sets by turning over monster cards.

For more information, go to page: 24

S

Sacrifice

Let your monsters interchange their parts to rebuild other monster sets or monsters.

For more information, go to page: 32

Special Power

There are four special powers, depending on the monster species you created.

For more information, go to page: 32 - 33

T

Trading

Trading monster sets with other players. You are free to decide the rules of the trade.

For more information, go to page: 24



Monster sets

The game 13 Monsters consists of:

- 13 Monster OGs, made up of six monster cards each
- Five dice
- Game rulebook
- Cheat sheet with tips

A Monster OG consists of three monster sets that you have to find. A complete monster is divided into three horizontal sets. Did you know that whenever you CAN make a monster, you MUST do so at all times?

You can also tell which parts go together by looking at the wheel surrounding the Elemental icons.

01
Top of head



02
Eyes



03
Underside



Example:

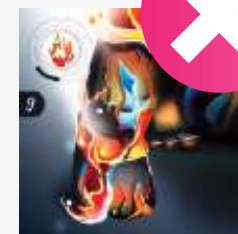
If you find a left part 02 and a left part 03 when turning over cards, they are not a match!



Yay!
Een match!



Argh!
A mismatch!



i
If your monster consists of multiple sets or matching elements, it will become stronger (Health Points) and more powerful (Special Powers).



Of course, Grunts and Abominations can also consist of monster set combinations that are different to the examples shown here.



Grunt

A Grunt consists of monster sets that each belong to a different monster.

Health Points

10 HP

Attack!

Yes

Special Powers

Sacrifice

Abomination

An Abomination consists of two matching monster sets and one monster set that belongs to a different monster.

Health Points

20 HP

Attack!

Yes

Special Powers

Sacrifice

Permafrost



Monster O.G

A Monster OG is the Holy Grail of monster-making. It consists of three matching monster sets. Look at it shine!

Health Points

40 HP

Attack!

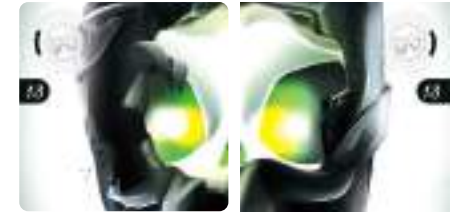
Yes

Special Powers

Sacrifice

Permafrost

Prophet



13th Monster

One monster is different from all others. With its own unique element, it seems nearly invincible. Monster supreme!

Health Points

60 HP

Attack!

Yes

Special Powers

Sacrifice

Permafrost

Prophet

Super Nova!



Special Powers

You can always use your Special Powers, even in combination with other special powers and/or attack. All special powers, except Permafrost, must be used during your turn and before the “Monster set search” phase. Whenever you use a special power, you must tell the other players out loud. If you don’t do that, the other players can take away your special power for that turn.

Did you forget to use a special power, other than Permafrost, before the “Monster set search” phase? That’s too bad! Better luck next time!

There are four special powers in total, which will be explained in the next section.

Sacrifice

Grunt, Abomination, Monster OG, 13th Monster

With the special power Sacrifice, you can rearrange your monster sets. This allows you to create your perfect monster before you attack another player. You must always tell your opponents out loud that you want to use Sacrifice.

- Sacrifice must be used before the “Searching for monster sets” phase.
- You cannot use Sacrifice outside your turn.
- You can use Sacrifice in combination with other special powers and/or attack.

Permafrost

Grunt, Abomination, Monster OG, 13th Monster

With the special power Permafrost, you can freeze cards. If you use this power, your opponents may not turn over the card you ‘froze’ during their “Searching for monster sets” phase. You must always tell your opponents out loud that you want to use the special power Permafrost.

You can indicate the use of Permafrost by placing a die on a monster card of your choice. It is advisable to have each player choose their own number on the die they use. Since there are only five dice in the game, a maximum of five cards can be frozen at a time.

- Permafrost can be used before and after the “Searching for monster sets” phase
- Permafrost is cancelled when you turn over the card you froze during your own “Searching for monster sets” phase.
- Permafrost is cancelled when someone (an opponent or you) attacks another player. After all, you need all dice (including those used for Permafrost) for an attack.
- You cannot use Permafrost outside your turn.
- You can use Permafrost in combination with other special powers and/or attack.



Prophet

Monster O.G, 13th Monster

When you use the special power Prophet, you may turn over not two but THREE cards during the “Searching for monster sets” phase.

Even if you find a monster part with the first two cards you turn over, you still have the right to turn over a third card. You must always tell your opponents out loud that you want to use the special power Prophet.

- Prophet must be used before the “Searching for monster sets” phase
- Prophet allows you to turn over three cards. If you already found a monster set with the first two cards you turn over, you may still turn over a third card. However, you may also choose not to.
- You cannot use Prophet outside your turn.
- You can use Prophet in combination with other special powers and/or attack.

Super Nova!

13th Monster

The 13th Monster can decide to go Supernova! When you use this Special Power, the 13th Monster becomes so blindingly powerful that it can absorb an opponent’s entire monster.

After using Supernova!, you may choose a monster owned by one of your opponents. This monster becomes yours.

After using Supernova!, the 13th Monster is removed from the game. The 13th Monster cannot attack again or use any other Special Powers.

However, the 13th Monster is still counted when tallying each player’s score at the end of the game, but **can’t** be used as part of the “Victory! - Elemental Master.”

- Supernova! must be used before the “Searching for monster sets” phase
- Only the complete 13th Monster can use Supernova!
- Supernova! can only be used once. After using the special power Supernova!, the 13th Monster is removed from the game. Opponents may no longer attack it. However, the 13th Monster is still counted when tallying the scores at the end of the game, but **not** as part of the “Victory! - Elemental Master.”
- You cannot use Supernova! outside your turn.
- You can use Supernova! in combination with other special powers and/or attack.





1. Striffle
Cute Musky Monster from the swamps



2. Wendoung
Smelly Masters best friend



3. Pandadori
Golden Beaked Beast from Hell



7. Chall
Do-gooder with a temper



8. IIsabelt
Sulphur Spewing Jokester



9. Twik
Supreme Flamethrowing Conductor



4. Sandil
Higher Intelligence Space Rider



5. Tockar
Golden Imperial Flight Seer



6. Elzendam
Innocent Green-eyed Night flier

THIRTEEN MONSTERS
HAVE A GRUESOME GOOD TIME



10. Itvill
Know-it-all Redneck Deep Diver

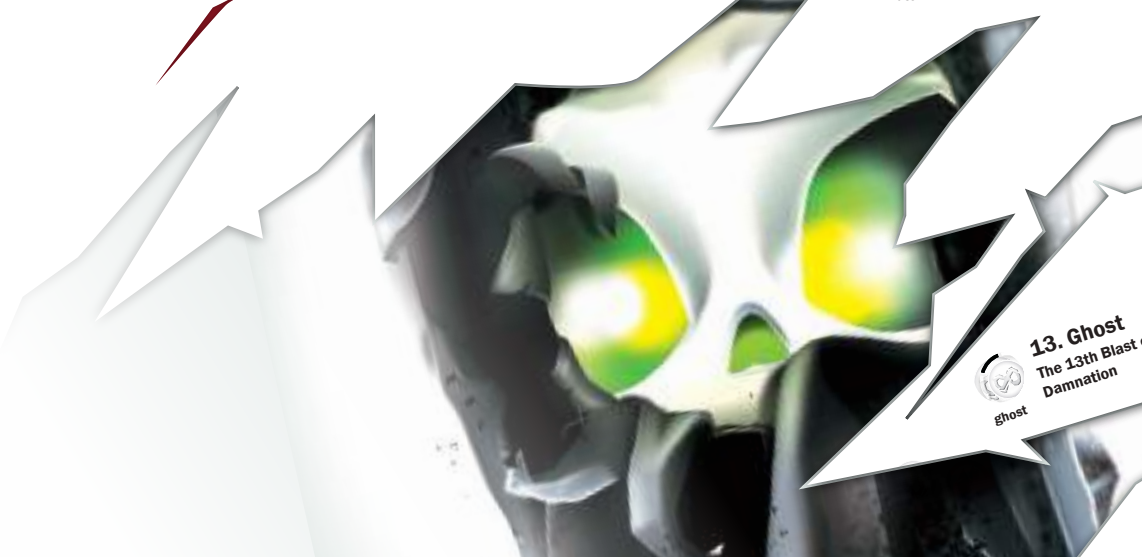


11. Snergat
Translucent Lightbringer of the oceans



12. Wah
Dweller of the Forgotten

13. Ghost
The 13th Blast of Damnation





01 Choosing your opponent

Choose your opponent and tell them which monster set of a complete monster or which individual monster set you want to attack. Also mention the monster you want to use before you attack.

Attacking a monster set that is not part of a complete monster

If your opponent has the pair of eyes you need but it is not part of a complete monster yet, you may still choose to attack this individual monster set.

Your opponent will defend this individual monster set with the same number of throws as the monster you are attacking with.

This means you can attack opponents who have not created a complete monster yet.

Attacking a monster set that is part of a complete monster

Of course, you can also attack an opponent's monster set that is part of a complete monster.

Your opponent will defend this monster set with the number of throws that belongs to their complete monster.

02 Determining the number of throws

For the attacker

To determine the number of throws, look at the number of identical elements in the monster you are attacking with.

For example, even if you decide to attack with your weakest monster, a grunt, you may still throw 5x if it consists of three different monster sets with the **same element**.

For the defender

If you are defending a monster set that is not part of a complete monster, you get the same number of throws as your attacker.

If you are defending a monster set that is part of one of your complete monsters, the number of identical elements that your attacked monster consists of determines how many throws you get.

Attack!

Once you have created a monster, you may attack other players who own monsters or monster sets during your turn. The player with the highest score wins and gets to take their opponent's monster set.

That means the defending party has a chance to win the fight as well. In that case, the defending party may take a monster set from the monster that attacked them, e.g. the top of the head, the eyes or the underside of the body.



Monster with one identical element **Throw 3x**
 Monster with two identical elements **Throw 4x**
 Monster with three identical elements **Throw 5x**
 13th Monster **Throw 6x**

03 Throwing the dice

The attacker

The attacker throws first. The first throw is always done with five dice. If any dice are placed on cards because someone used the special power Permafrost, these are also used for the attack and the Permafrost is cancelled (the dice are not replaced after the attack phase).

After completing the allowed throws (see page 37) all dices with equal eyes are tallied to decide the total score of your attack.

After the first throw, you decide which dice with equal eyes you wish to put aside. These are not used again for the following throw. With the remaining dice you will try to throw as many dice with the same eyes as possible.

- You can quit rolling dice **at any time**. (When reaching the maximum score of 30, for example)
- You may choose to **reroll all dice**. Including the dice you put aside.
- Add up the total of **all dice with equal eyes**.
Threw 3 dice with 6 eyes, and two dice with varying eyes? You have 18 points.

The defender

Now it is the defender's turn. The defender throws dice in the same manner as the attacker, using the same rules.

However, the defender's number of throws may differ because they are defending a monster set that is part of a weaker monster than the one used by the attacker.

04 The winner!

The player with the highest number of points is the winner!
If you win as an attacker, you get to take the monster set you attacked.

If you win as a defender, you get to take a monster set of your choice from the monster that attacked you.

In the event of a tie, the attacker wins!



39

Victory!

It is time. Your monsters are recovering from the brutal fights they were involved in. The playing field is littered with monster sets. You look around you and start to feel euphoric. Could it be true? Are you truly the all-time Ultimate Beastmaster?

Final round

Once all cards are removed from the playing field, the game is almost over. During the final round, each player gets to use their special powers and/or launch an attack one more time. The player who found the final monster set goes first during this round.

Victory!

Health Points

After playing the final round, it is time to tally the scores. Who collected the monsters with the most Health Points? The player with the highest number of Health Points wins the game. Individual monster sets are not included in a player's score.

In the event of a tie, it is time for a "Death Battle". The players with identical scores fight one more time, using the rules of the "Attack" phase. Each player chooses the monster they wish to use. The winner becomes the all-time Ultimate Beastmaster!

In the event of a tie, the players fight again. During each round, players may choose a different monster to fight with. This continues until there is an ultimate winner!

GRUNT	10 HP	MONSTER O.G	40 HP
ABOMINATION	20 HP	13th MONSTER	60 HP

Victory!

Elemental Master

If you have four Monster OGs, each with its own element, you immediately win the game, regardless of how many cards are still on the playing field!

For example, if you have one monster OG from the Earth family, one from the Water family, one from the Air family and one from the Fire family, you become the Elemental Master and win the game. The 13th Monster is itself an element and may be counted in place of one of the four OGs if it has not played Supernova!



THIRTEEN

MONSTERS

HAVE A GRUELSOME GOOD TIME...

WITH SPECIAL THANKS TO
IGOR BOZIK FOR CREATING
THE 13TH MONSTER!