



STUDIO MIDHALL PRESENTS

BEAST

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RULEBOOK

BEAST

WELCOME TO THE NORTHERN EXPANSE...

...a place where nature is still unexplored, mystical and dangerous. When the humans first arrived, they thought they found an unspoiled paradise, filled with bountiful forests, lakes swimming with fish and cold freshwater flowing from the mountains. But as the settlements expanded and the surrounding forests grew thinner, nature itself pushed back. Great creatures known as Beasts emerged, and with their fangs, claws and mystical powers, they proved an incredible threat to the humans. In order to protect the settlements, humans have enlisted specialized hunters, tasked with tracking and killing the Beasts before too many of their kin will perish.

ONE VS MANY

One player takes the role of the Beast, facing the rest which makes a team of hunters. The Beast wins when a certain number of settlers are dead, while the hunters win either when the Beast is dead, or enough days (rounds) have passed and reinforcement arrives.

If this is your first time playing Beast, we recommend that the person who has the most knowledge about the rules plays as the Beast.



BEAST

The Beast wins when enough settlers are dead



HUNTERS

The hunters win when the Beast is dead, or when enough days have passed

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COMPONENTS



Character mats
6 Beast & 6 Hunter



Character markers
6 Beast & 6 Hunter



18 Summons



1 Map



2 Contracts



1 Rulebook



16 action cards



18 Hunter ability cards



24 Beast ability cards



48 Beast Movement cards



26 Item cards



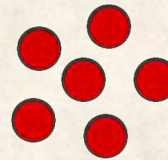
25 Beastly talent cards



18 Grudges
Six 3's & twelve 1's



20 Habitat tokens



14 Upgrade markers



15 Trail tokens



4 Ancient power tokens



4 Watchtower tokens



7 Settlers
(villagers)



4 Settlers
(nobles)



28 Sheep



19 Boars



4 Bears



15 Wound tokens
Five 3s & ten 1's

SETUP

GLOBAL COMPONENTS

- 1. SUPPLY.** Place all habitat, wound tokens, grudges, upgrade markers, watchtowers, and ancient powers in an easy to reach location for all players.
- 2. CONTRACT & MAP.** Choose a contract and the corresponding side of the map.
- 3. ANIMALS & SETTLERS.** Place animals and settlers on all locations on the map that are part of your contract.
- 4. BEASTLY TALENTS.** Shuffle the Beastly Talents deck and place 3 cards face up next to the deck.
- 5. ITEMS.** Shuffle the Item deck and place 3 cards face up next to the deck.
- 6. ACTION CARDS.** Shuffle the Action card deck.

PLAYER SETUP

- A. BEAST.** One player chooses a Beast.
 - B. HUNTER.** All remaining players picks a hunter and places that hunter in front of him or her.
- For 2 players the hunter player picks two different hunter mats.
- C. ABILITIES.** All players receive the ability cards belonging to their hunter or Beast. The Beast also receives its summons.
 - D. GRUDGES AND TRAILS.** Take grudges according to the setup in the contract. Place the trail tokens in front of the Beast player.
 - E. MOVEMENT CARDS.** Place the movement cards next to the Beast player.



GLOBAL COMPONENTS

2. CONTRACT & MAP

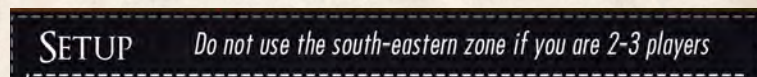
The map section of the contract indicates which map to play on. The name is found to the bottom left corner of the map.



3. ANIMALS & SETTLERS

Place animals and settlers on all locations on the map unless stated otherwise in the setup section of the contract.

”Do not use” means no player may enter that zone.



PLAYER SETUP

A. BEAST

The Beast should be seated in such a way that (N)orth is up and (S)outh is down. Place the Beast marker in the middle of the map. Hunters should be seated in such a way that each hunter can easily check their teammates’ cards.

C. ABILITY

All players receive each ability card belonging to their hunter or Beast. You’ll find these abilities on your character mat, or on the bottom of the ability card. The Beast also takes its summons.

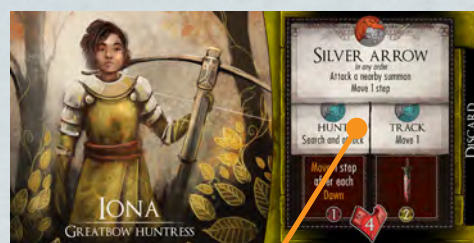
Beast character mat



Summons



Hunter character mat



DIFFERENT KINDS OF CARDS

The game features several kinds of cards: action-, ability-, movement-, beastly talents and item cards.



Ability cards

All Beast start with different abilities bound to their character.



Ability cards

All hunters start with different abilities bound to their character.



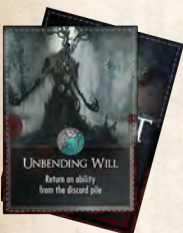
Action cards

The main card of the game. Acquired during the draft that happens at dawn. Both hunters and the Beast can play action cards. Hunters utilize the top effect of the cards, while the Beast utilizes the bottom.



Beast movement cards

These cards aren't dealt, drawn, or ever even a part of any player's hand. They instead function as the way the Beast moves. The Beast (and only the Beast) may look at the deck of movement cards at any time!



Beastly talents

Special cards that can be acquired during the game and only the Beast can play.





Hunter Items

Special cards that can be acquired during the game and only hunters can play.

GAME MECHANICS

Before you're ready to play your first game of Beast, let's explain the main mechanics of the game.

ACTIONS

Every action from moving, to attacking, searching and placing summons is done by playing a card. On your turn you may play up to one card with this symbol , and up to one card with this symbol .



You can play one of each on your turn

BEAST MOVEMENT

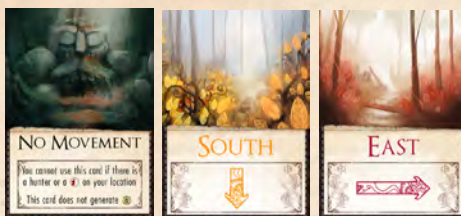
When the Beast moves, you do not move the Beast marker. Instead you choose a number of movement cards equal to the number of steps the beast moves, and place them facedown in the order you want to move. The Beast marker is considered as “Beast’s last known location”, while Beast’s actual location is the place that the face down movement cards lead to.

EXAMPLE BEAST MOVEMENT

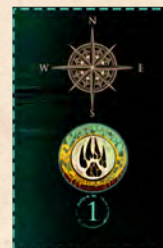
By playing the action card “Rush”, the Beast may move up to three steps. The Beast player does so by freely choosing three movement cards from the Beast movement deck, and then placing them face down in the active movement section of the game board.



Action card “Rush”
The Beast utilises the
bottom effect



Beast movement cards
The first is No Movement,
then South and lastly East



Active movement section.

Note that the Beast marker is not moved!
The Beast actual location is now two steps away.
With the first movement card the Beast stands still on its location, then moves one step South, and one step East, but the Beast marker remains at the same location.

The X marks where the Beasts actual location is and the beast marker is where the Beasts last known location is



HUNTER MOVEMENT & TRAILS

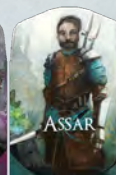
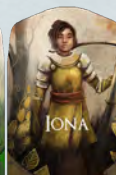
When hunters move, they simply move their character marker that many steps in any direction, one step at a time. Whenever a hunter moves over a location where the Beast has been or currently is (i.e. the hunter’s location matches one of the Beasts active movement cards), the Beast must place a trail token over that location. If there are several active movement cards that match the same location, place a trail for each match.

The Beast marker counts as trail for all intents and purposes. This is especially important for cards like the hunters ability called “Track”.



Trail token

The only exception is the Beast “No Movement” card (see example above). These cards do not generate trails. Note that “No Movement” isn’t an option if the Beast shares a location with a hunter or settler.



If the Beast would move over any type of location with a settler or hunter on it, the Beast will place a trail on the location with the settler or hunter after all movement has been made.

EXAMPLE HUNTER MOVEMENT

By playing the action card “Rush”, the hunter may move up to two steps. The hunter moves their character one step to the right (east). The Beast places a trail token on that location since it matches one of the cards in the active movement section. The hunter chooses to move one more step to the right. The Beast places a trail on that location as well because it is a match.



The hunter utilizes the top effect



You cannot move 1 step, play another card, then continue your movement



REVEALING

The Beast is revealed whenever it attacks or when a hunter successfully searches its location (see example below). When the Beast is revealed, it shows and discards all of its active movement cards to the other players, and then moves its marker to that location. The Beast is considered revealed as long as there are no cards in the active movement section.

SEARCHING

When a hunter plays a card with a search effect, the Beast must reveal itself if the searched location matches the Beast's actual location. If the hunter searches the wrong location, the Beast remains hidden. It is only when the Beast is revealed, that it can be attacked and damaged.

EXAMPLE SEARCH AND REVEAL

It is the hunter Iona's turn and she played the action card “Rush” which has a  symbol. She can still choose to play a card with a  symbol if she wants to before her turn ends. She chooses to do so and plays “Hunt”. She plays it when she is on the Beast's actual location and successfully searches, meaning the Beast must reveal itself and receive one wound token.



Ability card
“Hunt”



Trails and active movement cards will be removed

ATTACKING

To attack you'll need to play a card on your turn that has the word "Attack" on it.

Every attack deals 1 damage. Whenever a player is damaged, that player takes a wound token and places it on their character mat. Whenever an animal, settler or summon is attacked, place a wound beneath it. As soon as a Beast, hunter, settler or an animal has an equal number of wounds as their starting health, that character is dead and removed from the map.



Wound token

Hunters can only attack summons and a revealed Beast. Summons can kill animals, settlers and hunters. However, in order to gain the grudges for the kill, it has to be the Beast that strikes the final attack.

Remember that the Beast will be revealed whenever attacking, see page 7.

ANCIENT POWER

Ancient powers are gained by contract rewards, items, beastly talents, and certain upgrades. The Ancient Power gives one attack of your choice 1 more damage. If you gain an ancient power, place it next to your character mat. Before you use an attack, state that you will be using an Ancient Power and how many if you have more than one to increase that attack's damage. Summons cannot use ancient powers.



Ancient power

GRUDGES

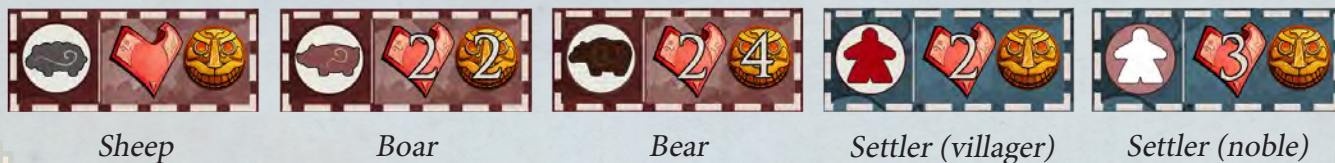
Grudge are resources in the game. It represents an ancient conflict coming from the northern forests, swamps and caverns which is awakening the grudge within the player.

Hunters gain grudges by completing contract rewards and by playing certain action- or item cards. The Beast can also gain grudges by completing contract rewards, but mainly through killing animals, settlers or hunters.



Grudge

The health of animals and settlers and the amount of grudges the Beast will be rewarded for the killing.



KILLED PLAYER

When a hunter dies, he or she discards all items and grudges, then removes his or her marker from the map. If it was an attack from the Beast that killed the hunter, the Beast gains 1 grudge and randomly picks one of that hunter's action cards to add to the Beast's hand. If the Beast dies, the game immediately ends and the hunters win.

As the third step of the night, the killed hunter returns their marker to any settlement on the map and continues to play.



NEARBY

Whenever a card mentions the word “nearby”, it means that this effect applies to both your actual location and each adjacent location connected by a road. There are a lot of different cards that use nearby so keep in mind that it is your actual location as well.

Iona plays Silver Arrow and chooses to first move 1 step to the left, and then attack the nearby basilisk.



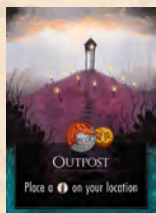
WATCHTOWERS

Whenever you as a hunter can play a watchtower, you place it on your location unless stated otherwise. As long as a hunter is standing on the same location as a watchtower, any trails from nearby locations are placed on the map. A watchtower doesn't reveal the Beast, it merely puts trails on nearby locations.

When any damage is dealt to a watchtower, it is removed from the map and can be used again later. If you can place a watchtower on a location and all watchtowers are placed on the map, you simply remove one of the already placed ones and place it in its new location.

EXAMPLE WATCHTOWER

Iona plays the item card “Outpost” and places a watchtower on her location. The Beast places two trails on the map since two of its three active movement cards are nearby the watchtower.



Item card “Outpost”



Active movement cards



Watchtower



PLAYING THE GAME

The game is played over a series of rounds. Each round consists of three phases: “dawn”, “day”, and “night”. Dawn starts the round as a preparation phase. Day is the core of the game and night is the end of the round.

PLAYER STARTING POSITIONS

The Beast starts with placing its marker at the “Beast starting position”, which is at the center of the map. The Beast then moves two steps with the Beast movement cards. After the Beast has moved, each hunter places their character marker in any of the settlements on the map. Two or more hunters may choose the same settlement.



Beast
starting position



Settlement

PHASE 1: DAWN

During dawn, all players participate in a draft in which they gain action cards.

DRAFTING

Deal to each player the same number of the shuffled action cards. Players then select one card to keep, and pass the rest of the cards clockwise. This continues until all cards have been chosen. Players cannot pass cards they kept. This process will be named draft from here on.

2 PLAYER DRAFT

Deal 6 action cards to each player. During the draft the hunter player selects two action cards instead of one.

After the draft, the hunter assigns all the action cards evenly between the two hunter characters. For the rest of the game the hunter player controls two hunters at once, with two separate hands. Play the hunters as if played by two different players.

3 PLAYER DRAFT

Deal 4 action cards to each player.



4 PLAYER DRAFT

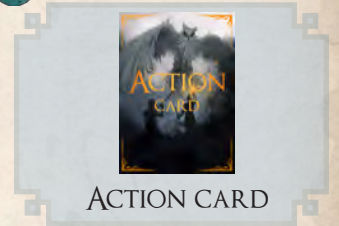
Deal 3 action cards to each player.

At the start of the draft, randomly set aside one card for the Beast. Once the draft is complete, add it to the Beasts hand. The Beast may look at that action card during the draft.

PHASE 2: DAY

Each day starts with the Beast and players then take their turns in clockwise order. Players take turns playing any of either action cards, abilities, beastly talents or items from their hands. During your turn, you may do one of the following:

- ♣ Play cards: Play up to one card of any type with a  symbol, and up to one card of any type with a .
You can choose to play only one card
- ♣ Pass: You can only pass if there are no other players with fewer action cards in hand than you.
If you pass your turn but at least one other player doesn't, you play your next turn as normal.
- ♣ Flee: Discard 1 card of any type to move 1 step. You cannot combine this with playing a card.



IN ANY ORDER, OR, IF, THEN

IN ANY ORDER - RESOLVE IN ANY ORDER

Effects that have “*in any order*” above them mean you choose in which order these effects will occur. You also have the option to ignore one of the effects.

IF - A REQUIREMENT NEEDS TO BE FULFILLED

In order to be able to play cards with an “if”, you need to fulfill the requirement that comes after the “if”.

OR - CHOOSE WHICH EFFECT TO RESOLVE

Some cards have their effects divided by an “or”. This means you choose ONE of the effects and disregard the others.

THEN - RESOLVE IN A SPECIFIC ORDER

Some cards need to be resolved in a specific order. These cards have their effects divided by a “then”.

PREREQUISITES

GRUDGE PREREQUISITES

Some of the beastly talents and item cards cost grudges to play. In order to play a card with a cost, you have to pay the specified amount of grudges, which is found next to the symbol.

You pay for the card the moment you play it.



HABITAT PREREQUISITES

Some ability cards require that your character is on a certain habitat when you play the card. Habitats are the different location types on the map. There is one location on the map that separates itself from the others, the starting position for the Beast. This location counts as all habitats except the settlement.



Settlement



Forest



Swamp



Cave



Beast
starting position

For example, in order to play Raaga's ability "Hydra", the Beast's actual location must be a location with a swamp habitat. Thus giving the hunters a hint of its whereabouts.

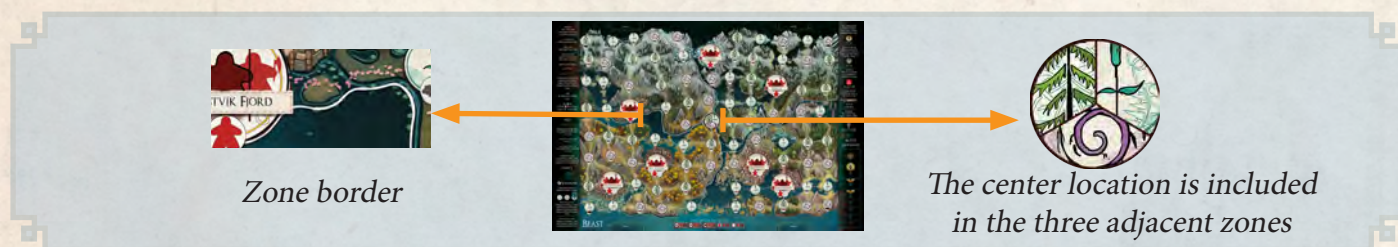
Remember that the Beast marker is only its last known location and not its actual location.



ZONE PREREQUISITES

The map "Northstar Expanse" is divided into four zones and the map "Drenched Lands" is divided into two zones. Borders between zones are marked with a white line. Zones are used in the setup and as a prerequisite for cards and for some items called "traps". Whenever you play a card that has the word zone in it, the effects on that card are bound within the zone you are in as the card is being played.

An example of a zone prerequisite is the action card "Rush" on the Beast's side. For example if the Beast's actual location is in the bottom left zone and it plays Rush, the Beast moves 3 steps within that zone.



PHASE 3: NIGHT

After all players have consecutively passed, the day is over and the night begins. The night consists of the following steps that are resolved in order:

1. CHECK CONTRACT REWARDS

Each contract has a separate column for the Beast and the hunters. The Beast is to the left side and the hunters to the right. Each side consists of requirements and rewards. In order to gain your reward, you must fulfill the requirements. If both sides have fulfilled their requirements, start with the Beast to resolve the rewards.


During your first night all players check the requirements and rewards for the first night. During your second night you check to see if you have, at any time during the game, fulfilled your requirement for the second night and so on as the game continues.



2. DISCARD AND RESET

ACTION CARDS	ITEMS	BEASTLY TALENTS	ABILITIES
			
Discard from hand if any left	Discard the face up and add three new	Discard the face up and add three new	Return all to hand

3. RESTORE HEALTH

Remove wounds from all non-player characters. If a hunter has died during the day restore that hunter to full health in any settlement  of their choice. See page 8 for more information on the death of a hunter.

4. UPGRADE

Each night, the Beast and hunters may unlock upgrades. Each Beast has a damage upgrade, and six unique upgrades. The hunters each have two unique upgrades.

Most upgrades are passive effects that last the rest of the game. However some upgrades only resolve once and as soon as they are unlocked. Those are indicated by a yellow colour. Both red and yellow upgrades are paid for with the grudges. If an upgrade has a cost of 0. It still needs to be unlocked.

Damage upgrade

Your attacks deal
2 Damage

5

All attacks deal 1 damage until upgraded. When upgraded, they deal 2 damage



Upgrades

Attack
after you play
stampede

3

Move up to 2
Boars up to 2
steps each

0

"Red" lasts for the rest of the game

"Yellow" happens immediately




Upgrade token

You can unlock as many upgrades as you wish, as long as you can afford them. Whenever you upgrade, discard grudges equal to that upgrade's cost, and place an "Upgrade" token on it. Once you've unlocked an upgrade, it cannot be unlocked again. The Beast is always the first one to upgrade.

The night is now complete and dawn begins yet again

SUMMONS, TRAPS & REACTIONS

SUMMONS

All Beasts have summons to aid them. Summons are placed and controlled with the summon symbol . When played, you may choose to either place a new summon or that each of your summons take one action.

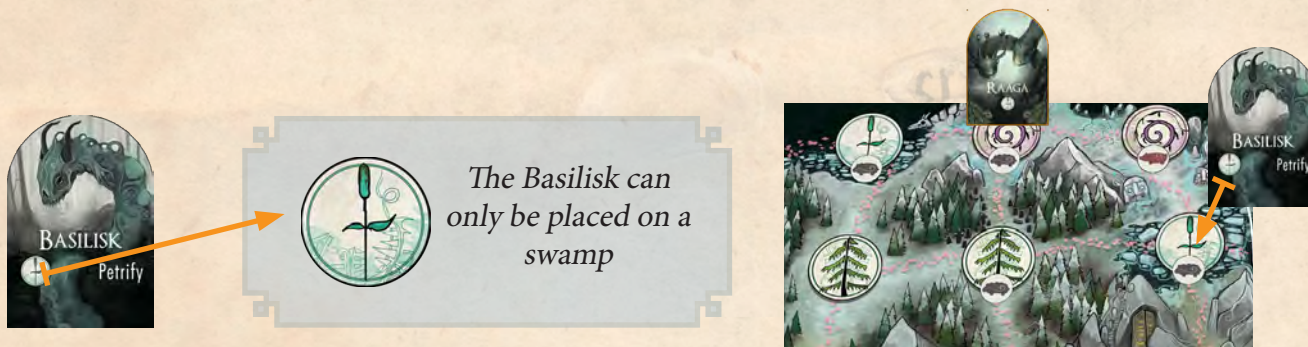


PLACE A SUMMON

You place the summon up to two steps away from your actual location, not from your last known position. However, all summons have to be placed on a specific habitat, unless stated otherwise.

EXAMPLE PLACE A SUMMON

Lets say Raaga's actual location is up to one step away from its last known location. Raaga plays its ability card "Summon basilisk". Raaga can be on any type of habitat and summon the basilisk up to two steps away from its actual location. Raaga summons the basilisk and places the basilisk on its preferred habitat.

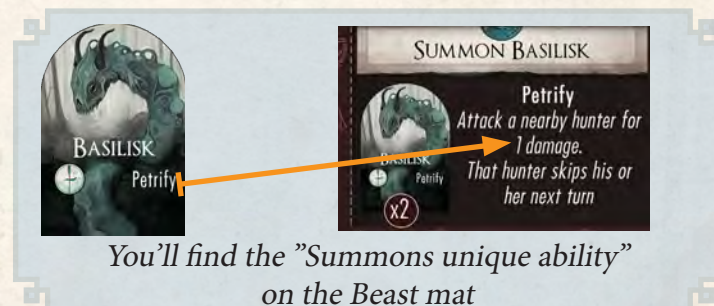


SUMMON ACTIONS

The different actions summons can take are:

- Move 1 step
- Attack for 1 damage
- Use their unique ability

All summons have 1 starting health

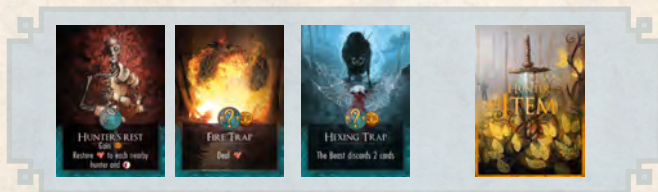


If you have more than 1 summon on the map when you play an effect that lets you take action with all your summons, you choose in which order the summons will take their turns. They do not have to take the same action.

Remember that if a summon does the killing blow, the Beast doesn't gain any grudges for that kill

GAIN ITEM

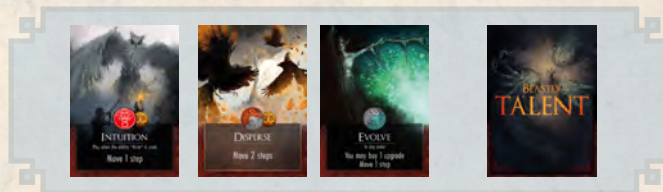
Whenever a hunter plays a card that says gain an item, that hunter chooses either one of the face up items or takes the top card of the deck. Items in hand are not discarded at night



Played items and beastly talents are discarded


GAIN BEASTLY TALENT

Whenever the Beast plays a card that says gain beastly talents, the Beast chooses one of the face up beastly talents or takes the top card of the deck. Talents in hand are not discarded at night.



Remember that there will be no new face up cards until the night

TRAPS

Moving, searching and attacking are not the only tools in the hunters' arsenal. In the hunters' item deck, there is a special type of card called traps. Although traps counts as a , they behave slightly differently from the other cards in the game.



Trapsymbol

After you pay the cost of the card, you choose any zone on the map, and then you pick a habitat token and show that token to the other hunters. Place the trap card face down at the trap section of that zone, with the habitat token placed under the trap card. Note that the Beast should never know the chosen habitat.

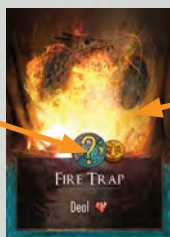
When the Beast is revealed in a zone with a trap that matches the habitat token beneath the trap card, that trap is triggered. Show the trap and the habitat token to the Beast, and resolve the trap immediately. If the Beast is revealed because it played an attack, the trap is triggered even before the attack is actually performed!

EXAMPLE TRAP

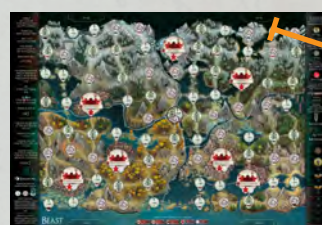
Hunters have earlier in the game placed a "Fire Trap" in a zone with a swamp habitat beneath it.



Pay the cost as the trap is being played



Place a habitat token beneath the face down trap



Choose any zone and put the trap face down

On Beast's turn, the Beast plays the ability card "Hydra" and attacks, which in turn reveals the Beast on a swamp. Because the Beast reveals on a swamp in that zone, the trap activates (flip the trap face up) and Beast receives a wound token.



Traps do not trigger if played when a Beast is already revealed



Traps will remain in play until they are triggered

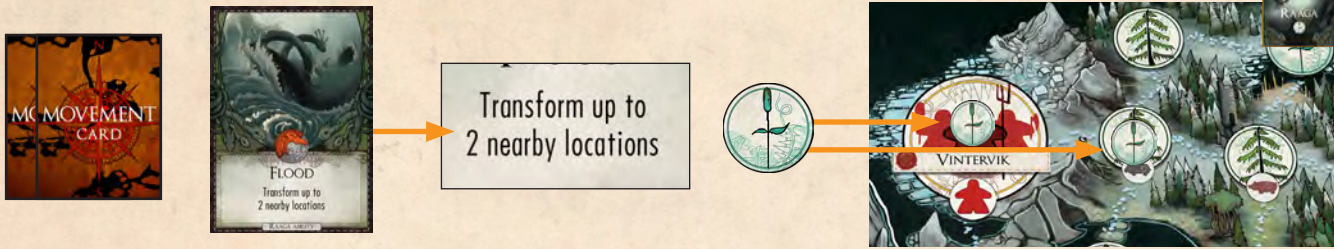
TRANSFORMING LOCATIONS

You can alter the map to be more beneficial for you by transforming habitats on the map's locations. When the Beast transforms a location, place a habitat token of your Beast's type on that location. If a hunter plays an effect that transforms a location, place a settlement habitat token on that location.



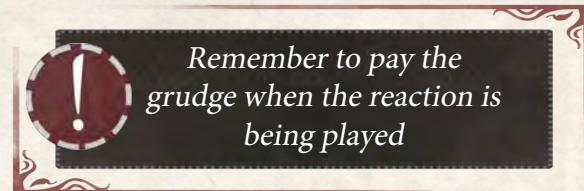
EXAMPLE TRANSFORM

There are 2 movement cards in the active movement section, meaning Raaga is up to two steps away from its last known location. On its turn, Raaga plays "Flood" and chooses to transform two nearby locations into swamps. Remember that "nearby" can affect your actual location.



REACTIONS

Reactions are cards that you play on your opponents' turn. They are ways to counter specific plays your opponent makes. Each reaction has a prerequisite specifying when you are allowed to play it,



EXAMPLE REACTION

There is one active movement card. It is the hunter Iona's turn, and she is on a location where there's a trail. She plays her ability card "Hunt", and as a reaction to that the Beast plays the beastly talent "Intuition" on Iona's turn. As reactions happen before the card that triggered them, the Beast moves 1 step first, and Iona will no longer discover the Beast when she searches.



Raaga will move 1 step before "Hunt" is played

BEGINNER'S ADVICE

SHARED ADVICE

ACTION CARDS

Even if you can only use “half” of a card, you still want to pay attention to the other effect! Passing a card that’s not very useful to you, but extremely useful for the opponent could be a devastating mistake.

SCULPT YOUR HAND.

A card is the same as an action. More cards means that you have more ways to ensure your win. Cards from the beastly talents or the item deck could provide you with useful plays, while action cards “animate” and “dark dealings” could be just the effect you need.

HUNTER

Be smart before the game even begins! Who should sit where? Perhaps Helga will be the first hunter with her “Seer” ability?

Try to corner the Beast to restrict its movement.

Unsure if the trail you’re on is the right one? Frequently count the active movement deck.

Teamwork starts at dawn. If you already have a good movement card, why not send the next one to your companion?

Communication is the key to a successful hunt.

BEAST

Try to not end your turn revealed. But bear in mind that hunters can never move more than 2 steps and search in the same turn (without the help of the Commander).

As the Beast, it’s dangerous to be the first one out of actions.

Make your kill before you run out of movement, so that you have a sure escape.

Be cautious about passing your very first action. Hunters will then often play action cards like “Ensnare”, or team-benefiting action cards, giving them a headstart over you.

Summons are a great way to put pressure on different settlements! Even if the summon doesn’t manage to snatch a settler, it separates the hunters and baits out attacks that could hit you instead.

FIRST TIME PLAYING?

We designed Beast to be a game for you to slowly master over time, learning new interactions, synergies and strategies each time you play. This however, means that the first time you play can be a bit challenging. To make things easier, we recommend that you skip the drafting part of the first dawn phase, and instead play with the action cards and characters listed below.

2 - 3 PLAYERS

Player 1 (Beast)

Recommended Beast: Fangrir

Starting action cards:

Charge Dash Pursuit Dark Dealings

Player 2 (hunter)

Recommended hunter: Helga

Starting Action Cards:

Incite Rush Prowl Hidden Passage

Player 3 (hunter)

Recommended hunter: Assar

Starting action cards:

Adapt Bolster Haste Avarice

4 PLAYERS

Player 1 (Beast)

Recommended Beast: Fangrir

Starting action cards:

Charge Dash Pursuit Dark Dealings

Player 2 (hunter)

Recommended hunter: Helga

Starting Action Cards:

Incite Rush Hidden Passage

Player 3 (hunter)

Recommended hunter: Varja

Starting action cards:

Adapt Haste Avarice

Player 3 (hunter)

Recommended hunter: Iona

Starting action cards:

Bolster Prowl Dark Rituals

CREDITS

ELON MIDHALL

GAME DESIGN

ARON MIDHALL

GAME DESIGN,

ILLUSTRATION & GRAPHIC DESIGN

SPECIAL THANKS

AS THE LIST IS OF PEOPLE WHO IN ANY WAY HAS BEEN IMPORTANT TO THE PROJECT CONSTANTLY GROWS, THIS SECTION IS CURRENTLY UNDER DEVELOPMENT.

AS OF RIGHT NOW, WE WANT TO GIVE A SPECIAL THANKS TO...

ASSAR PETERSSON

DIGITAL DESIGN, & DEVELOPMENT

OUR MOST BELOVED PLAYTESTER, AND NOW A PART OF THE STUDIO MIDHALL TEAM

OUR MOST IMPORTANT

PLAYTESTERS - MORE WILL COME!

SIGGE RYSTEDT

ANDRÉ JOHANSSON

ANTON KARLSSON

PEEDER SALENVALL

ANTHON YTTERELL

ODEN PETERSSON

ALE HJORTMARK

SHAWN G. KAYS