

A decorative border featuring two snakes at the top corners and a snake at the bottom center, all rendered in a grey, textured style. The word "Rules" is written in a green, cursive font in the center of the top section.

Rules

In Ghost Hunter: Monsters players become Infernal Club investigators engaged in a cryptozoological game hunt. The Club members are spread across the globe chasing the beasts of world folklore. Pride is at stake and the title of 'Master of the Hunt' will go to the biggest catch of the season.

Overview Ghost Hunter: Monsters is a card game for 2-6 players that should last for 10 – 30 minutes. Players take turns laying higher and higher cards on a central stack. If a player can't lay an equal or higher card on a stack then they must pick up the stack. If a player lays a set or run of 3 cards at once then they get to capture the stack. The first player to play all of their cards ends the game. Players count up the scores of all of the cards they have captured minus all of the cards they didn't manage to get rid of. The player with the highest score wins the game.

Cards

Each card has a value, this is the number in the corner of the card. Cards have either 1-11 or infinity (∞). The card's title is written on the scroll in the centre. Some cards also have a special rule.

Card Value



Card Title

Exit

Special Rule

Each player's exit may only be one card.

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Set up

Shuffle the deck. Deal each player a set of exit cards, 3 cards face down, 2 cards face up. Then deal each player a hand of 3 cards. Place the remaining cards in the centre of the table to be used as the draw deck.

Exit Cards

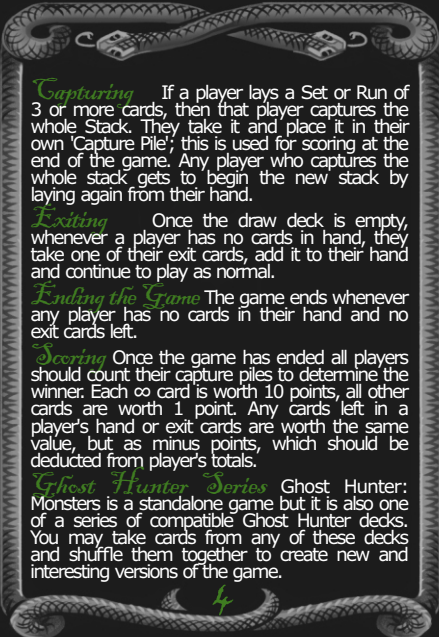




Laying Players take turns, clockwise, to lay down cards forming a central 'stack'. Players may only lay cards of an equal or higher value than the top card of the stack. Players may lay more than 1 card at a time. A lay could be a single card, a 'set' or a 'sun'. A run is 2 or more cards with consecutive rising values i.e. a 5 followed by a 6, 7 and then an 8. A set is 2 or more numbered cards with the same value, or infinity cards with the same title. When laying cards with a special rule on, the player who laid them immediately carries out the special rule of the top card only.

Drawing If a player has less than 3 cards in their hand, and there are still cards left in the draw deck, they immediately draw enough cards to take their hand back to up to 3.

Picking Up If a player cannot lay any cards on the stack, or they don't want to lay for tactical reasons, then they must pick up the stack and add it to their hand. If a player picks up the stack, it is the end of their turn. Play passes to the next player to begin the new stack.



Capturing If a player lays a Set or Run of 3 or more cards, then that player captures the whole Stack. They take it and place it in their own 'Capture Pile'; this is used for scoring at the end of the game. Any player who captures the whole stack gets to begin the new stack by laying again from their hand.

Exiting Once the draw deck is empty, whenever a player has no cards in hand, they take one of their exit cards, add it to their hand and continue to play as normal.

Ending the Game The game ends whenever any player has no cards in their hand and no exit cards left.

Scoring Once the game has ended all players should count their capture piles to determine the winner. Each ∞ card is worth 10 points, all other cards are worth 1 point. Any cards left in a player's hand or exit cards are worth the same value, but as minus points, which should be deducted from player's totals.

Ghost Hunter Series Ghost Hunter: Monsters is a standalone game but it is also one of a series of compatible Ghost Hunter decks. You may take cards from any of these decks and shuffle them together to create new and interesting versions of the game.