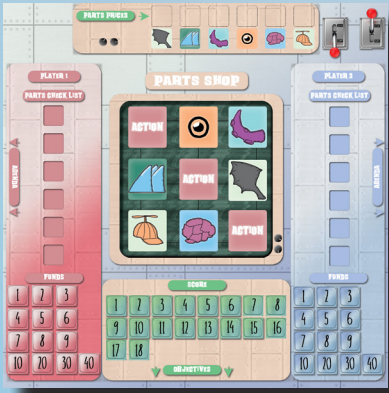# MICRO MONSTER FACTORY

RULE BOOK

2 · 10 · 30

You are one of two mad scientist who started a lab in the sewers. Send your Minion to buy body parts and do dastardly deed to create the most hideously cute monster your evil genius mind comes up with.

Object of the game: Be the first player to create 4 Monsters to dominate the sewers and the world, eventually?
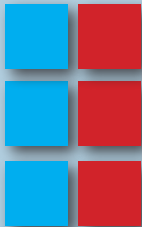
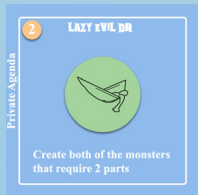# COMPONENTS

1x Player Board
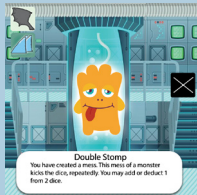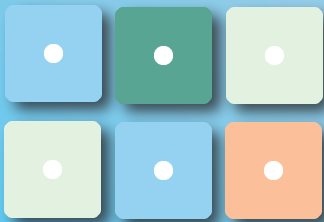
8x Monster cards

6x 8mm cubes (3x blue, 3x red)

2x Minion Meeples (1x blue, 1x red)

5x End Game Objectives

4x Private Agendas

12x Parts Tokens

6x Dice

SETUP

1.   Randomly decide who goes first. Place the Monster cards in front of the players, face up.

2.   The first player puts their Minion on the top-left corner of the Parts Shop, and the second player puts the other Minion on the bottom-right corner.

3.   Each player receives funds of $20 (placing a Tracking Cube on 20).

4.   Shuffle the 5 Objective Tokens and draw 3. Place them face up on their designated space next to the board. Return the other 2 to the box. Each player draws 2 Agenda Tokens, selects 1 and discards the other one. Place the selected Agenda Token face down in their designated space. Do not reveal your agenda to the other player.

5.   For each of the 6 Monster Parts in the Inventory, roll 1 die and place that die in its designated space on the board, thereby indicating the starting cost of that Part. Place the Parts Tokens in their designated space on the board.
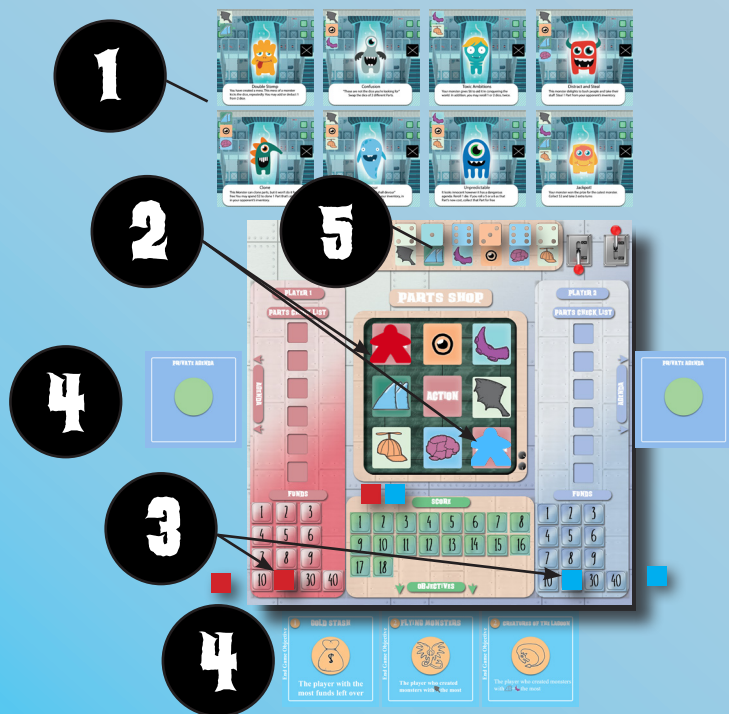
GAMEPLAY

On your turn...

1.   Move your Minion Meeple to an adjacent space on the Parts Shop (not diagonally).You may not move to a space where the other player's Minion occupies. You cannot skip the movement phase.

2.   If you land on one of the 6 spaces of the Parts Shop that indicate a Part, then you may buy (optional) that Part for your current Monster. Once purchased, take the Part Token corresponding to that part.

a)   To find the cost of that Part, refer to the die corresponding to that Part's row in the Parts Prices chart.

b)   Pay that cost by deducting from your current funds.

c)   Add the Part Token to your Checklist Area. You may only have 1 copy of a Part at any moment in time (e.g., you don't need to buy 2 wings -- assume that each Part comes in suitable proportions and quantities for each Monster!).

d)   Your turn is now done.

3.   When you land on one of the 3 Action spaces, then choose one of the following:

a)   **Create a Monster:** if your Monster is ready to be created:

i.   Choose the Monster you would like to create and take that Monster's card.

ii.   Completing a Monster uses up Parts from your inventory, so remove the corresponding Parts from your Parts Checklist.

iii.   You now possess the ability of that monster which can be used once per game any time. Once used, rotate the Monster Card counter clockwise to the edge that shows (X) symbol to indicate exhaustion of the Monster ability. Score victory points as per the number of Parts that Monster required. For example, if a Monster required 3 Parts, then you will score 3 points. Use the remaining cube to mark you score on the board.

b)   Take Advantage: if your Monster is not complete, collect $1 per Monster that already has been completed by either of the players (in total, maximum $7).

c)   Bribe: if your Monster is not complete, you may manipulate the prices of Parts by paying $1 and shifting the dice upwards or downwards by 1 space. This would shift the top dice towards the bottom and vice versa.

GAME END

When a player has created 4 Monsters, the other takes 1 more turn. After the other player finishes the turn, add your bonus points to your current score, as follows: score the bonus points shown on the top left corner for each Objective Tokens achieved, and score the bonus points shown on the top left corner for the Agenda Tokens achieved.

ADVANCED MOVEMENTS

Are you tired of your boring Minion? why not teach them some of these tricks?
You may choose to incorporate one or a combination of the following moves on your next game:

Minion Hop:
Discard 1 Part.
hop 2 space, orthogonally

Minion Rage:
Discard 1 Part.
Push an opponent's
Minion forward
1 space.

Flexible Minion:
Spend $3.
Move 1 space,
diagonally.

–Component References–

Parts Required

Exhaustion Symbol

Ability Description

Bonus Points

Objective Conditions

Place the Parts Dice and Tokens in these spaces.

Place your Parts Tokens here