

# Monsters of Loch Lomond

## RULEBOOK

### OVERVIEW

In *Monsters of Loch Lomond*, you are the leader of a Scottish clan that is competing with other clans for control over the Loch Lomond area. Each night, big lake monsters and other legendary creatures like the famous Water Kelpies come out of the foggy waters of the Loch and attack the local settlements. Your clan must defend itself and chase these monsters into the open highlands or rivaling clans. The goal of the game is to find where the monsters are hiding, chase them away, and make your clan the strongest one in the area.

#### Objective

In every round, your goal is to chase away all the Monster cards from the clan. The Monster cards are worth a lot of points that negatively impact your score. The game ends when all 4 Victory Tokens are won. The player with the lowest amount of points wins the game!

Through swapping cards and the use of magical powers, you will try to find the monsters hiding in your clan and chase them into the Open Highlands or to one of the rivaling clans. Besides the big lake monsters, there are also many Scottish legendary creatures present in the Loch Lomond area. These legendary creatures are also a huge threat for the safety of your clan. However, their magical powers can be used to your benefit and will turn out to be critical for finding and removing the monster hiding in your clan.



### SET-UP & START OF THE GAME

#### Set-up

- Place the Token cards open on the side of the table.
- Shuffle the rest of the cards well and place four cards face down in front of each player. These form the players' clans, and should be placed as 2 top cards and 2 bottom cards.

*Important: these cards can not change order, unless one of the actions requires you to do so.*

- All the other cards are placed in the middle of the table faced down and form the Closed Highland Pile.

#### Start of the game

- Every player may peek once at the 2 bottom cards. Make sure to remember them well.
- When everyone has seen their 2 bottom cards, the top card from the Closed Highland Pile can be turned open and placed next to it. This is the beginning of the Open Highland Pile.



*Example of a set-up for 4 players: Open and Closed Highland Piles in the middle, the two bottom cards in your clan can be seen before the round starts. Tokens are piled separately in stock. Tokens earned during the game are kept open in front of you.*

### HOW TO PLAY

Beginning with the starting player, players take turns in clockwise order. Remove all tokens from the pile and shuffle the cards well between rounds. The oldest and wisest player starts in the first round. The player that won the latest Victory Token starts every next round.

#### During your turn

You can choose to:

- Draw a card from the **Open Highland Pile**. You may swap this card with one of the cards in your clan.



- Draw a card from the **Closed Highland Pile**. Without showing it to your opponents, swap the card face down with 1 of the cards in your clan. The replaced card will be placed on the Open Highland Pile.



- Draw a card from the **Closed Highland Pile**. If you do not want the drawn card in your clan (option 2), you can place it directly on the Open Highland Pile. Some cards have a special power that automatically comes into play and must be performed immediately. Check out the description on the card.



You can play one of your tokens at any point during your turn, even before you draw a card. (More about the tokens at the Token section)

#### SHOO!!

Someone discards a card on top of the Open Highland pile that is also in your or a rival's clan? Shoo!!

By discarding this card from your or your rival's clan on the Open Highland Pile you chase this character into the open Highlands.

Only the person that first called Shoo!! is allowed to perform this action. If you discard a card from your own clan, you have one less card to worry about, and if you discard a rival's card, he or she will receive a card of your choice from your clan.

Beware! Did you discard the wrong card? Bummer! As a penalty, you draw an extra card from the Closed Highland Pile and place it blindly face down in your clan.

#### SAORSA!!

Your goal is having the lowest amount of points and to get rid of all the monsters from your clan. The Monster cards are all cards with a value of 4 and higher. For instance: the "Monster Egg" is not a Monster (yet).

As soon as you believe your clan is free of any monsters, and you have the lowest amount of points, you call out 'SAORSA!!' at the start of your turn. After you have done so, your turn is over, and no further actions can be taken.



#### Last round

After "SAORSA!!" is called, every other player takes one last turn. The cards of the player who called "SOARSA!!" are frozen during this last round, the other players' cards remain in play. The use of the token 'Baby Monster' is not allowed during the last round.

#### Counting the score

After the round is finished, every player counts the total number of points in their clan. The score will be kept on the accompanying scorebook. You can also earn tokens with each round. The goal is to have as few points as possible. The game ends when all 4 Victory tokens are won.

#### Victory token

Did you call "SAORSA!!" with no Monster in your clan, and did you also have the lowest score? You win a Victory Token! This token is worth -3 points at the end of the game. Do you share the lowest score with another player? You called out "SAORSA!!" first, therefore you still win the Victory Token. If you don't have the lowest points, but have no Monsters in your clan, no token is won this round.



#### Incorrect SAORSA!!

You called "SAORSA!!" but you still have a Monster in your clan? This counts as an incorrect "SOARSA!!". You will get 8 penalty points.

#### Alternative playthroughs

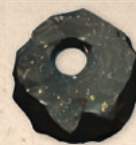
Completely familiar with the game, or just want to play a little faster? Remove 8 Lake Monster cards with values 6 and 7 from the deck and play using the regular rules. You will notice that action cards will show up quicker and information about hidden monsters accumulates faster. Want to make it even more challenging? Also remove the 4 Baby Monster cards (Not the tokens) and add the action 'Peek at one card in your clan' when the Lake Monster 5 is played.



## TOKENS

### Seer Stone Token

If you have a 'Brahan Seer' in your clan at the end of the round, you will receive one Seer Stone Token for every Brahan Seer. This token can be saved and played during any of your turns later in the game. The Seer Stone Token provides you the opportunity to see a card of your choice. It is discarded after being used.



### Baby Monster token

If you have the 'Monster Egg' still in your clan at the end of the round, you receive one Baby Monster Token for every Monster Egg. This token can be saved and played during any of your turns later in the game. Play the Baby Monster Token by placing the card open in one of your rivals' clans. This counts as an additional Monster card in your rival's clan.

The Baby Monster Token can be discarded on the Open Highland Pile on top of a Baby Monster card or another Baby Monster Token. Make sure to remove all the Baby Monster Token cards from the deck after each round before shuffling the cards for the new round.



Example of how to use the Baby Monster token.



### Egg 4x

When night falls, massive reptile-like creatures are crawling out of the waters to lay eggs within our settlements. These large eggs, hidden in the bushes, are hard as stone and can weigh over a 1000 pounds! They're harmless.. until they hatch!

Keeping Monster Eggs within your clan is risky business. They are worth 3 points while counting the score. They will, however, offer you a Baby Monster token when kept in your clan. This token can prove very useful in coming rounds.

### Baby Monster 4x

You think these baby monsters are cute? Think again! You don't want these little monsters in your clan.

Beware! The Baby Monster card and Baby Monster token are being treated as the same card in this game, and can therefore always be discarded on top of one another. Make sure to separate all tokens from the pile before shuffling for a new round.



## SPECIAL CARDS

### Priest of Forvie 2x

This powerful priest has been chased away by the people of Forvie. He's using his powers for evil and out of malice wherever he goes. Fortunately, these power can be used in your favour, but to do so, the Priest must be converted by a missionary first.

The Priest of Forvie is normally worth 8 points. When you have both the Missionary and the Priest of Forvie in your clan, the Priest of Forvie is worth -3 points and is no longer a Monster.



### Witch 2x

Women with supposed magic abilities are being looked at with suspicion by your clan members. This woman is a real witch, with real powers, and can do great harm to your clan. But if you treat her well, she will help you out!

At first the Witch is hidden, just like any other card, but as soon as you find her in your clan, you are allowed to turn her face up and make use of her powers.

When you find the Witch within your clan, you turn the card face open. As long as you have this card open in your clan, you are allowed to peek at one card of your choice, including the top card of the Closed Highland Pile, at any time during your turn. At this point, everybody can see you have the Witch. Make sure to chase her away before the round ends to avoid the 9 points!



### Lake Monster 12x

By night, the Lake Monsters crawl out of the foggy waters of Loch Lomond and threaten the settlements and its inhabitants.

### Broonie 4x

This mischievous house elf cannot be trusted. He will come in handy to gain information about monsters in your clan.

**Action:** peek at one card in your clan.



### Baobhan Sith 4x

Baobhan Sith is a beautiful vampire-like woman who dances with the men and draws their blood from them when they are not suspecting it.

When set free, she'll help you to get more knowledge on the other clans.

**Action:** peek at one card in an opponent's clan.

## CARD OVERVIEW

### Mercenary 2x

In order to protect your clan against the various attacks from the Monsters of Loch Lomond, you will have to hire the battle-hardened mercenaries from the oldest and most fearless clan in the region, MacLean. These men will bring their axes, swords, bows and arrows with which they'll fight until the end.

Keeping these men in your clan at all costs will bring you faster to victory. At the end of the round, every Mercenary of MacLean is worth -2 points while counting the score.



### Peasant 2x

Help! Our clan is under attack by some fearful Monsters from Loch Lomond. Massive reptile-like creatures are crawling out of the waters to lay eggs within our settlements. A couple of brave clan members have taken up their pitchforks to help you chase the monsters away. Be careful, not all villagers within your clan can be trusted! Stories say witches, ghosts and evil demons are among us..



### Kelpie 4x

These legendary water Kelpies are likely to be the most famous legendary Scottish creatures after the Lake Monsters. They take on the shape of a ghost horse and live in the lakes. With sheer power, they can tame the waters and all what's in it. They can remove the mighty lake monsters from your clan with ease. Use these powerful creatures to your benefit, but beware to not let them into your clan..

**Action:** blindly swap a card from your clan with a card from an opponent.

### Selkie 4x

Don't fall for the powers of seduction of the most powerful creature of Loch Lomond. The Selkie will put you under her spell and take you with her into the deep lake.

**Action:** swap a card from your clan with an opponent, and look at both cards. Once you've looked at one of your cards, you have to swap it.

Beware! When the Selkie is discarded and the action is played, and you find another Selkie in one of the clans, you are allowed to discard the found Selkie after the swap has been made.



### Missionary 4x

Clan ruled Scotland of the 17th century had little patience for the catholic missionaries coming from the south. These men were eager to drive out century old clan based traditions and therefore caused a lot of trouble and irritation among the inhabitants living their lives at the banks of Loch Lomond. For this reason, every Missionary in your clan is worth 1 point while counting the score.

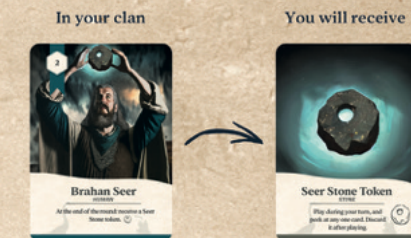
This being said, the Missionary can be of great value when they bring sense into the notorious Priest of Forvie. When both cards are in your clan at the end of the round, the Priest of Forvie will be converted and is worth -3 points instead of 8. Think wisely and take calculated risks in order to be able to benefit from this risky trick!



### Brahan Seer 4x

Brahan is seen as a very peculiar person in your clan. Clan members don't trust him due to his claims for magic. This is why he's worth 2 points.

Whenever he's kept in your clan at the end of the round, he'll give you a Seer Stone.



## CREDITS

### Game design

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