

# Term Definitions

## Slabs

Your **Active Slab** is the active play area where you assemble a stack, marked with a token:



The **Inactive Slab** is a second play area where you can assemble a stack without risking it taking damage. No attacks can target this inactive slab, but you cannot attack from the inactive slab.

## Stack

A collection of any amount of Meat, Bone, and Spirit cards on your slab.

## Morgue Cards

Morgue cards are a deck made up of **Meat**, **Bone**, and **Spirit Cards**.



## Meat Cards

The sum of all the meat cards in a stack determine your stack or manster's health.

## Bone Cards

The sum of all bone cards in a stack determine your stack or manster's total damage per attack.

## Spirit Cards

Spirit cards are played to cause an instant effect or ongoing effect affecting either you or your opponent.

## Full Stack



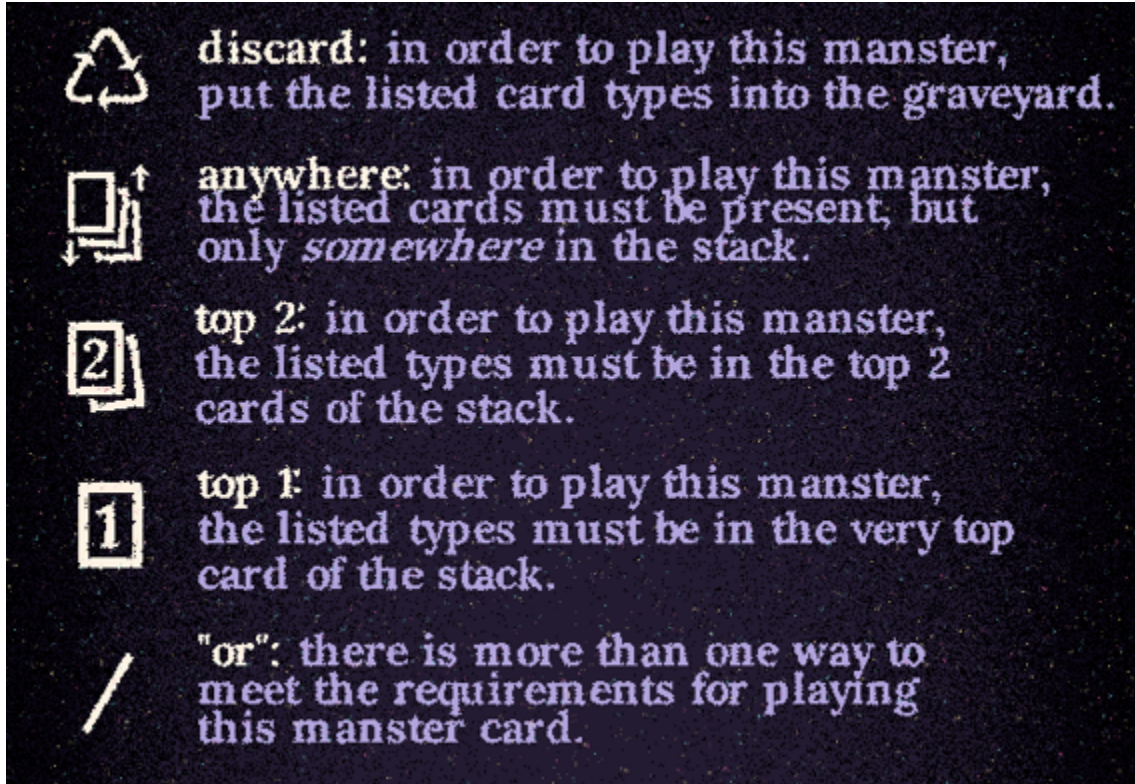
When a stack contains one of each **Morgue Card** type (at least one meat, bone, and spirit). Once a stack becomes a full stack the only type of card that can be added to the stack is a **Manster Card**.

## Manster Cards

Manster Cards contain different Mansters that can *only* be added to a **Full Stack** to boost its powers, health, and damage, with few exceptions.



Many Mansters have prerequisites that must be completed in order to add them to a stack. These prerequisites are explained using the following symbols:



### Character Teams

Each player controls one team of two characters that lay on your Slabs. These characters can be used to track the health of your stacks.



## **Graveyard**

A common discard pile used by all players.

## **Discard**

Any discarded cards are placed on the bottom of the **Graveyard**. When a **Stack** is defeated it is placed in the **Graveyard**, as is, at the bottom of the pile.

If the **Graveyard** is ever empty, draw 4 cards from the **Morgue** and one card from the **Manster Deck** and place them face up in the **Graveyard**.

## **Scavenging**

Some card effects allow for scavenging. This allows a player to look through the graveyard and remove a card, leaving the rest of the cards in the order they were in.

# Setup

1. Select a set of **Character Cards** to track the health of stacks on your slabs.
2. Shuffle **Morgue Cards** and place them where all players can reach them. This deck makes up the **Morgue**.
3. Shuffle **Manster Cards** and place them where all players can reach them. These cards make up the **Manster Deck**.
4. Determine the first player by drawing one **Manster Card** and comparing their health. The player who drew the highest health is the “first player”. The mansters are then shuffled back into the **Manster Deck**.
5. The first player draws 4 cards from the **Morgue** and one card from the **Manster Deck**, placing them face up with the **Manster Card** on the bottom. This is the discard pile, or the **Graveyard**.
6. Starting with the first player, draw a starting hand of **4 - Morgue Cards** and **1 - Manster Card**.
7. Starting with the first player and going clockwise, each player may play up to 3 cards from their hand to create an opening **Stack**, resolving any Spirit effects. Once the opening stacks have been made, the normal turn order can begin.

# Gameplay and Turn Order

## 1. Draw:

Draw one card from the **Morgue**, **Manster Deck**, or top of the **Graveyard**.

## 2. Trade Cards (optional):

You may attempt to trade cards from your hand with any of your opponents.

## 3. Play Cards or Draw

During this step you can choose to either play up to 3 cards from your hand or draw one more card from your **Morgue**, **Manster Deck**, or **Graveyard**.

## 4. Swap Stacks

You can choose to rotate out your active stack on your **Active Slab** with the inactive stack on your **Inactive Slab**. Show this by moving your Slab Token from one stack to the other.

## 5. Attack

At the end of any turn if a player has a **Full Stack** in their **Active Slab** they must choose one opponent to attack. If the defending player does not have a **Full Stack** of their own in their **Active Slab**, they must take the damage directly, otherwise that damage is blocked by the defending player's **Full Stack** or **Manster**, applying the damage to the defending stack.

# Ending the Game

If a player takes a total of 10 damage directly they are eliminated. The game continues until all players except one have been eliminated.

## Additional Bits

- Effects are always resolved in clockwise order. If a card suggests that all players do an action, the effect resolves first with the person who played the card, then continues clockwise.
- Cards that can be played “anywhere” can be played onto an opponent’s stacks.
- Cards that can be played “at any time” can be played outside of your turn.
- Manster Cards do not count as any type of morgue card, and only count as manster cards.
- If a meat card is removed from a full stack, that stack takes damage equivalent to the health on that meat card—even if it destroys that stack.