Monsters Party

Voodoo Madness

Rulebook

Introduction:

The monsters are settling down for a party. On this night, they are all gathered to play a game they call "Voodoo Madness". Each Monster sets up a table with 6 Voodoo Dolls, which will be secretly linked to each one of the players.

An assortment of items will also be set up on the table, each of which exploits one of the Monster's weaknesses. The Voodoo Dolls will use said items to fight each other in order to find out the identity of their opponent, or defeat them in the process.

Goal of the Game:

Monster Party is a social deduction game with player vs. player conflict, for 2 to 6 players. The game takes between 15 to 45 minutes to play. The game is played over a series of rounds in which each player tries to guess their enemy's Monster, or defeat'em in the process.

If your Monster is defeated you have to reveal its identity to the rest of the players. The last Voodoo Doll still standing with a hidden identity wins.

Game Components:

6 Monster cards
6 Decks of 33 Object cards
6 Life trackers
6 Life Track tokens

Game Set Up:

1) Shuffle the Monster cards and randomly assign one to each player, this will become each player's secret identity which should be keep hidden.
2) Each player shuffles their own Object deck and draws 5 cards from it.
3) Assign the first player, which will be either the player to the right of the owner of the game or the player that won the last game. Player order is counter clockwise.

SEQUENCE OF PLAY:

1) Drawing Phase: If you have less than 5 cards at the start of your turn, draw until you have 5 cards. If you start your turn with 5 cards, you must take an additional 2 cards. The only exception to this rule is that the first player can only take 1 card on the first round (in subsequent rounds the first player follows the drawing phase normally).

2) You must make 1 attack on any opponent with an Attack card, but you can make up to 2 attacks during your turn.

3) You may attempt to guess the identity of an opponent. Be careful if you attempt to guess, as Voodoo Dolls are cursed, and if you fail you'll receive 2 damage points immediately. If your attempt is successful, however, your opponent is defeated and is out of the game.

SPECIAL RULES:

Each Monster starts out with 3 HP (hit points) and it dies if it reaches 0 HP, at which point you must reveal what your Monster to the remaining players. You must track your Monster's HP by memory, since you are trying to keep your identity hidden.

DAMAGING MONSTERS:

To attack, you must place your attacking Object card in front of your opponent, with the text facing the center of the table so that everyone can read it.


When you use an Attack card, your opponent can choose to block the attack. If your opponent doesn't block the attack, you get to deal damage to the creature who takes damage from that object.

The back of the Monster cards reveal the weaknesses of each Monster, and the objects which you can use for an attack.


All cards being used for attack stay on the table during the game. (We recommend to arrange the attacks from right to left or vice-versa, so that players can follow the order of the previous attacks).
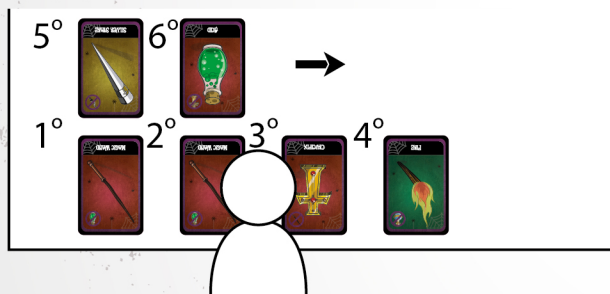
Blocking an Attack:

You can block an attack with a card from your hand (except for the Potion of Revelation) if you play it face down (except for the Healing Potion, which is always placed face up). Place the card face down partially covering the attacking card, taking care not to cover the name of the object.

Blocking an attack:
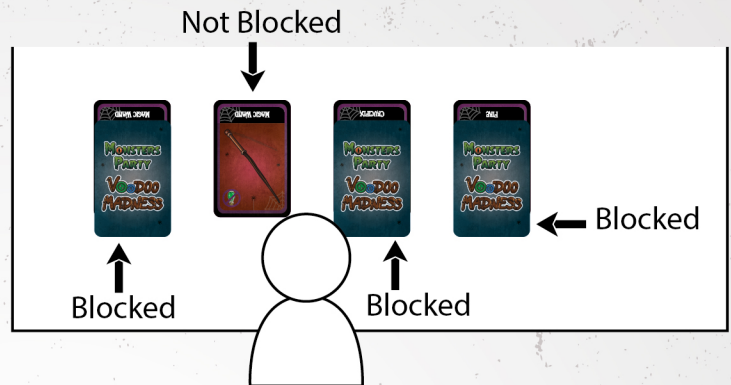
At the end of this rulebook is a list of which object blocks each object, a list of which objects deal damage to which Monster, and which object you can block with yours on its upper right corner.

All blocking cards stay on the table during the game, if they are revealed you can turn them face up, and leave them on top of the attacking card. Players may collect useful information from the cards on the table.

Potion of Healing:

The Healing Potion card is used exclusively for blocking an attack, and it's played face up. A Healing Potion will also cure you of 1 HP. If an attack could potentially kill you, and you use a Healing Potion, you will be saved and your HP won't drop below 0 since Healing Potions take place before (or after, it's your choice) the damage

is resolved. If your Monster is at full health you can use a Healing Potion to execute a bluff, however, your health can never go above 3HP unless a rule says otherwise (4 to 6 on the Lifetracker - used for an expansion).

Blocking with Potion of healing
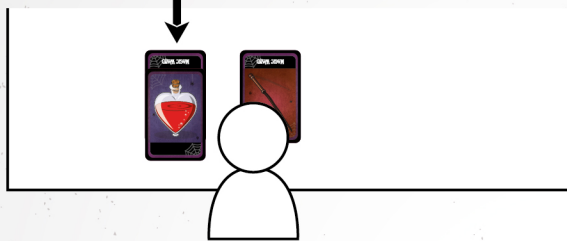
POTION OF REVELATION:

Using a Potion of Revelation counts as an attack. The Potion of Revelation reveals a face down blocking card from ANY opponent and CAN'T be used to block.

THE LIFETRACKER:

This is a special card that is used to keep track of the current hit points that every creature in the game has received for each player. It saves time for players so they don't have to check previous attacks to know much damage they dealt.

Let's assume that you are The Werewolf, and an opponent attacks you with a Holy Water card.

Since The Werewolf is not affected by Holy water you decide not to block the attack. On the Lifetracker, however, you will move the counters of The Boogeyman and The Devil because they ARE affected by Holy Water. However, if an opponent attacks you with a Magic Wand card that does damage to a Werewolf, you will have the opportunity to block it with, let's say, fire. Since you blocked the attack you don't have to move the tokens on the Lifetracker, but in that case you would still receive 1 damage, reducing your HP (If your HP drops to 0 this way, you lose the game, and you must reveal your indentity to the other players). However, you don't need to show the block until it gets revealed by a Potion of Revelation, which will allow you to keep concealing your identity.

You can also choose to not block this attack, in which case you will have to move your tokens on the Lifetracker for Frankie and Wulff. When you eventually need to use a Healing Potion, heal all creatures on the Life Tracker for 1 life point.
If you use a Healing Potion: move the tokens on every Monster, except the ones that are dealt

damage, for example:
You are the Mummy, and the game has advanced. Your Life-tracker is marked at 2 for every Monster, but an opponent attacks you with acid, so you decide to block with a Healing Potion. You must move the tokens in your Life-tracker for every Monster, except the Mummy and Frankie, because even when they are healed and up to 3 HP, they will still take damage from fire and fall back to 2 HP.
If a Block card is revealed, and is not the right card for the block, the tokens must be moved on the Monsters that are dealt damage.

← Blocked

← : Damage
→ : Heal
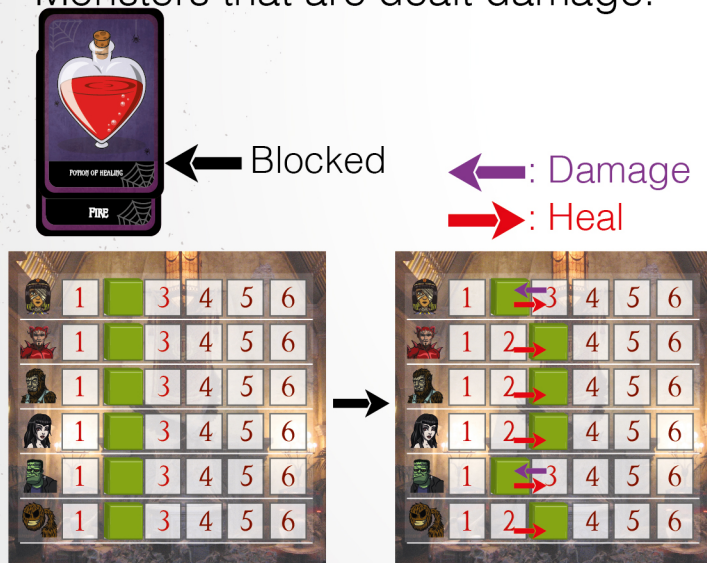
COLOR BORDERS (SYMBOLS FOR COLORBLIND):

Each Deck has a colored border (colorblind symbol), which has 2 functions:

1. Define and separate each player's deck.

2. Each deck has 33 cards (3 Potions of Healing, 3 Potions of Revelation and 3 of each 11 objects). This means that if you use 3 of the same item, you won't have any more items of that type in your deck. Therefore, you would not be able to block an attack which requires that type of object to be blocked.

For example, if 3 Holy Water cards with a blue border (eye symbol) are on the table, the player with the blue deck can't block fire anymore, and if he does, you can be sure his block is a bluff.
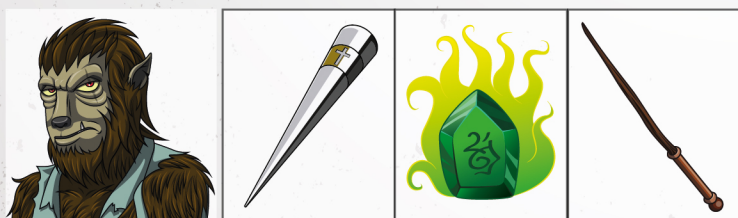
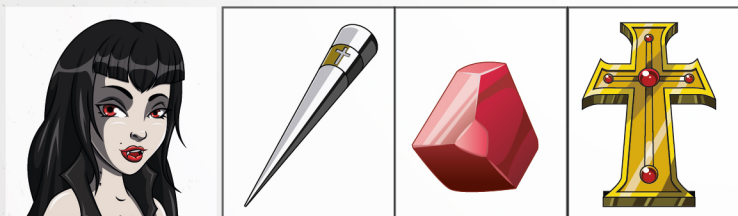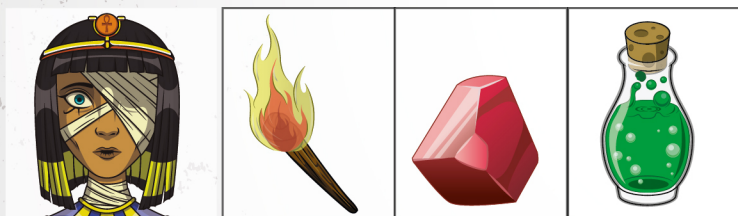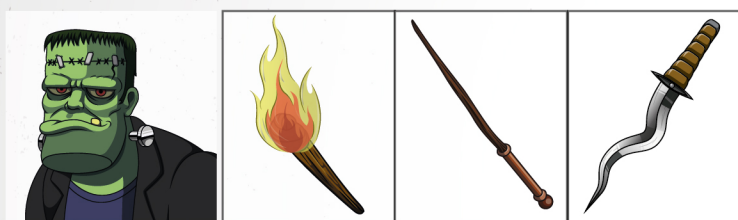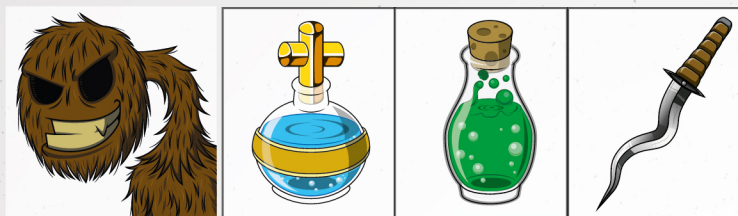**Colored Border**

Symbols

SUDDEN DEATH:

If your deck runs out of cards, you can still use the cards from your hand and try to guess your opponents identities.
If every player's deck runs out of cards, sudden death starts: each player must try to guess an opponents' identity at least once per turn, normally taking the 2 damage if you guess wrong.

MONSTERS' WEAKNESSES

BLOCKING TABLE

BLOCK THESE

USING THESE