

## HOW TO WIN

Check all the cards in every player's area, adding up the number of ☀ icons and ☠ icons present on their cards.

A player who plays for Heroes scores 1 point for each ☀ icon, but loses 1 point for each ☠ icon.

A player who plays for Monsters scores 1 point for each ☠ icon, but loses 1 point for each ☀ icon.

Remember, some character cards have more than one icon, so count them all!



Each faction card also shows the names of two characters: if a player has one or both characters in his area, he scores 2 additional victory points.

Whoever scores the highest number of points is declared the winner of the game. In case of a tie, the winner is the highest scorer who was the last to play.



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**Warning.** Not suitable for children under three years. Small parts.

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ENRIQUE DUEÑAS

# MONSTERS vs HEROES

VOLUME 1

## VICTORIAN NIGHTMARES

**Monsters vs Heroes** is a fast and fun card game for 2 to 8 players, ages 8 and up.

This box includes two themed decks: London after Midnight and Sherlock in Hell.

**London after Midnight** includes classic horror characters like Dracula or the Werewolf and 19th century literary heroes, such as Abraham Van Helsing or Arsène Lupin. The cards of this deck have a hammer and stake symbol ⚔ in the bottom right corner.

**Sherlock in Hell** includes characters from the Sherlock Holmes stories as heroes, and different demons as monsters. The cards of this deck have a pipe symbol 🍷 in the bottom right corner.

With one of these decks you can play with up to 4 players. You can choose to play with both decks included in this box with up to 8 players. This is the first box of a series, so you can combine these two decks with other future releases in the **Monsters vs Heroes** series!

Each game should last about 20 minutes. Each deck you decide to include in the game adds about 10-20 minutes of gameplay and allows up to four more players to join the game.



## COMPONENTS

Each deck contains:

- 30 character cards (each card with a special skill)
- 6 faction cards (3 for “Heroes” and 3 for “Monsters”)

## SET UP

Each player receives a randomly dealt faction card that he keeps face down, in front of him, during the game. Remember to remove any remaining faction cards from the game, without looking at them.

Before the game starts, players must check their faction, being sure to keep it secret until the end of the game.

Shuffle the character cards to form a deck, show the top card and place it face up next to the drawing deck, starting a discard pile. Then, each player draws three cards to form his starting hand of cards.

Before play begins, each player can decide to keep the starting hand, or discard it to draw three new cards, which he must keep. At this point, the game starts.

The last player to have seen a horror movie goes first (the youngest, if there is a tie). Then, game turns go on clockwise.

## HOW TO PLAY

During his turn, every player has two options: **play a card** from his hand or **draw a card** from the top of the deck.

When the player plays a card from his hand, he always plays it in his area, in front of him on the table. The cards on the table will affect the player’s score at the end of the game. It’s not possible to play a card in another player’s area (unless allowed by the played character card).

A player may only have a maximum hand of three cards, which means, if he already has three cards in his hand, he is forced to play one of them, and cannot draw any cards from the deck.

If a player doesn’t have any cards in his hand, then he must draw a new card from the deck.

When the player plays a card from his hand, he reads its skill aloud and applies all effects.

If the text says, “you may,” it means the player is not forced to use that skill. All other skills are mandatory, even if they have a negative effect on you!

**Note:** There is no limit to the number of cards in play in a player’s area.

If a player plays a card whose effect is mandatory, but it cannot be applied (for example, if it discards a card not in play at the moment), then the card is played in his area, but the skill just doesn’t apply.

When a card is “discarded,” the card must be put into the discard pile. The cards in the discard pile are public information.

When a skill targets a card “on the table,” it refers only to cards in play in any player’s area, not in the discard pile or in the deck.

## CHARACTER CARDS

The black or white icons in the upper-right corner of the card will affect the players’ final score.



Cards with an orange name and at least one white sun symbol ☀ are considered **Hero** cards.



Cards with a green name and at least one black skull symbol ☠ are considered **Monster** cards.



Cards with a purple name are **neutral** cards and may or may not have a point value.

## NEUTRAL CARDS

A neutral card is always immune to all effects targeting “Heroes” or “Monsters,” but not to effects targeting just “cards.”

In **London After Midnight**, there aren’t any neutral cards. In **Sherlock in Hell**, the only neutral cards are the “Woman in Black.”

## END OF THE GAME

When the last character card is drawn, the game ends immediately. Cards in each player’s hand are discarded and do not count for the final score.

All players now reveal their faction cards, showing their alliance for the game: “Heroes” faction card for Hero player, “Monsters” faction card for Monster player.

