

Author: Gener Escalante



Players: 2-4

Time: 20-30 min.

Age: 10+

THE GAME:

Across the ages, the most terrifying Mexican legends have been kept within the pages of the ancestral book: TerroriXico.

When the book is opened, the monsters within it are released. A team of bold hunters must chase them down and return the monsters to their pages before they wreak havoc upon the world.

In this semi-cooperative card game, players must help each other in order to capture the monsters. By using ancestral relics and other special cards, they will prove their courage and defeat the monsters, earning victory points. The player with the most victory points wins, having proven him or herself to be the bravest.

But this battle might have consequences in the minds of the players: if they can't play a card to stay in the battle, they will receive trauma cards; if no player is able to play anything, they might also receive friendly fire.

Open the book and let the monster hunt begin!

OBJECTIVE: Collectively defeat and return the monsters to The Book with the use of relic and special ability cards, collecting the most Victory Points and the least amount of Trauma.

CONTENTS:

13 Monster Cards

20 Event/Boss cards

4 full player decks of cards (50 cards each)

- 10 Range
- 10 Melee
- 10 Shield
- 10 Codex
- 10 Special cards

1 Scoreboard

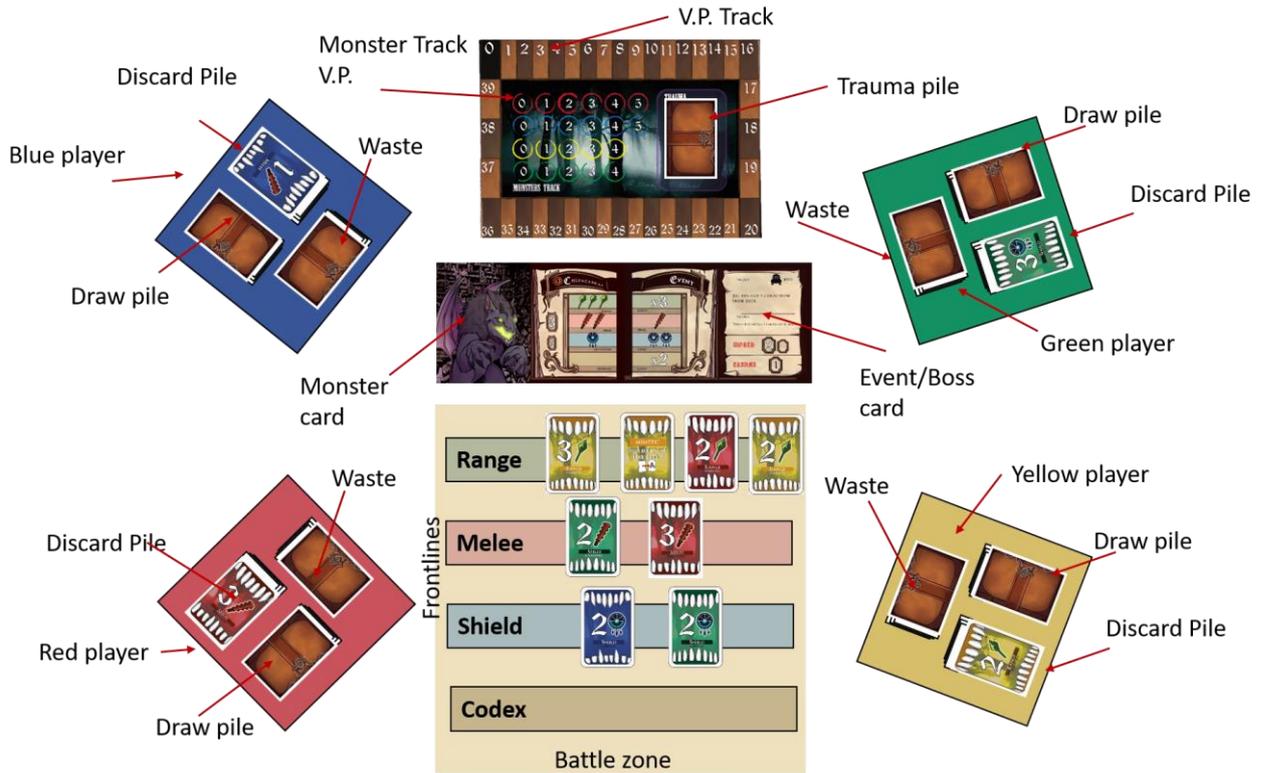
8 Cubes (2 red, 2 green, 2 blue, 2 yellow)

20 Trauma Cards

SETUP:

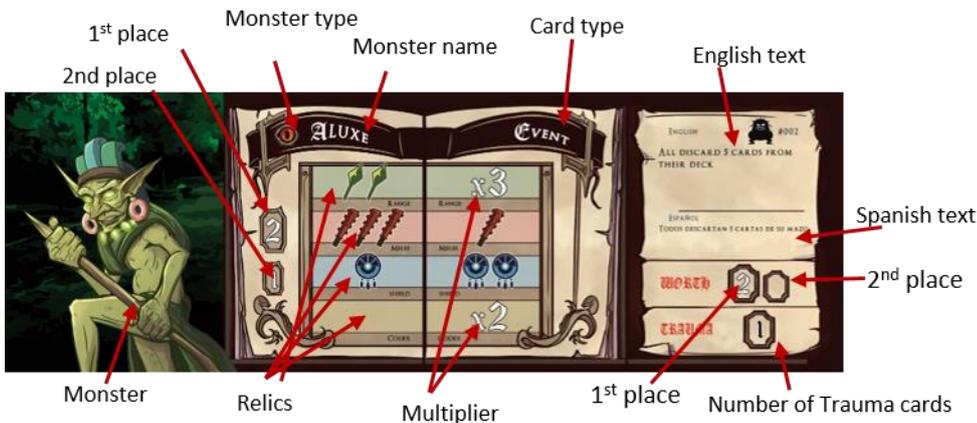
- 1.- Shuffle the **Event/Boss** cards to form one pile and place it face up in the middle of the table.
- 2.- Shuffle the **Monster** cards and place them face up to the left of the Event/Boss pile.
- 3.- Each player must pick a color and take their corresponding color's cards and cubes. (These will make up their draw pile).
- 4.- Place the scoreboard at the top of the playing area. Then each player must place one cube in each "0" mark. (One in the **MONSTER TRACK** and one in the **VICTORY POINTS** ("V.P.") Track).
- 5.- Place **TRAUMA CARDS** over the scoreboard (face down) depending on the number of players:
 - 2 players: 12 cards
 - 3 players: 16 cards
 - 4 players: 20 cards
- 6.- Each player must shuffle their own draw pile, draw 8 cards, pick 5 of them to keep in hand and 3 to place in their own discard pile.
- 7.- The starting player will be either the one who has most recently seen a **horror movie** or had a **nightmare**, is wearing the most pieces of **clothing of the same color** as their respective player color OR came last in the previous game. The players must pick a narrator, who must read each new monster's name and event card.

COMPONENTS



THE MONSTER CARD AND THE EVENT/BOSS CARD

These two will combine to give strength to the monster, adding up a number of relics required, or sometimes even multiplying.



In this example, the total combined strength of the ALUXE with Event#002 is:

- 6 Range (2x3)
- 4 Melee (3+1)
- 3 Shield (1+2)
- 0 Codex (0x2)

GAMEPLAY

The narrator reads the **monster's** name out loud and the written content on the **event/boss card**. Apply all effects or otherwise give 1 Trauma Card to each player.

Starting with the first player, and following **turn order** in a clockwise manner, each player must place 2 cards (**Relic** and/or **Special**) in any Frontline. One of the 2 cards may be played face down, **up to a maximum of 2** face down cards **per Frontline**.

Relic or Special cards can **only be played** in any of the **4 FRONTLINES** (Range, Melee, Shield or Codex) **if** in any line is missing at least 1 relic (considering only face up cards).

Once a special card is placed in the combat zone, apply all its effects. If the card is invalid, the player will receive Trauma cards depending on the number indicated in the event/boss card.

Each player in his/her turn can play:

1. One face down card and one face up card.
2. Two face up cards.

At the end of each player's turn, that player can either:

- a) Draw 3 cards and then discard 1 (Must have 5 cards at the start of each turn, unless otherwise stated by an **event/boss** card).
- b) Eliminate one **non-trauma** card, draw 4 and then discard 1 (Again, Must have 5 cards at the start of each turn, unless otherwise stated by any **event/boss** card).

Once a Frontline is completed, no more cards can be played there, unless a special card allows it (see special cards). Also, there can never be more than 2 face down cards per line.

If a Frontline has been completed, and something changes that line to be incomplete, cards can now be played over that line again, bearing in mind that there can never be more than 2 face down cards per line.

Each turn, players must play cards and apply their effects until all FRONTLINES have been completed. If that occurs, the monster is considered slain and sent back to the book.

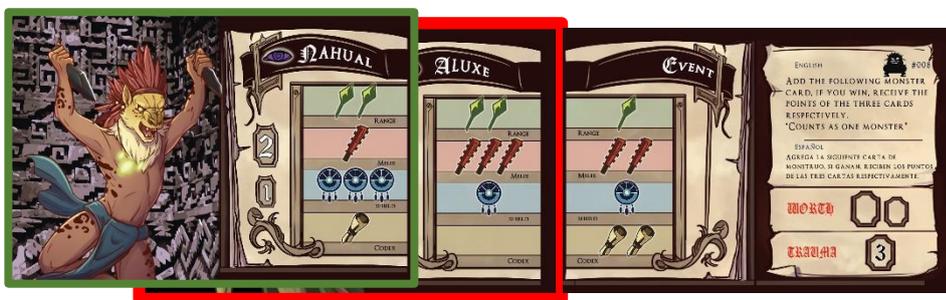
Turn all face down cards face up and apply all effects on them (if any). Then count the value for each player. Whoever contributed with the **most relics** will earn the First place Victory Points shown on the card. The rest of the points (Second place Victory Points) are awarded to all players **who did NOT pass this round**.

TIEBREAKERS

In case of a tie for first place, the player who placed the last card gets to keep the monster. First place points are awarded to all of the tied players. The rest of the players who did not Pass earn the points for second place.

MORE THAN ONE MONSTER OR EVENT/BOSS CARD MAY BE ACTIVE AT THE SAME TIME

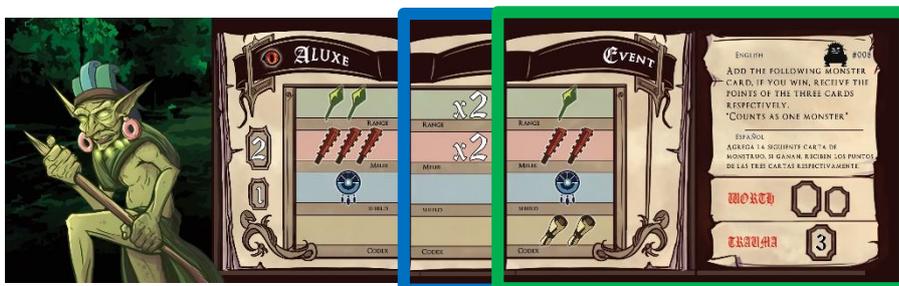
If an event adds another monster to the combat, put it over the other monster card slightly to the left, just enough to let all the relics in all cards be visible. This is in order to strengthen the monster, i.e. The NAHUAL is put to the left letting all the relics in the ALUXE to be seen.



In this case, the total strength is the following:

- 5 Range (2+2+1)
- 6 Melee (1+3+2)
- 5 Shield (3+1+1)
- 3 Codex (1+0+2)

If an EVENT adds another EVENT card to combat, it will have the same effect as adding a monster card, but this time the card must be added to the right, strengthening the right part of the monster.



In this case, the total strength of the ALUXE will be:

- 6 Range (2+1) x2
- 10 Melee (3+2) x2
- 2 Shield (1+1)
- 2 Codex (0+2+0)

First add all relics and then multiply.

HANDING OUT TRAUMA CARDS

If a player is out of relics or playable special cards, he/she must Pass and must take the Trauma cards indicated in the **EVENT/BOSS** card, **add them to his/her draw pile and then shuffle it**. Trauma cards count as negative points at the end of the game. Get rid of those Traumas!

Any player with Trauma cards in hand can take the following actions:



ZERO value Trauma cards (0): Show it to the other players and put it in the waste zone. It counts as one of the 2 cards playable for this turn.

Traumas with any value (-1, -2, -3): When these cards are played face up, they are used to remove relic cards of their respective value from any Frontline (i.e. Trauma -2 vs Relic 2). The player must play the Trauma card face up over another player's card with a corresponding value of 1, 2 or 3, depending on the Trauma card value. Then place both cards in their corresponding player's discard pile. If the card is played face down, at the end of the round, when cards are revealed but after scoring points, the Trauma card will go to the discard pile of the player that earned the least relics points this round.

NOTE 1: In case of a **tie for last place**, Trauma cards played face down are eliminated for good, hence no one gets to keep them.

NOTE 2: The only ways Trauma cards can be eliminated are: when a Special or Event card that allows it is played, or when Trauma cards were played face down and there is a tie for last place of the round.

DEFEATING THE MONSTER(S)

First place of the round:

- Move your cube forward one space on the Returned to The Book **MONSTER TRACK**
- Add up the **first place V.P.** from the monster(s) card(s) and the **V.P.** on the **EVENT/BOSS** card(s) and move your cube forward on the **V.P. TRACK** that many spaces.

The rest of the players who **did NOT pass**:

- Add up the **second place V.P.** from the monster(s) card(s) and the **V.P.** on the **EVENT/BOSS** card(s) and move your cube forward on the **V.P. TRACK** that many spaces.

If there are more than 2 **MONSTER** and/or **EVENT/BOSS** cards in combat, add all the points in all the cards and move 1 or 2 spaces on the Monster TRACK, according to the **EVENT/BOSS** card.

At the end of the round, cards that were played in the combat zone go back to their corresponding player's discard pile.

The first place of the round takes the defeated **monster(s) and event/boss** cards to his/her playing zone. This reveals a new monster and event/boss card, leading to a new round.

The starting player of the new round will be the player to the left of the previous "first place player". In the case that everyone got defeated by the monster(s), the starting player will be the player who first passed during that round.

NOTE 1: Eliminated cards go to the player's waste zone, hence they cannot be brought back to the game.

NOTA 2: When there are 5 or less cards in a draw pile, the owner must shuffle them with his/her discard pile to form a new draw pile.

D

MONSTER SCORING AT THE END OF THE GAME

There are 4 types of monsters: Undead



Spirits



Creatures



Magical



Monsters give points at the end of the game if collected according to their type:

- 2 monsters of the same type: 2 V.P.
- 3 monsters of the same type: 5 V.P.
- 4 monsters of the same type: 9 V.P.

END OF THE GAME

- For **3 or 4 players**, the game ends when a player reaches **4 in the Returned to The Book Monster Track**.
- For **2 players**, the game ends when a player reaches **5 in the Returned to The Book Monster Track**.
- The game can also end if there are **no more Trauma cards left to draw**.
- Another way to end the game is if a player reaches **40 V.P.** or more.

¿WHO WINS THE MONSTER HUNT?

Once the game has ended, scoring is as follows: take the V.P., then subtract the value of all Trauma cards in your hand, draw and discard piles and finally add the points on monster cards depending on their type (see “Monster Scoring at the end of the game”).

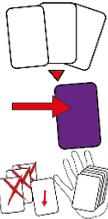
- In case of a tie, the **player who returned the most monsters to The Book** wins.
- If the tie persists, the player with the least **Trauma points** wins.
- If the tie persists, the player with the **least eliminated cards** wins.

ADVENTURE LEVEL

Based on the V.P. obtained, you can measure your adventure level according to the following values:

❖	-10 to 5:	Baby
❖	6 to 10:	Apprentice
❖	11 to 15:	Cleric
❖	16 to 21:	Mythbuster
❖	22 to 28:	Slayer
❖	29 to 35:	Knighth
❖	36 or more:	Sacred Hunter

SPECIAL CARDS:



Fury: All players draw 3 cards, and must discard until all have the maximum allowed for this round. If this card is played face down, the card won't have any effect.



Take Advantage: Give one Trauma card from your hand or Trauma pile to a player of your choice. If the card is played face down, apply the text when it is turned face up.

Good Omens: Eliminate 3 cards from your hand and put them in your waste zone. Discard the rest of the cards and draw a new hand from your draw pile (according to the allowed hand limit). If this card was played face down, do not apply any effect when revealed.



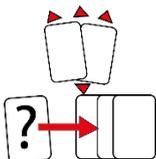
Last chance: Discard 3 cards from your draw pile. **Last Chance** counts as 1 relic. Decide which type of relic **Last chance** will be, then place it in the corresponding Frontline. It cannot be changed afterwards. If this card was played face down, the card won't have any effect.



Trickery: Counts as a card with 2 of the same relics. Decide which type of relic **Trickery** will be, then place it in the corresponding Frontline. It cannot be changed afterwards.



Friendly fire: Eliminate any card from another player in the battle zone. Put the eliminated card in its owner's waste zone and discard **Friendly fire**. If the card is played face down, apply the text when it is turned face up.



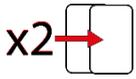
Berserker: Draw 2 cards and immediately discard 1 (in order to have the rounds' hand limit). If this card was played face down, the card won't have any effect.



Equality: This card is worth 1 relic for each other relic card in the same Frontline. If the last relic in this line is eliminated, discard **Equality**. This card cannot be played in an empty Frontline or any line with enough relics to defeat the monster. If this card is played face down, count all cards in the Frontline when revealed.



In this example, the combat line has 3 melee cards, therefore Equality = 3



Strength: Place this card in a Frontline to duplicate the value of all cards in it. If the last card in this line is eliminated, discard **strength** and put it in its owners discard pile. This card cannot be played in an empty Frontline or any line with enough relics to defeat the monster.



In this example, the line has a strength of $(2+2+3) \times 2 = (7) \times 2 = 14$



Mimic: Copy another player's relic or special card and apply its effects immediately (if any). This card cannot be played in an empty Frontline or any line with enough relics to defeat the monster. If this card is played face down, its owner will choose which card in the same Frontline to copy.



In this example, the yellow card counts as 3 shields.