

You Monster

It's a Saturday afternoon and you're happily wandering about in a dungeon. What good fortune to find there are no monsters guarding anything! You did hear something about a curse, but that's probably just silly superstition.

And the plaque above the entrance reading "Greed makes beasts of us all" is meaningless.

And what luck: you've come across some treasure! You're going to share it with your mates, right? Wait - what are you doing? Just ... just put down the axe and we can talk about this ... Aaaaaarrrrggghhhh!!

A dungeon adventure/bluffing game for 3-6 players. All that's needed is a standard deck of cards (including 3 jokers or whatever other cards came in the box you can use in their place) and some way of keeping score (pen and paper or some tokens).

Set up:

- Separate the cards into two decks:
 - The face cards and jokers are the treasure deck.
 - The rest of the cards are the adventurer deck.
- Shuffle each deck and deal 5 cards to each player from the adventurer deck.

Play:

- The top card of the treasure deck is revealed.
- Each player secretly selects 1 or 2 cards to play.
- Place the cards you're playing and the rest of your hand face down in front of you, cover them with your hands so no one can see how many cards you're playing (or have left).
- Once everyone has selected cards, they are simultaneously revealed.
- The player with the highest value of cards is the monster.
 - In the case of a draw, the player with the highest single card value is the monster.
 - If it's still a draw, the player with the most cards matching the treasure suit is the monster.
 - If it's still a draw, discard all cards (including the treasure into the 'lost' discard pile) and play a new round.
- The value of the monster's cards + (the number of adventurers * 2) is their health.
- The combined value of all adventurers' cards is their damage.
- If the adventurers do equal or more damage than the monster has health, they win. If not, the monster wins.
- If the adventurers win, the treasure goes face up into the 'won' discard pile. Each adventurer gets 1 victory point.
- If the monster wins, the treasure goes face down into the 'lost' discard pile. The monster gets 2 victory points.

- The played adventurer cards go face up into their own discard pile. If ever the adventurer deck runs out, shuffle this discard pile and use it as the new adventurer deck.
- If any player runs out of cards, they are out of the game until a second player runs out. Then all players draw back up to 5 cards.
- Play until the treasure deck runs out, then shuffle the 'lost' pile and use it as the new treasure deck. The game ends when this deck runs out again.

End of the game

At the end of the game, the player with the most points becomes a monster permanently. If their score is greater than the combined score of all other players, the monster wins.

If not, the remaining player with the most points wins. But they have to live with what they did to get that treasure.

Modifiers:

- **Spades:** Any player who plays a spade may draw an extra card to their hand.
- **Hearts:** Any player who plays a heart must discard an extra card from their hand.
- **Clubs:** If the monster played a club, they get +2 health (after it's decided they're the monster – meaning this doesn't count when deciding who the monster is).
- **Diamonds:** Any adventurer who plays a diamond when a diamond treasure is in play gets +1VP if the adventurers win the treasure.
- **Jack:** Adventurers each get +1 damage when a Jack is the top card of the 'won' pile.
- **Queen:** Adventurers who play the same suit as the Queen get +1 damage. The monster gets +1VP if they win a Queen.
- **King:** The adventurer(s) who played the highest value single card when a king is won by them gets +1VP.
- **Joker:** All Aces now have a value of 11.

Note: You do not have to discard a card if you have nothing in your hand. However, playing a spade and a heart means you must draw and *then* discard a card.