

PETERSEN
GAMES

HARRY the MONSTER



RULEBOOK



Overview

Marry the Monster is a game for 3 to 5 players in which each player scores points by building structures and having them remain until your next turn without being destroyed by the monster. Turns are taken by playing cards, and there is no upkeep phase—play simply continues until there is a winner.

The Story So Far...

You are one of five dukes building up your lands and holdings in a valley within the kingdom of Sadalvive. Last year, the monstrous fachan entered this hidden valley, eating your crops and menacing everyone. Unfortunately, your appeals to King Mathanam II to send an army have been in vain, and now he is off seeking glory in battles elsewhere. Nevertheless, he has sent the blue wizard to help you.

The blue wizard, with his magic, has studied the fachan. He says that the fachan, having one of everything (one eye, one arm, one leg, etc.), is also a single entity, alone in the world. There is no other fachan. He is merely lonely, desiring another of his kind. If the blue wizard can make a mate for the fachan, the monster's frustrations and anger will abate and he'll leave you alone.

The blue wizard tells you he can make a mate for the fachan, but needs three towers sufficiently high to make his magic work. The problem is that the other four dukes also know about this plan, and they want to be the first to build three towers and claim the glory for having banished the fachan.

But you have a cunning plan. Since you know that the fachan wants a mate, you have instructed your subjects to make fake fachan females for him and to let him see these behind the other dukes' lands. The fachan will madly rush to the fake one, destroying your rivals' buildings in the process. He'll destroy yours too, but so long as you are losing fewer buildings, you'll have the means to build the towers first, the fachan will leave the valley, and you'll get all the glory!



Components



Rulebook



5 Victory Point Tokens
(In five Different Colors)



25 Stomp
Cards



15 Build
Cards



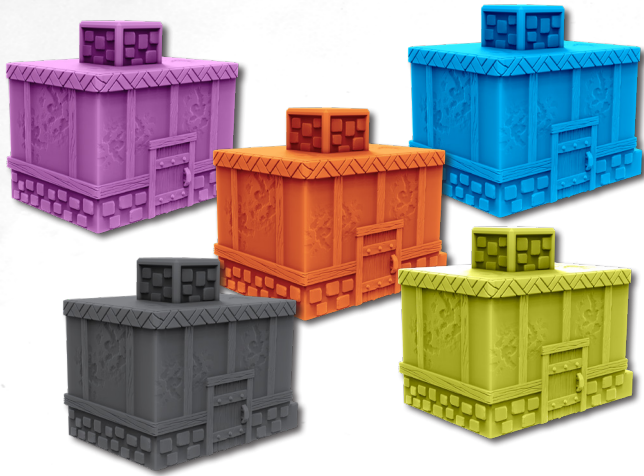
Fachan
Miniature



20 Fortify
Cards

125 Building Miniatures

(25 of Each Color)



Score Tracker

Score Tracker board with 45 numbered tiles (1-45) and three rule boxes:

- 45: You can win the game if you have 3 towers. At +45 you automatically win.
- 30: You can select another player's building as the stomp target. You only get 1 free house. At +45 get 2 free towers.
- 15: You can stomp twice per turn. You only get 2 free houses. At +45 get a free tower.

Game Board



Objective

A player wins immediately when their score is at least 45 points and they have at least three towers in play. If both conditions are not met for a single player, play continues.

Setup

- Place the game board and score tracker in the middle of the play area.
- Each player selects a color and places the victory point token of their color next to the "1" on the score tracker.



- Each player takes the 25 building miniatures of their color to place in front of them.
- Shuffle the deck and deal three cards to each player. Set the deck to the side. The discard pile will be next to the deck.
- Place the fachan miniature in the central "5" hexagon space of the board.
- Randomly determine the first player. Play goes clockwise.



How To Play

Each player takes a turn, with play moving clockwise until a player has met the victory conditions (by having at least 45 points and at least three towers).

Each player's turn consists of five distinct steps that *must* be taken in order:

Turn Breakdown

1. Gain points
2. Draw a card
3. Build free houses
4. Move the fachan and play cards
5. Draw a card for each stomped building

Step 1: Gain Points

At the start of your turn, gain points for every building you have on the board. Each hexagonal space of the board may contain one building, and each space is worth a value from 1 to 5. Each building on the outer ring is worth 1 point, the second ring 2 points, the third ring 3 points, and the center of the board is worth 5 points.



Every building type is the same for purposes of scoring points. For example, a tower on a 1-point space is still only worth 1 point even though it is a mighty tower. A house on the 5-point space is worth 5 points, even though it is a tiny house. (Building types will be described later.)

Simply add the total points from your buildings in play and move your victory point token up the score tracker that many spaces. If you reach more than 45 points, flip the token to the +45 side.



On each player's first turn of the game, no one will have buildings. If you start your turn with no buildings, simply skip this step.

A player will gain a unique boon from the blue wizard at 15 points, 30 points, 45 points, and then the same repeated boon every 15 points thereafter. The blue wizard's boons are explained in further detail later in the rule book.

15 Points – Double stomp

You may make the fachan stomp twice on your turn.
You only get 2 free houses.

30 Points – Target another player's building

You can sneak the fake fachan into one of your opponent's buildings for one stomp each turn.
You only get 1 free house.

45 Points – Summon a female fachan

You have the sorcery power to make a real mate for the fachan and win the game.

+15 Points – Free tower (60, 75, 90 points)

For every 15 point increment above 45 points upgrade one of your houses or manors into a tower for free this turn.

At +45 you automatically win (90 points).

Step 2: Draw a Card

After scoring points (if any), draw one card from the deck. There is no hand limit. You can keep as many cards as you want.

If there are no cards to draw, shuffle the discard pile to create a new draw pile. It is theoretically possible for players to have all the cards in their hands, leaving both the draw and discard piles empty. If this happens, skip this step. We've never seen it happen.



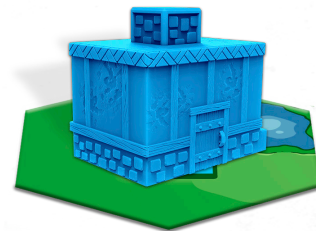
Special Notes for 4- or 5-Player Games:

- If there are 4 players, the player going first draws an extra card on their first turn.
- If there are 5 players, the player going first draws two extra cards on their first turn and the player going second draws one extra card on their first turn.
- For all other player counts, and on all other turns, only draw a single card.

Step 3: Build Free Houses

Place up to 3 houses on the board. You may not place a house in a space already occupied by the fachan or another building. Each space can only contain a single building. Your houses do not need to be adjacent or anywhere specific in relation to each other—or any other buildings—on the game board. Any open space is an option.

A house is simply a single building miniature with no other buildings under it or stacked on top of it (other building types will be described later).



IMPORTANT:

- Once a player has at least 15 points, the number of free houses they can build is reduced to 2.
- Once a player has at least 30 points, the number of free houses they can build is reduced to 1.

Note: If you run out of buildings of your color because all are placed on the board, you cannot place any more buildings (and you skip Step 3).

Step 4: Move the Fachan and Play Cards

Step 4 is the most complex part of your turn and is where nearly all of your decision making happens. During this step, you can move the fachan **once**, and also play any number of cards from your hand (with some exceptions, as described below).

Moving the Fachan

When you move the fachan as part of Step 4 of your turn, move him in a straight line across the spaces of the board. Thus, he can move in one of six directions from his starting point. He can move any number of spaces until he gets to the edge of the board. However, he cannot move into or past any building. Moving the fachan like this is not the same as playing a Stomp card. If he is directly surrounded on all six sides by buildings, you cannot move him.



You can only move him once in this way on your turn. It can be before and/or after playing cards.

You may also choose to not move the fachan at all during Step 4.

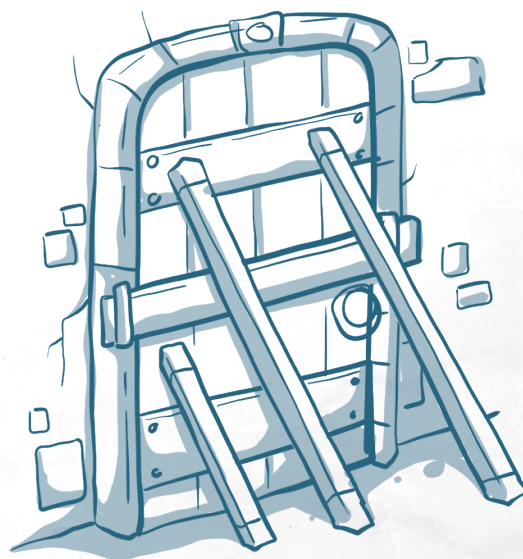
Playing Cards

From your hand, you may play any number of cards of any type or combination of types (except for Stomp cards, which have special restrictions).

You may play cards before moving the fachan, after moving the fachan, or both. (And you can still play cards if you choose to not move the fachan at all.)

You may also choose to play no cards during Step 4. If so, draw 3 cards from the deck.

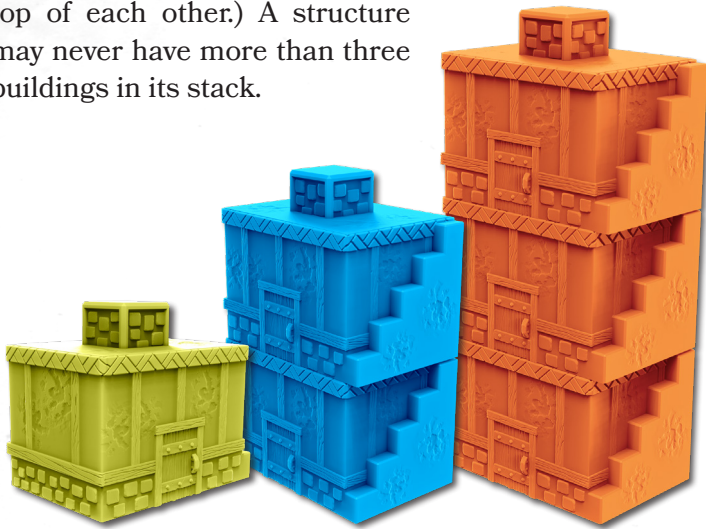
When playing cards, you may play three copies of the same card type at once as if it were a single copy of one of the other two card types. For example, if you have three “Build” cards, you may play all three as if they were a single “Fortify” or “Stomp” card.



Build Cards

Each Build card you play allows you to place two houses on any empty spaces, following the same rules as the three free houses you get in Step 3.

The building miniatures are all identical. However, they stack on top of each other. A single building miniature is a house. If there are two stacked up in a space, it becomes a manor. If there are three stacked up in a space, it becomes a tower. (Only buildings of the same color may stack on top of each other.) A structure may never have more than three buildings in its stack.



1-House 2-Manor 3-Tower

Although all buildings are the same for purposes of scoring points (and drawing cards in Step 5), they are not the same for purposes of stomping. All houses in a row are destroyed by at least a single Stomp card. All manors in a row are only destroyed by 2 (or more) Stomp cards. And it takes three Stomp cards to destroy towers.

Also, you need at least three towers in order to win the game. It doesn't matter how many houses or manors you have at the end.

Fortify Cards

Each Fortify card you play allows you to either turn a house into a manor, or a manor into a tower. You can play two Fortify cards at once to turn a house into a tower (the first would turn it into a manor, the second transforms it into a tower).

You cannot play a Fortify card to build a house on an empty space. It must be used to strengthen an existing building of yours.



Stomp Cards

When Stomp cards are played it means you have instructed your subjects to create a fake mate for the fachan and he dashes madly with desire toward it in a straight line, destroying as many things as he can until he is stopped or he reaches the fake mate. Luckily, he's not smart enough to be too upset when he finds out she's not real. The fachan can only stomp once each turn until the double stomp boon is granted.

When you play a Stomp card, select one of your buildings (whether house, manor, or tower). This building must be in a straight line with the fachan. The fachan then moves from his current space to the building you have selected, destroying your building and all buildings of all players in between (if enough Stomp cards were played).

You may only play up to 3 Stomp cards when causing the fachan to stomp. The number of Stomp cards played represents the fachan's level of frustration, and thus what types of buildings he can destroy on the way. A single Stomp card allows him to destroy any number of houses



(but no manors or towers). Two Stomp cards allow him to destroy all houses and manors in his path (but no towers). Three Stomp cards allow him to destroy all buildings in his path.



The fachan moves along the straight line to your selected building until it reaches your building or it reaches a building that is stronger than the number of Stomp cards played, at which point he stops in the space before that building. It is possible for the fachan to not actually stomp any buildings, but still move due to Stomp cards played.

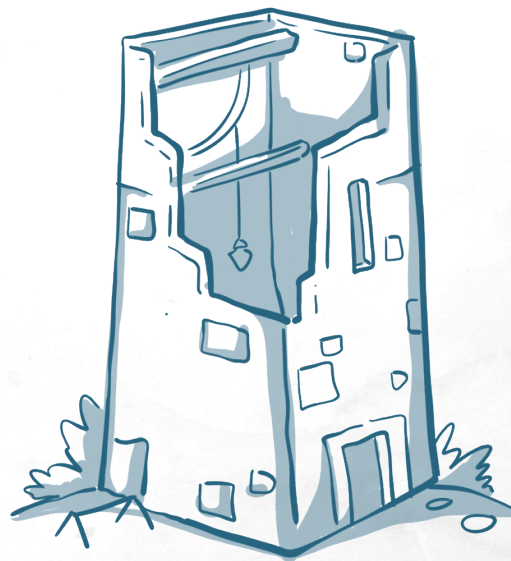
EXAMPLE 1:

The Blue player selects his manor as the target building and then plays a single Stomp card. There are two houses between the fachan and the Blue manor, and no other buildings. The fachan destroys all two houses, but then stops in the space next to the manor because not enough cards were played for it to be destroyed. If the Blue player had a house instead of a manor there, then it would be destroyed as well, and the fachan would end in that space.



EXAMPLE 2:

The Blue player selects his house as the target building and then plays two Stomp cards. There is one house and one manor in his path, followed by a tower, and then the Blue player's house. The fachan would destroy both houses and manors, and then stop in the space next to the tower, because only two cards were played. The Blue player's target house is also safe, because it was behind the tower which stopped the fachan.





Step 5: Draw a Card for Each Stomped Building

After playing Stomp cards and moving the fachan, remove any stomped buildings from the board and set them in one of the four forested corners of the game board. When moving the buildings, be sure to keep manors and towers stacked so you don't overcount!

During Step 5, count the total number of buildings the fachan stomped and draw one card for each. It doesn't matter what type of building was destroyed, as they each only count as one (i.e. a stomped tower still only provides 1 card).

You draw cards for your own stomped buildings, too! After drawing one card for each building in the forested corner, return the buildings to their owners' building pools.

If no buildings were stomped on your turn, skip Step 5.

After Step 5, it is the next player's turn.



Boons from the Blue Wizard

As you achieve certain numbers of victory points, the blue wizard rewards you with special boons that help you. These modify the rules in your favor. You never lose any boon once you have gained it.

15 Points – Double stomp

If you have 15 or more points, you may make the fachan stomp twice each turn. For example, you can play two Stomp cards—causing him to stomp—then play Fortify

and Build cards, followed by playing three more Stomp cards, causing him to stomp along a different line. Players may also move the fachan before or after playing stomp cards or between two stomps. Remember, moving the fachan is different than having him stomp.

(E.g. Move > Stomp > Stomp, or Stomp > Move > Stomp, or Stomp > Stomp > Move.)

30 Points – Target another player's building

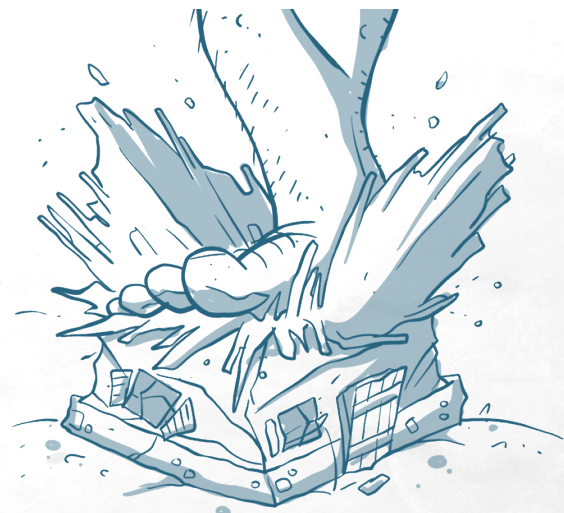
If you have 30 or more points, you can now select other players' buildings as the target of the fachan's stomping. However, you may only do this for one of his stomps, even if you have him stomp twice.

45 Points – Create a mate for the fachan

The blue wizard has the power to create a female fachan and win the game, if you have three towers on the board as well.

Every 15+ Points – Free tower

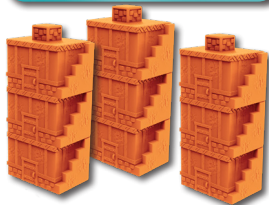
During Step 3, for every 15-point increment above 45, you may transform any house or manor you own into a tower. This is in addition to the free house you would place during Step 3 (the free house placed could become the free tower, if you want). You may not place a free tower on an empty space—you must transform a house or manor.





Winning and Ending the Game

Since the objective is to have at least 45 points and have at least 3 towers, this can occur during several different steps of your turn. The moment both conditions are met, regardless of which step you are on, the game ends immediately and you win.



Credits

Design Arthur Petersen
Development..... Zoran Dobrijevic
Art Director Tony Mastrangeli
Art Brian Patterson
Logo..... Alyssa McCarthy
Layout Andrew Frisch
Editing..... Benjamin Kocher
Sculpts Derran Viss

Playtesters

Mark Arking, Mark Aquilino, Eden Brandeis, Anthony Callison, April Callison, Alex Graca, Yanyuan Jing, Frank Marcelli, Alex Moore, Tristan O'Rourke, Lauren Westlake





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Player Aid

Step 1: Score points from your buildings.

Step 2: Draw 1 card.

NOTE: In 4-player games, the first player draws 2 cards on their first turn only. In 5-player games, the first player draws 3 cards on their first turn only, and the second player draws 2 cards on their first turn only.

Step 3: Build up to 3 free houses. (Reduced to 2 when you have 15+ points and reduced to 1 when you have 30+ points.)

Step 4: Move the fachan and play cards. You may move the fachan before, after, or between playing cards, but may only move him once. You may only stomp once (until you have at least 15 points).

Step 5: Draw 1 card per building (including yours) which the fachan stomped on your turn.



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