

Taxonomy of monsters

Rules of the game, version 0.1

Number of players 2-6

Taxonomy of Monsters is a card game in which the objective is to collect a set of monsters from the same taxon. The deck consists of 200 monster cards from the books "Encyclopedia of Monsters". Kenkou Cross.

At the start of the game, all players draw 8 cards. Each turn a player draws one card from the pile in the middle and discards 1 from their hand. Each player must always have 8 cards, so whenever they have to draw a card or discard for some reason, they must have 8 cards at the end, either by discarding the excess, or by drawing up to 8 from the middle.

Monsters are collected based on their type. To win, a player can collect 8 cards of the same type, 2 sets of 4 cards of 2 different types, or a set of 5 of one type and 3 of another. Depending on what you have collected and how you collected it, you get a different number of points.

If you have 3 cards of the same type, and another player discards another card of that type, you can take that card, show that you have made a set of four, and put that set on the table. Once you have completed a set in this way, you cannot change it again, it must remain on the table. Then you have to discard 1 card so that the sum of the cards in your hand and on the table equals 8. You can then collect another set of 4 monsters, or expand this set to 5 or 8 cards. When you draw another card of this type you can add it to the table.

Monsters have different personalities, so they react differently to being discarded or drawn from the deck. Depending on their nature, the following things happen:

- Aggressive/violent: when discarded, such a monster can be sent to another player to beat them up and cause that player to lose a turn. But in order for such a monster to listen to us, we have to prove that we are stronger than the other player and deserve to be listened to. We play a game of rock-paper-scissors with the player we want to send the aggressive monster at. The player who lost loses a turn.
- Happy/happy: discarding a happy monster is sad, and causes all other happy monsters to leave you too. After discarding 1 merry monster, you must discard them all. However, merry monsters get along very well with each other, so you can collect a set of merry monsters regardless of their types.
- Unkind/bad: when discarded, such a monster takes revenge on the player, and causes them to have to discard an additional random card.
- Honest: when drawn from the stack, such a monster tells what it saw. Look at 3 cards from the stack and then put them back. If you have taken an honest monster from another player, it tells you what it saw in him: you can see what cards he is holding.
- Impatient: when you draw an impatient monster, you can immediately draw another card.
- Proud/strong: such a monster is considered the leader in its group. When discarded, it convinces all other monsters in that group to move away from you. You must discard all cards with the same type as the proud monster. In addition, you can no longer collect cards with this type until the end of the game. Set the proud monster aside so that you can see what type you can no longer collect.
- Miscellaneous: A monster of this type can be of any nature. Roll 2 20 wall dice and subtract 4 from the result. The result after the subtraction indicates what nature this monster has.

All other natures have no effect on gameplay.

As the "beastman" type is much more numerous than all other types, it cannot be collected. If a monster belongs to the "beastman" type, look at what family it belongs to, and you can collect sets based on that.

There are monsters that belong to a type in which no other types exist. Such "orphans" can be collected into a set of orphans, i.e. other monsters that are alone in their types.

Scoring depending on how they are collected:

- 2 sets of 4, during the game you took 2 cards from other players, 1 point
- 2 sets of 4, during the game you took 1 card from another player, 2 points
- 2 sets of 4, no cards were taken from other players during the game, 3pts
- a set of 5 cards and 3 cards, you have taken 1 or 2 cards from other players, 2pts
- a set of 5 cards and 3 cards, no cards were taken from other players during the game, 3pts
- a set of 8 cards, exposed, 4pts
- set of 8 cards, obscured (never took cards from other players' discards), 5pts

Scoring depending on which monsters you collected:

- a set of 4 monsters from a type in which there are only 4 monsters, 3pts
- a set of 4 monsters of type with 5-7 monsters, 2pts
- a set of 4 monsters of a type with 8 or more monsters, 0pts
- set of 8 monsters of a type with only 8 monsters, 6pts
- set of 8 monsters of a type with 9 to 12 monsters, 3pts
- set of 8 monsters of a type with 13 or more monsters, 0pts
- set of 8 orphans, 12pts