AND THEN MONSTERS
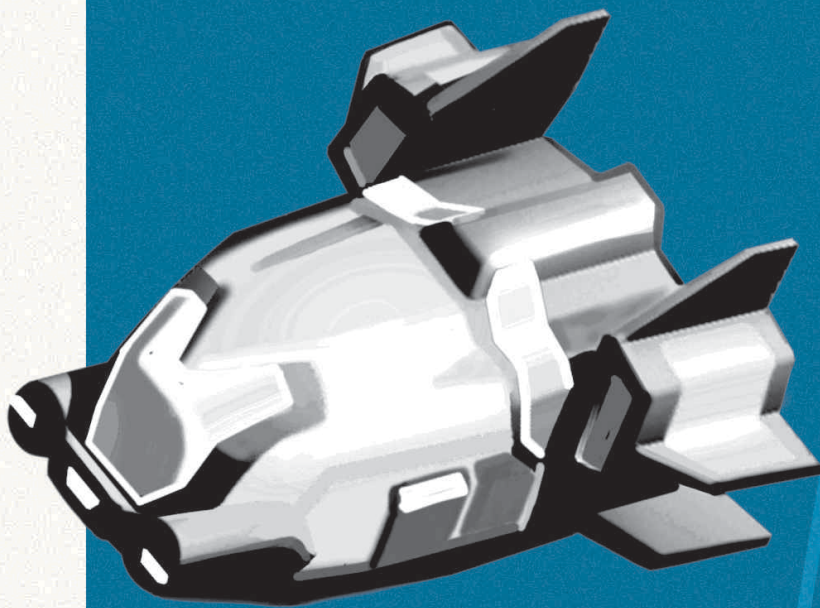
IDC- 29B

FLIGHT MANUAL

MISSION BRIEFING:

For the past 15 Years, we at iDREAM inc. have made it our mission to do one thing: Prove that alternate realities exist.

Today, we believe this goal can finally be accomplished. In a joint effort with the brightest minds in the world, we have successfully developed a new ~~experimental~~ transportation unit called the IDC-29B.

You have been specially chosen to be on this ~~highly dangerous~~ mission due to your unique academy test scores and prompt waiver signing.

Please make your way to the IDC-29B.

We are counting on you.
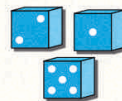
- Dr. Scammorus

CONTENTS
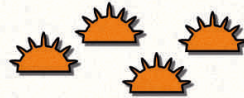
RULEBOOK

60 SEARCH CARDS

21 DICE

24 TOKENS

GAME BOARD

60 MONSTER CARDS

30 DAMAGE COUNTERS

4 SHIP ROOMS

2 TRACKERS

2 THREAT & XP TRACKS

**6 HERO CARDS**

36 LEVEL UP CARDS

6 HERO STANDEES

5 REFERENCE CARDS

1. Place the board in the center of the table. **Ⓐ**

2. Place the 4 Ship Rooms near the board. **Ⓑ**

3. Shuffle the Search cards and divide them into 6 even Search Decks.

4. Place 1 Search Deck on the designated spot in each Location except the Ship. **Ⓒ**
   (The Ship Location does not have a spot for a Search Deck)

5. Separate the Monster Cards into their 3 Levels (Easy, Medium, and Hard).

6. Shuffle the Easy Monsters (green border) to form the Monster Deck and put it near the board. Leave room next to the Monster Deck for a Monster Discard Pile. Draw 6 Monster Cards and place them on the board. **Ⓓ**

7. Set the Medium (yellow border) and Hard (red border) Monster Cards next to the board for later use. **Ⓔ**

8. Each Player chooses a Character and takes their matching Character Card, Standee, and Level Up Cards. Place your Standee on the Ship Location. **Ⓕ**

9. Give each Player 5 Dice. **Ⓖ**

10. Place the Damage Counters and Tokens within easy reach of all Players. **Ⓗ**

11. Place the Threat & XP Track that matches the number of Players near the board and place the XP Tracker cube at the start of the XP Track. **Ⓘ**

12. Choose your Difficulty and place the Threat Tracker cube on the matching spot. **Ⓙ**
    (For your first game, we recommend setting the Difficulty to Beginner)

Player
Discard Pile
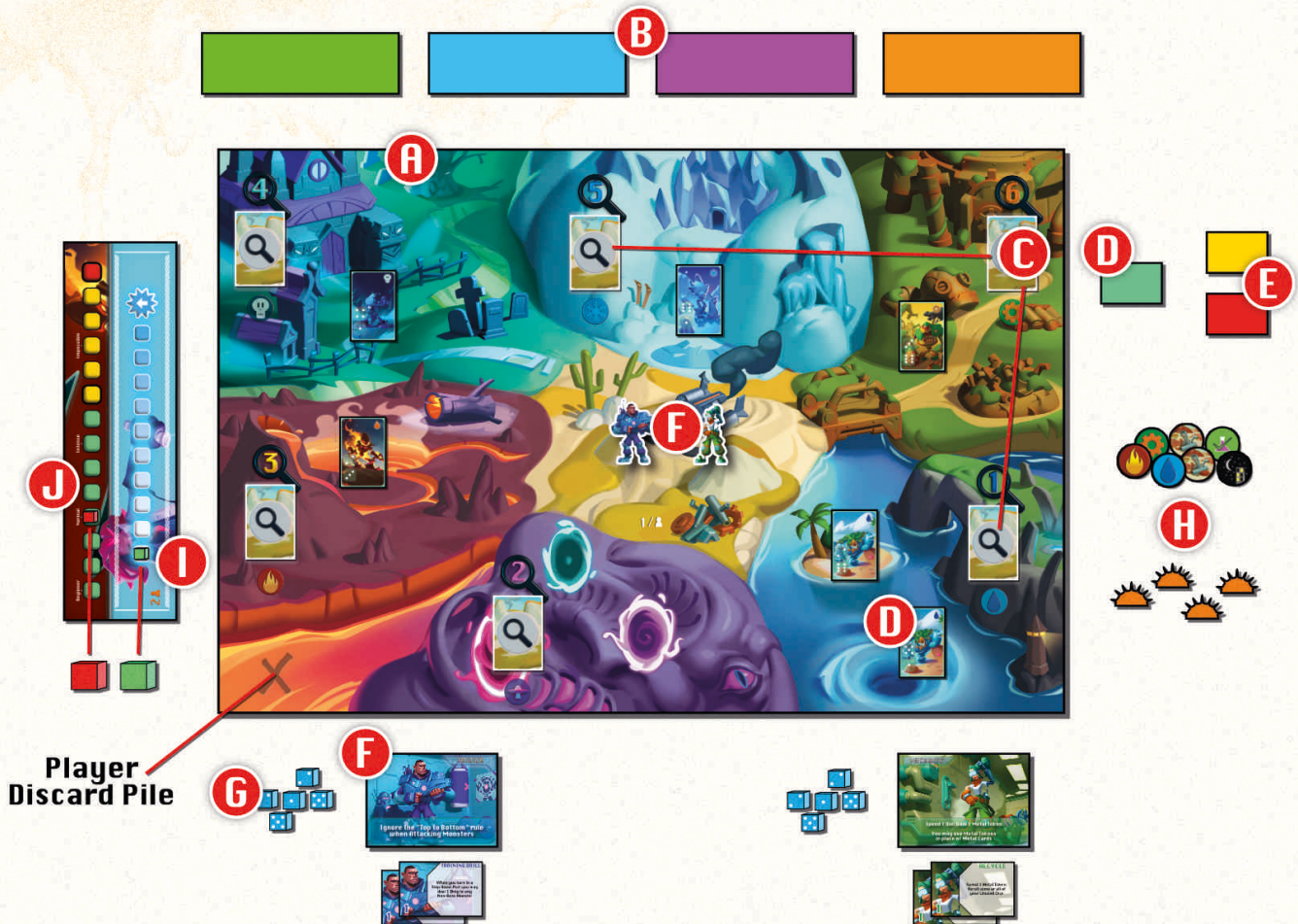
OVERVIEW

Your crew took off in the IDC-29B, stars and planets passing you by, flashes of light in every direction. After those beautiful 16 seconds, you immediately crash landed on an unknown planet in an unknown galaxy in an unknown universe. With your ship broken, you figured it couldn't get any worse... And then Monsters appeared! Monsters in every direction! Quick! Get the ship repaired and get out before the Monsters take over and destroy it for good!

By the way, they seem to be very attracted to that oil spilling out of your ship. You might want to take care of that...

And Then Monsters is a cooperative game where you and your crew will work together to beat the game. You will all either win or lose as a team.

WINNING

All 4 Ship Rooms are Repaired
There are no Monsters on the Ship
All players are on the Ship

If these 3 criteria are met at any point during the game, you are your crew Win!

LOSING

The Ship is Overrun

If this happens at any point during the game, you and your crew Lose.

The game is played over a series of rounds. Each round consists of the following 5 Phases:

1. Roll Phase
2. Player Phase
3. Metal Phase
4. Monster Phase
5. Threat Phase

1. ROLL PHASE

Each Player rolls all of their Dice and places them to the Left of their Character Card where it says "Unused".

2. PLAYER PHASE

Decide as a team which player will take their turn first. The Chosen Player will then perform Actions until they can no longer perform Actions or they decide not to. After the first player takes their turn, decide again as a team who will take their turn next. Continue this until all players have taken a turn.

There are many different Actions you can take on your turn. 4 of them require Dice, 3 of them do not:

Actions That Require Dice

Move
Gain 1 XP
Search
Attack

Free Actions

Play A Card
Contribute Metal
Turn In Ship Parts

SPENDING DICE

When an Action or Ability instructs you to "Spend a Die", move 1 of your "Unused" Dice to "Used" (Right side of your Character Card).

(The number on the Die is only used for the Search and Attack Actions)
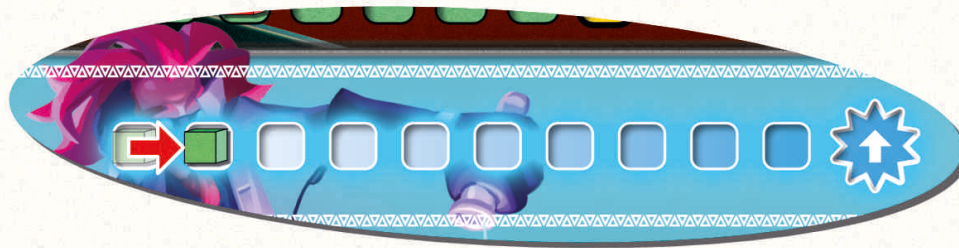
ACTION – MOVE

Spend 1 Die: Move to any Location.

(Note: Players start the game on the Ship. For most games, your first action will be moving so you can get to Monsters and Search Decks.)

ACTION – GAIN 1 XP

Spend 1 Die: Move the XP Tracker froward 1 Space.

If the XP Tracker ever reaches the ✶ space, immediately Level Up and reset the XP Track.

(See page 12)

ACTION – SEARCH

Spend 1 Die that matches the Search Number of your Location: Reveal the top card of the Search Deck and add it to your hand.

(If the Revealed Search Card is a BOSS, do not add the card to your hand. See page 12)

Search Number

3

Hand Limit:
Players have a Hand Limit of 5 cards.
At the end of your turn, if you have more than 5 cards, you must discard down to 5.

Player's hands are public information.
They can be held or placed face up on the table.

ACTION – ATTACK

**Spend 1 Die that matches a Monster in your Location:
Do 1 Damage to the Monster.**

From now on in the Rulebook, read ✸ as "Damage"

DOING DAMAGE

When you ✸ a Monster, you must follow these rules:

**The Die you spend must match the uncovered spot of the Monster.
You must ✸ the Monster's uncovered spots from Top to Bottom.**

You must ✸ this spot First

You must ✸ this spot Second

When you ✸ a Monster, place 1 Damage Counter on the spot you did ✸ to.

If you are going to defeat the Monster this turn, do not place any Damage Counters. Spend the Dice needed to defeat the Monster and discard the Monster to the Monster Discard pile.

Example

*Brian is in the same Location as this Easy Monster. He has a 3 & 6 in his Unused Dice. He can either:
Spend the 3 to ✸ the Monster once and use the 6 to do a different Action or he can
Spend both the 3 & the 6 to defeat the Monster. He can not ✸ the Monster with just the 6 because of the "top to bottom" rule and the 3 comes first.*

Brian decides to do 1 ✸ and spends his 3. He then places a Damage Counter on the 3 spot of the Monster. Now another player can come to the Monster and defeat it with just a 6 at a later time. Brian uses his remaining 6 to Search.
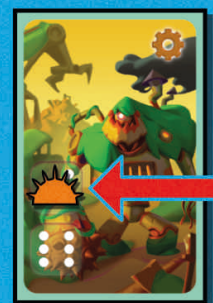
ACTION – PLAY A CARD

At any time during your turn, you can Play a Card.
Follow the description on the card.

BARRICADE

Place on your Location
When a third Monster would be placed on this Location, Discard this Barricade instead
Can NOT be placed on ▢

SCAVENGER

Gain any card in the Discard Pile

TRAP

Defeat any Monster including BOSSES
Return this card to the Box
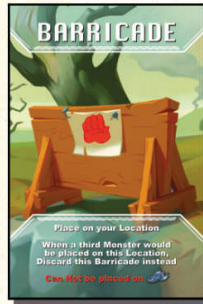
Barricades are placed on the board
but can not be placed on the Ship

Scavengers are Discarded
to the Discard Pile

The Trap is returned to the box
and only one Trap exists in the game

If the text on a card ever contradicts this rulebook,
the card takes precedence.

ACTION – CONTRIBUTE METAL

At any time during your turn, you can Contribute Metal.
Place Metal from your hand onto the board in the designated spot.

2 METAL

1/👤

2 METAL
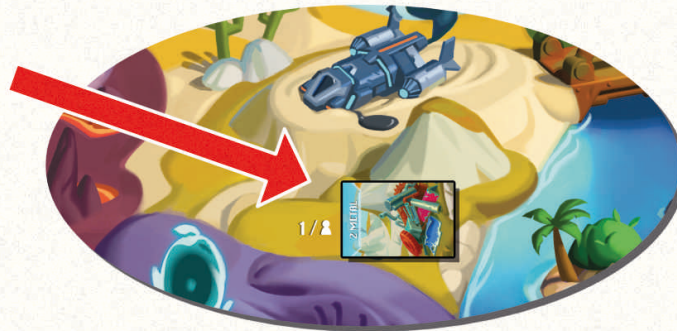
(See page 8)

ACTION – TURN IN A SHIP PART

At any time during your turn, if you are in the Ship Location,
you can Turn in a Ship Part.

Place a Ship Part from your hand onto any open spot of the matching
Ship Room and perform the one-time ability. *(See page 11)*

SHIP PART

REPAIRED | 4 | **LOUNGE** | 5 | **SUPER ABILITY**
Current Player may take another turn after this one

Gain 3 XP | SHIP PART | All Players may Reroll any amount of Unused Dice | Change 2 of your Unused Dice to any Result | Gain 3 XP
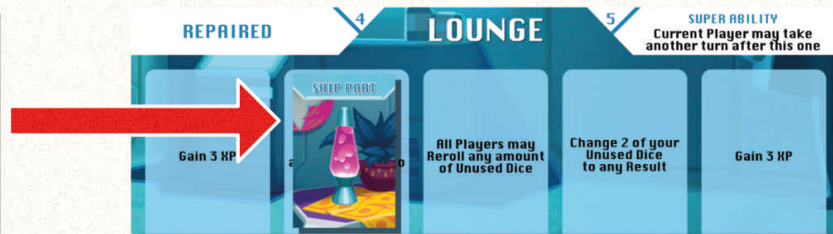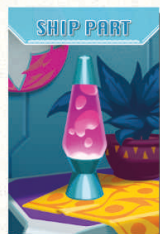
3. METAL PHASE

That oil is spilling everywhere! It looks like it's attracting the Monsters!
Plug the hole with something!

After every player has taken their turn, you will then check
the Metal that has been contributed this round. Pick up the
Metal Cards in the pile and count the amount contributed.
Metal Cards have a value of either 1 or 2.

The goal each round is to have 1 Metal per Player.

For each Metal short, an extra Monster will be
placed in the Monster Phase.

Having more Metal contributed than needed does not provide
a benefit. You will simply lose the left over Metal after it is
checked. Metal is not carried over from previous rounds.

After checking Metal, discard all Metal contributed
and move on to the Monster Phase.

Example 1

All Players have taken their turn so Brian and Allison move on to the Check Metal Phase. They are playing a 2 Player game so the goal is to have 2 Metal Contributed each round. Allison checks the Metal and the total contributed is 1. Since they were 1 short, they will have to place 1 additional Monster in the Monster Phase.

Example 2

Allison checks the Metal and the total contributed is 3. Since this is a 2 Player game, this is 1 more than the goal. The normal amount of Monsters will be placed in the Monster Phase. The extra Metal is simply discarded.

Example 3

Allison checks the Metal and the total contributed is 2. Since this is a 2 Player game, this is the goal. The normal amount of Monsters will be placed in the Monster Phase.

The icon on the board is to help
remind the Players that the goal
is 1 Metal per Player each round.

1/

4. MONSTER PHASE

After Players have checked Metal, they will then place Monsters.
One at a time, draw 1 Monster per Player and place it on the board.
Draw and place 1 additional Monster for each Metal you were short.

Each Monster has a symbol in their top right corner.
This signifies which Location the Monster is placed in.
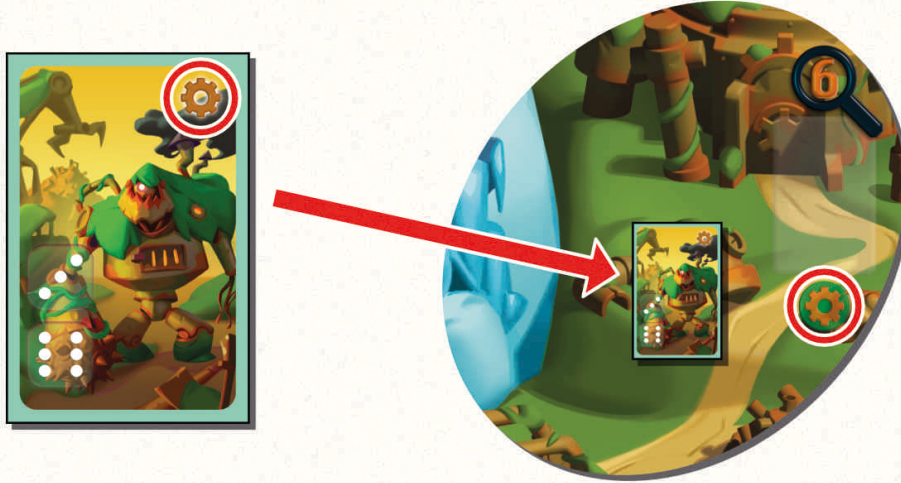
OVERRUN

Locations can only ever have 3 Monsters on them at one time. If a 4th
Monster ever needs to be placed on a Location, the Location is Overrun.
Instead of placing the 4th Monster on it's Location, it is placed on the Ship.

If the Ship is ever Overrun, Players Lose the game.

5. THREAT PHASE

After Monsters have been placed, if the game has not ended from the Ship being overrun, the Threat will be increased.
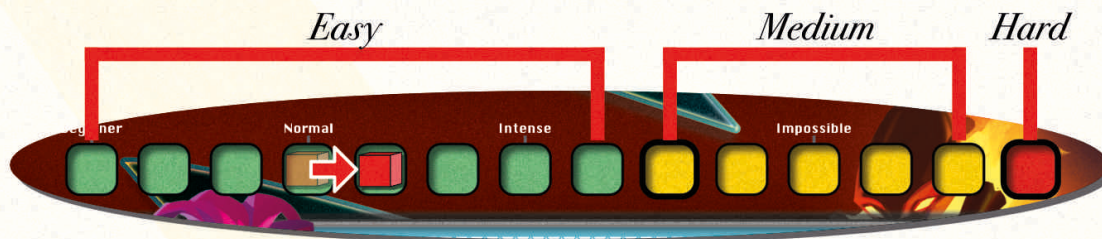
There are 3 Levels of Threat: Easy, Medium, and Hard.
Threat Level changes are signified by a different color and a larger border.

To Increase Threat, move the Threat Tracker cube forward 1 space.
If this causes the cube to now be on a new Threat Level, new Monsters will be shuffled into the Monster Deck.

Easy   *Medium*   *Hard*

Beginner   Normal   Intense   Impossible

NEW THREAT LEVEL

When the Threat is increased to a new Level, shuffle the Monsters of that Level into the Monster Deck.

Do not shuffle in the Monster Discard Pile. The Monster Discard Pile is only shuffled if you need to place a Monster and the Monster Deck is empty.

Easy   *Medium*   *Hard*
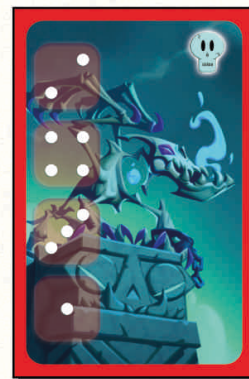
Once the Threat Level is at Hard, it has reached the end of the Track.
From then on, Players will skip the Increase Threat Phase.

DIFFICULTY

If at the beginning of the game, the Difficulty chosen by the Players is already at the Medium Threat Level, simply shuffle the Medium and Easy Monster Cards together to form the Monster Deck before placing the 6 Monsters during Setup.

SHIP ROOMS

**There a 4 Ship Rooms to Repair:
Lounge, Armory, Observatory, and Engine Bay**

Ship Rooms have 2 sides, A & B. During Setup, Players can choose which side to play with on each Ship Room. This can also be decided randomly. Ship Rooms do not all have to be on the same Side.

(for your first game, we recommend playing with all Ship Rooms on their A-Side)

**Repairing all 4 of the Ship Rooms is one of the criteria to Win the game.
When a Ship Room has 4 Ship Parts on it, it is considered Repaired.**

When a Player is on the Ship Location, they may choose to perform the Turn in a Ship Part Action. If they do, they will place one of the Ship Parts from their hand onto an empty spot of the Matching Ship Room. This will provide the Player a one-time ability that they will perform immediately.

After the ability has been performed, place the Ship Part on top of the ability. This spot will then be no longer available. The next Ship Part turned in to this Ship Room will have to be placed in another empty spot.

REPAIRED

When a Ship Room has 4 Ship Parts on it, it is considered Repaired.

SUPER ABILITY

**Each Ship Room has a Super Ability in their top right corner.
When a player Turns in the 5th Ship Part to a Ship Room, after they perform the one-time ability, they will also perform the Super Ability.**

(turning in the 5th Ship Part is not necessary to win the game, it simply provides a bonus ability for Players)

Designer's Note

The way Ship Rooms are Repaired was actually one of the later Mechanisms put into the game. It is now possibly my favorite Mechanism -M.M
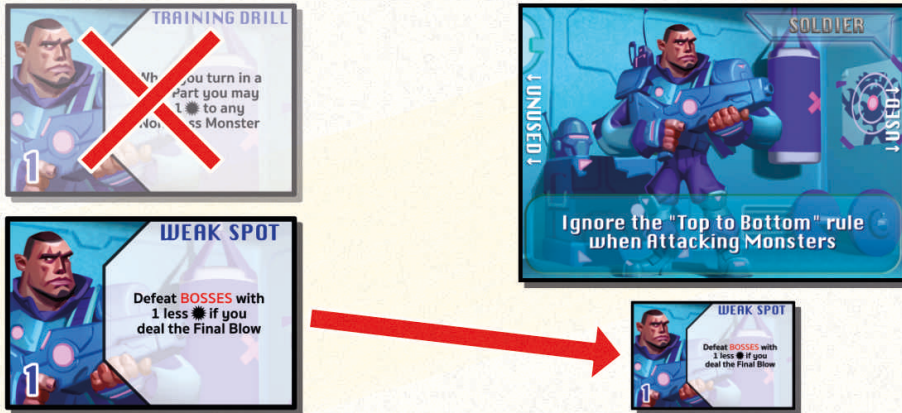
LEVEL UP

If the XP Tracker cube ever reaches the ✦ space,
All Players immediately Level Up and the XP Track is reset.

All Players start at Level 0 and have their Character's starting ability.

When Players Level Up, they will be given a choice between two new
abilities for their Character for that Level. Once you have chosen,
place the new ability face up near your Character Card
and return the non-chosen ability of that Level to the box.

The first time Players Level up they will choose a Level 1 ability,
second time will be Level 2, then finally Level 3.

Level 3 is the Max Level. Once Players reach Level 3 they are no longer able to Gain XP.

Most abilities are permanent but each Character has a Level Up Card that
is a one-time use. These abilities have "**Return to Box After Use**" on them.
If this card is chosen as your new ability, place it near your Character
Card as normal. Once this ability is activated, return it to the Box.

BOSSES

Bosses are super strong Monsters. The "top to bottom" rule is not used
for Bosses as they have the same number on all of their spots.

Bosses are in the Search Decks, not in the Monster Deck. If they are
ever Revealed, they are immediately placed on the Ship Location.
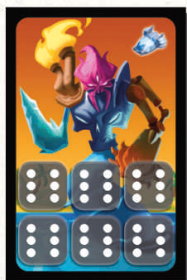
If there are already 3 Monsters
currently on the Ship when
a Boss is Revealed, then
the Ship is Overrun and all
Players Lose the game.

END OF THE GAME

WINNING

There are 3 criteria to Win the game:

1. All 4 Ship Rooms are Repaired.
2. There are no Monsters on the Ship Location.
3. All Players are on the Ship Location.

Once this happens, the game ends immediately. The Players have Won!

Read the Ending based on the amount of Ship Rooms
with all 5 Ship Parts turned in:

0 Ship Rooms with all 5 Parts

Welcome back! I can't believe you all
liv– I mean, I knew you could do it! Wait.
What happened to the Ship?! – Dr. S

1 Ship Room with all 5 Parts

There they are! Great to see you again.
You know, I don't care what everyone says
about you. I think you're all great! – Dr. S

2 Ship Rooms with all 5 Parts

Yes yes yes! I may have lost the bet,
but I get to see my best crew ever!
Honestly, I'm proud. – Dr. S

3 Ship Rooms with all 5 Parts

Wow! Looks like that was a walk in the
park for my favorite crew! Take a break,
heroes. You've earned it. – Dr. S

All 4 Ship Rooms with all 5 Parts

Incredible job, everyone. I am blown away by how hard everyone worked.
In fact, I am so impressed that I think it's time you all got the promotion you deserve!
How does the word "Captain" sound? – Dr. S

LOSING

If the Ship is ever Overrun, the game ends immediately.
The Players have Lost.

TERMS

FINAL BLOW
The ✸ that defeats the Monster.

REVEAL
Show the card to all Players.

🧍 SOLO GAME 🧍

And Then Monsters can be played with just 1 Player as a Solo game.
when playing Solo, use the normal rules with the following changes:

SETUP

Return all Search Cards marked with 🚫 to the box before making the Search Decks.
Return the Engine Bay Ship Room to the box.
You may not play as the Intern.
You have 8 Dice instead of 5.

GAMEPLAY

Metal Phase: The goal is 2 Metal each round.
Monster Phase: Place 2 Monsters + 1 for each Metal you were short.

THREAT TRACK

The Solo Threat Track works as normal except it has additional spaces
after the Threat Level reaches Hard. The last space is marked "End".
You must win the game before the Tracker cube gets to the End.

WINNING

Same as normal except you only need to Repair 3 Ship Rooms:
Lounge, Armory, and Observatory.

AWESOME PEOPLE

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Allison Young

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Gorillaz - Humanz
Khalid - Free Spirit
Foster the People - Sacred Hearts Club
Imogen Heap - Ellipse
Caravan Palace - <|°_°|>

AND THEN...
MONSTERS

MOOSHI
GAMES

ROUND SUMMARY

1. ROLL PHASE *(Pg. 4)*
All Players roll dice and put them in Unused.

2. PLAYER PHASE *(Pg. 4-7)*
Each Player takes a turn performing Actions until they can no longer perform any more or they decide not to.

Actions That Require Dice
Move *(Pg. 5)*
Gain 1 XP *(Pg. 5)*
Search *(Pg. 5)*
Attack *(Pg. 6)*

Free Actions
Play a Card *(Pg. 7)*
Contribute Metal *(Pg. 7)*
Turn in a Ship Part *(Pg. 7)*

Hand Limit:
Discard down to 5 Cards at the end of your turn.

Attacking:
Monsters are attacked from Top to Bottom.

3. METAL PHASE *(Pg. 8)*
Count the number of Metal Contributed. The goal is 1 Metal per Player. For each Metal short, you will Place 1 additional Monster.

4. MONSTER PHASE *(Pg. 9)*
Draw and Place 1 Monster per Player + 1 for each Metal you were short.

5. THREAT PHASE *(Pg. 10)*
Move the Threat Tracker cube forward 1 space. If this raises the Threat Level, shuffle in Monsters of that Level.

WINNING *(Pg. 13)*
All 4 Ship Rooms are Repaired
There are no Monsters on the Ship
All players are on the Ship

LOSING *(Pg. 13)*
The Ship is Overrun

OTHER

SHIP ROOMS *(Pg. 11)*
Provides one-time abilities when ship parts are turned in.

LEVEL UP *(Pg. 12)*
Gain a new ability. Reset XP Track.

BOSSES *(Pg. 12)*
Strong Monsters in the Search Decks. Placed on the Ship when Revealed.

TERMS

FINAL BLOW
The ✺ that defeats the Monster.

REVEAL
Show the card to all Players.