

Rulebook Errata

TIMER APP

On page 5, you will see a QR code to download the MonstroCity timer app. Unfortunately, the wrong URL was printed. To access the MonstroCity time app, please use the URL below to always get the latest links:

<https://monstrocity.vesuviusmedia.com>

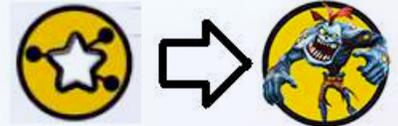


SOLO MODE

On page 10, we added a missing sentence in the Rampage Phase explanation that clarifies how you play solo: "In Solo mode, you play five 4-minute rounds in real time, or you resolve 12 rolls in turn-based rounds."

DICE ICONS

On page 10, where we explain the 5 different icons on the dice, the old icon was left for the Rage outcome.



OTHER CHANGES

On page 14, we adjusted the text of the victory condition so it is clear that finishing with 1 star is scored as a victory. The text now reads "have not earned any Victory Stars" instead of "have earned less than 3 Victory Stars".

On page 18, we clarified the enhanced attribute of Furious George. Tramble is active whether he is walking or using his ability.

On page 18, we corrected the description of Torty's ability. The correct one is one his Player Board (Regenerate) and not in the rulebook explanation (Resistant).

On page 19, we further clarified how Max Horn's ability works. The new text says: "While running, any obstacle or building in Max's path with 2 Health or less is destroyed without stopping his movement. He can not run through or damage other monsters in this way."

PRO TIPS

Mixing Play Styles

The best way to teach and learn this game is to play the first round in Turn-Based mode, and then switch to Real-Time mode. This allows new players the chance to learn the mechanics of the game before you add the adrenaline-pumping timer!

X-Star Victory

MonstroCity the boardgame is based on the mobile game MonstroCity: Rampage, and tries to emulate its game play mechanics. The mobile game is a tower defense type game, which measures victory in stars. This means that you have a certain number of objectives (usually 3) that you need to complete to finish a level. You lose when you do not accomplish any objectives and, as a result, get zero stars. If you manage to get 1 star, you win. One star is not a complete victory, but it is still considered a victory. Your goal is to reach a level of expertise where you win all 3 Stars.

As MonstroCity is a dexterity game, every time you play, you become better. You will resolve dice rolls faster and faster, reaching a point where things that seemed impossible at the beginning become easy later on. That's when you can start experimenting with the Enhanced version of the game.

Spreading Damage and Managing Damage Cubes

There is no maximum amount of damage that your monster may inflict. If you run out of cubes, you can use cubes from another player. The best way to manage this is to create "pools" of cubes between the players instead of everyone keeping cubes in front of them. Some monsters deal more area damage and require more cubes, others are more focused and they do not need as many.

If, while you play, you find you do not have enough cubes, feel free to use components from other games you may have. For example if you want to give each player 40 cubes to play with, go for it!

That said, there is a reason why we kept the number of cubes small in the game. Our goal was to push you into playing a more concise strategy. Running out of cubes means that your monster team is spreading damage on multiple targets instead of focusing and destroying one target before moving to the next. The more you spread the damage, the longer it takes to destroy targets, and the more damage you receive as a team from the city. The best strategy is to focus on a turret and take it down. Once you do this, then you can start taking down the other buildings without being in range of a turret, which minimizes the damage you receive.



Moving around and the Strategy of Re-Spawning

Some monsters are good at moving around fast, some are very slow. Mobility needs to be part of your game strategy, especially when you play solo or with 2 players. You need to choose your team wisely.

For example, Max Horn and Jack A. Lope can go from one side of the city to the other in one move! Furious George can jump and cover some distance when he activates his ability. Misty can fly over buildings and obstacles reaching difficult/blocked territories.

Choose your monsters wisely, taking into account each scenario's objectives.

Last, but not least, your main goal should not be to "not die" during the Rampage Phase. In this game, having your monster die (zero health) could actually be part of the strategy to win! When you die you can re-spawn in ANY re-spawn location on the board. Do not limit yourself to the re-spawn location that is closest to you. Choose a location that positions your monster in a place with strategical advantage. For example, spawn close to a Force Field Generator, to a Police Car, or an Energy Chopper. Do you need to go to the other side of the board? Dying and re-spawning may be faster than walking!

When playing solo, this is especially important as you do not have other players helping you on the other side of the board. In this case, when you die you should re-spawn at locations that position you closer to targets.

Planning ahead and Communication

To accomplish a 3-Star Victory, you need to plan ahead. Before you start the Rampage phase, take time to discuss with all your teammates the strategy that you are going to follow. Every monster has a different gameplay strategy, some deal more damage, some are faster, some can support other player's actions. You need to use every advantage in your arsenal to foil Dr. Spotnik's evil plans.

During the Rampage phase you need to talk to each other or shout if you need to! Inform your teammates about your progress, about things you may need, whether you managed to accomplish the agreed objective, etc. Imagine that you are all special operators of a highly trained monster SEAL team. You must communicate to accomplish your objectives.



Playing with More than 4 players

If your game group has more than 4 players, the best way to have everyone engaged is to divide into teams, and use the Competitive Team Mode to play. You can apply this mode even with 4 players by dividing into two teams of two players each! The teams do NOT have to have the same number of players. The game scales up (or down), so the rules for deciding the winner of a competition still apply even if you have one team with two players and one with three.

