

ICHABOD JONES:
MONSTER HUNTER CARD GAME

You're fighting against a horde of dangerous monsters together - aren't you? Sometimes there's that voice in your head. Who is actually fighting against whom? Nobody can be quite sure about it...

Preparation

1. Shuffle the monster cards and place them face down on the table to form the monster pile. Draw **3 monsters** from the monster pile and place them face up in a row with the **Apocalypse** card and the **Scoring** card in the middle of the table.
2. Shuffle all **attack cards** including the **jokers**. Each player receives **6 hand cards** from the shuffled pile, the rest forms the attack pile.
3. Have a sheet of paper and a pen ready to write down your points and write your names on it.
4. The craziest one starts the game.

Objective of the game

The goal is to have the most **victory points** at the end of the game. These are awarded for defeating monsters together. Yes that's right, you all work together! But how many points you actually get depends on **which cards you have in your hand** at the end of the game.

After the game, you write down your victory points and ideally play another round. Continue until everyone has been the starting player once (or even multiple times)

Gameplay

Starting with the starting player and then moving clockwise, you must take these three steps in order on each turn:

Step 1: Draw an attack card

On your turn, **draw a card** from the attack pile so that you now have 7 cards in your hand.

If there is already at least one card on the **Apocalypse**, you may take the last card played there instead.

During the game, you are free to **talk** about your hand cards and your planned moves and develop strategies together. It is not necessary to always tell the truth. However, you are **not allowed to show your hand cards**.

Step 2: Play an attack card

Now select a card from your hand and either place it **face up on a monster** or **face down on the Apocalypse**. You can attach any card to the Apocalypse, but cards can only be attached to monsters if...

- no attack card has been attached to that monster before, or
- the attack card is **matching**. To match, all attacks on a monster must have the same colour and number values in ascending order. Numbers may be skipped.

Example: To a blue card with the number 5 you can only attach blue cards with the values 6, 7, 8 or 9.

Jokers are always matching. Jokers do not take a place of the next card, which means that a sequence of 6, Joker, 7 is allowed.

Step 3: Perform the card effect

Some cards have an **effect**, which you can tell by the icon at the top centre of the card. Check your reference card to see what the effect does.

Note: To make it easier learning the rules of the game, you can ignore all effects for the first game.

Optional: Execute an attack

Once during your turn, **either** before or after you play an attack card, you may execute an attack. Select a monster that has at least one attack card on it and count all attack cards on that monster.

The attack's **damage indicator** shows how many attack cards are needed for which attack power. If the attack includes enough matching attack cards, the monster suffers the indicated damage. In the example (right), a 4-card attack would deal 2 damage to the monster.



Put all attack cards that were attached to the monster on the **discard pile**.

Now check whether the monster has been **defeated**. In the upper right corner you will find the monster's **life points**. If the monster has been dealt at least as much damage as it has life points, it has been defeated. Attach the monster card to the **scoring card** to show that this monster will be taken into account in the scoring at the end of the game. Then draw a new monster from the monster pile so that there are 3 monsters again.

If the monster has been damaged but **not yet defeated**, use the **damage marker cards** to count the damage dealt so far. Hopefully, the next time you attack, you will have an easy time with it!

Then your turn is over and you continue clockwise.

The End?

The game ends when...

- ...you would have to draw a card from the attack pile, but there are no cards left.
- ...the **5th card** is attached to the Apocalypse.

At the end of the game there is a scoring, then you write down your points. In the next game, the starting player changes.

Scoring

At the end of the game, all players reveal their hand cards. Who gets how many points now depends on your remaining hand cards and which monsters you have defeated together.



Some attack cards have one or two **Voice icons** at the top centre. To help you recognise these cards at first glance, they also have a darker border. The icon means: „You hear a voice in your head.“ These cards can be played normally, but if you have at least one „Voice in your head“ card in your hand at the end of the game, you are not actually fighting the monsters, but the rest of the players (who do not hear a voice in their head).

You do not score points through the following monster scoring. If you have the most Voice icons in your hand, you get a flat five victory points. However, if you have **at least one Voice in your hand but not the most Voices, you go empty-handed**. In case of a tie, split the points (rounded down). Some cards have multiple Voice icons, they count as multiple Voices.

Points are now distributed (to players without Voices) for each monster that you have placed on the scoring card. There are two kinds of scoring conditions:



The player with the **highest** numbered card of the indicated color in hand scores 2 points, the player with the second highest card scores 1 point. Remember that 8 is the highest number, because cards with Voices can't score points.

Every player scores the indicated number of points **for each card or set of cards** of the shown colors. In the example, each player scores one point for each set of a blue and red card in hand.

Jokers

Jokers are special attack cards that match anywhere.



If an attack is executed in which a joker was the last card played, the whole attack causes **no damage**. After a joker, the cards that would have been matching before the joker are matching. When calculating damage, the joker counts as one card. As long as no attack card has been played on a monster, no joker can be played.

In the end game scoring, **Jokers are worthless**.

The Apocalypse

In addition to the three monsters, there is also the Apocalypse card. Instead of attaching a card face up to a monster, you can also attach it to the Apocalypse. However, the cards are always played **face down**, so that other players don't know which card you have played.

If there is at least one card attached to the Apocalypse at the beginning of your turn, **instead of drawing a card** from the attack pile, you may reveal the last card that was attached to the Apocalypse. You may not add it to your hand though, but you **must** attach that card to one of the monsters this turn. It may be required to execute an attack first if there is otherwise no room for the revealed card.

Once the **fifth card** is attached to the Apocalypse, the game ends immediately and scoring follows.

Rules for two players

When playing with two players, these additional rules apply: At the end of each players turn, it's IchaBot's turn. The player draws a card from the attack pile for IchaBot, shows it face up, and immediately plays it. If the card can be played to one of the monsters, the player **must** place it there. If not, they place it face down on the Apocalypse. If you didn't execute an attack on your turn yet, you may let IchaBot execute an attack to make room for his attack card.

When scoring, all Voice icons that have been placed on the Apocalypse as well as all Voice icons that are still in the draw pile are counted. As long as both locations combined contain more Voices than a player's hand, players with Voice icons in their hand will be left empty-handed.

Solo mode

It's you against the rest of the world! In solo mode, Voice icons are ignored. After each of your moves, it's IchaBot's turn. Draw an attack card for IchaBot and play it immediately: If it can be played to a monster, attach it to the monster. If not, attach it to the Apocalypse. IchaBot cannot execute any attacks.

How many points can you score?

5-8 players / Epic mode

Combine two copies of the game to play with 5 or more players. You can also add a second copy of the game for the epic game mode when playing with fewer players. The game will take longer, you'll defeat more monsters and score more points. Sometimes you just want more, right?! In epic mode the player with the most Voices scores 10 victory points.

Imprint

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