

RAAAARGH!

Can your dinosaur beat my giant robot?

Think your fire-breathing wolf is any match for my gun-toting spider?



Raaaargh! is a game inspired by my young sons and their obsession with make-believe monsters. The game revolves around building the biggest, toughest monster you can and then battling your friends monsters in **MONSTER GRUDGE MATCH!**

The game is fast and simple, with play time at only 5-10 minutes a match (depending on confident decision making), and can be played with 2-5 players, and there is even the option for solo play if desired. All you need for **Raaaargh!** is the cards supplied, and a way of keeping track of your monsters health during battle (tokens, pen and paper, or making grandma keep count for you)



SO WHATS UP WITH THESE CARDS THEN?

This is a **MONSTER CARD** (you can tell because it has **MONSTERS** written on the back).

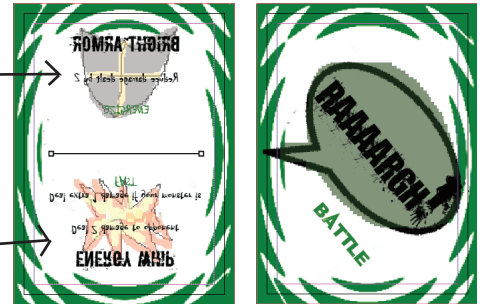
Each card is a part of your monster, this card says your monster has **TENTACLES**.

This part of the card tells you the monster has a **BATTLE ABILITY** – written in green. Other cards have special rules written here, each card will give your monster a battle ability or special rule. This part is an **AMUSING QUOTE** about the monster. It doesn't change the game in any way.

This is a **BATTLE CARD** (and has **BATTLE** written on the back). They are double ended, and have one combat option on each end.

The end with the **SHIELD** image (this one), are defence options, and reduce or eliminate damage. The end with the **EXPLOSION** image (this one), are attack options, and deal damage.

Some cards also **ENERGIZE** your monster, allowing it to deal more damage on its next attack.



LETS GET THE CARDS READY!

Sort the cards into two decks, the Monsters and Battle Cards decks (as written on the backs of the cards).

Shuffle both decks and deal **ten** Monster cards to each player. These cards are your **HAND**, not to be confused with your real hands, which should be holding the cards.

BUILD YOUR MONSTER!

Everyone chooses **five** cards from their **hand** to make their monster, and places the chosen cards face down on the table until all players have finished choosing. The unused cards are all placed in pile together – this is the **DISCARD** pile.

WAIT! MY CARD SAYS I CAN SEARCH THE DECK

Yes it does, but you can only search if you select this card as **one of your five choices**. Also, the card you search for becomes one of your choices as well.

For Example: You have drawn '...is a dragon' as one of your ten cards. You may only use its ability to search for the '...with firebreath' card if you use the dragon card in your monster.

When choosing monster cards you **may not** use the same **'...is'** card more than once (that's a card that starts with the word 'is' in the green middle section), but you may play more than one **'...is'** card, as long as they're different. Otherwise you may choose any combination of other cards, even if they're the same.

For Example: Playing two '...is a dragon' cards is not a legal combination. But you could use '...is a dragon' and '...is a fish'

REVEAL YOUR MONSTER!

Once everyone has played five monster cards face-down, they reveal them one at a time, describing the monster as they go.

For Example: You have built a monster using ...is a wolf, ...with guns, ...with sharp teeth, ...with tentacles, ...and is huge. You would describe this along the lines of "My monster is a wolf with guns, sharp teeth, tentacles, and is huge!"

Every monster has **eight health points**, unless a monster card grants them additional points, such as '...and is huge'

TWO PLAYERS: DUEL MODE!

These rules are for battles with only two players, if there are more than two players go to the **BRAWL** section.

Both players draw **five battle cards** from the Battle Card deck.

Each player chooses a battle card from their hand and places it face down, once both players have selected a card they flip them over and announce which option is being used in the attack at the same time.

NOTE: To make it easy – make sure the option you want to use is right-way-up for you when you play it.



I USED AN ATTACK!

Then the other player reduces their monster's health points by the amount of damage dealt on the card.

I USED DEFENCE!

Then you reduce or avoid damage! If your opponent attacked, lower the damage they deal to you by the amount stated on the card – this could even mean you take no damage at all!

For Example: You have been hit by HEAVY COLLAPSE, but you played BRIGHT ARMOUR. Instead of taking three damage, you take only one point of damage as BRIGHT armour reduces the damage by two points!

WAIT! MY CARD SAYS I MIGHT DEAL EXTRA DAMAGE

If the card deals extra damage from a battle ability (like the **NIGHT RAGE** card which deals +1 damage if your monster has the **SNEAKY** battle ability). Then you deal that additional damage for each card that has the ability! If your monster has the same battle ability more than once, they gain the bonus damage for **EACH** time they have the ability.

For Example: You play HEAVY SHOT, which deals 2 damage plus 1 damage if your monster has the RANGED battle ability. Your monster has GUNS AND LASER EYES, which both have the RANGED ability. Your attack deals 4 damage in total!!

WAIT! MY CARD HAS ENERGIZE!

Lucky you! If you choose an option with **ENERGIZE**, you could deal extra damage next turn! If your next card is an **ATTACK** option, increase the damage on the card by one point. If the next card is a **DEFENCE** card, but it has **ENERGIZE** on it as well – the bonus damage increases to two points!

If your next card is not an attack, or does not have **ENERGIZE**, you lose the bonus, sorry.

For Example: You play BRIGHT ARMOUR with your first card, your second card is POWER BLOCK, your third card is MASSIVE CRUSH. Normally it would deal 2 damage – but because you played two cards with ENERGIZE before it, you deal FOUR DAMAGE!

Keep an eye out for the **POWER UP** card, which has **ENERGIZE 2!** That means you deal an extra two damage on your next attack!



WAIT! MY CARD SAYS MY OPPONENT LOSES SOMETHING

Some monster cards cause the opponent to lose a battle ability. In this case, they cannot benefit from the additional damage granted by some combat cards based on the lost ability. An opponent with multiple copies of the same battle ability loses **all** of them.

WAIT! I JUST RAN OUT OF CARDS!

If all the combat cards are played, both players **draw two new cards** and the battle continues!

The duel ends when one or both monsters have **no health points** left, the monster with health points remaining wins.

MORE PLAYERS: BRAWL MODE!

In this version of the game, three or more players battle to become the toughest monster. Each player draws cards and builds their monster as described in the normal rules.

Decide which player will start (you can roll a die, use rock-scissors-paper, or just go in order of age). The first player chooses an opponent to battle, and they play a single combat card each. Then the player that was attacked chooses a player to battle, and they exchange one combat card each.

The battles continue with the player being attacked becoming the attacker, until all the monsters are defeated but one.



ONE PLAYER: SURVIVAL MODE!

In this game mode, you create a monster and battle as many enemy monsters as you can to see how long you can last.

Draw ten monster cards and build your monster as you would normally.

Then draw five cards to represent the opponent monster, if the combination of cards is illegal (two identical '...is' cards), then you discard one of them and redraw.

Draw five battle cards for yourself, decide which one to use, then draw a single card for the opponent and place it face up in front of yourself. The opponent uses the side of the card that is the right-way-up for you to read. Apply damage and continue the battle until a monster is beaten. If your monster wins, it gets 5 health points back and you draw a new opponent monster and a new set of battle cards.

Continue battling until your monster is defeated, and keep track of how many monsters you beat. Try and beat your high score each time.

DESIGNER NOTES

Thank you for playing RAAAARGH!, a Mooooose! Productions game.

Game design and development by Aaron Orr

Original artwork by Jason Orr (my six year old son), with contributing artwork by my wife and youngest son Ryan.

Art post-work done in GIMP 2.0 by Aaron Orr

This is Mooooose! Productions first card game, please consider looking at my line of roleplaying games at drivethrurpg.com or my website moooooseproductions.com, or look for us on facebook.

