

# Beautiful MONSTERS

By Chris Logsdon & Alix Lytton

## OVERVIEW

**Beautiful Monsters** is a 15-minute, 2-player card game about recruiting a team of monsters, dressing them up in accessories, and entering them into a beauty contest!

In the box are 46 Poker-sized cards, including 20 Monsters, 16 Accessories, 6 two-sided Scoring cards, and 4 two-sided Rules cards (including 1 turn reference).

## SETUP

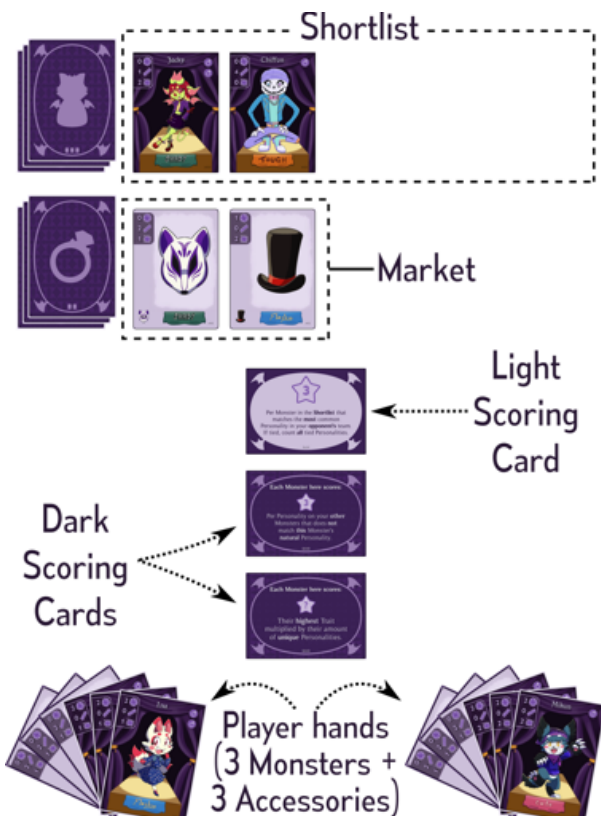
Shuffle the **Monsters**, deal 3 to each player, and reveal 2 face-up in a row. This row is called the **Shortlist**. Leave room for more cards to be added here. Put the deck face-down next to the Shortlist.

Shuffle the **Accessories**, deal 3 to each player, and reveal 2 face-up in a row below the Shortlist. This row is called the **Market**. Put the deck face-down next to the Market.

Shuffle the **Scoring** cards, deal 1 light side up and 2 dark side up, forming a column between the players. The rest of these cards will not be used.

Players may look at their hand of Monsters and Accessories but should keep them hidden from their opponent.

The player who can wear the most hats on their head at once takes the first turn!



## ON YOUR TURN

**First, you may swap Accessories** from your hand with ones in the Market (*not the deck*). You may do this any number of times.

**Next, you must commit a Monster** to 1 of the dark Scoring cards by putting that Monster on your side of the Scoring card. Each dark Scoring card can have a maximum of 2 Monsters committed to it per player. Monsters are never committed to the light Scoring card.

You can commit a Monster from 1 of 2 places:

(A) **Your hand:** After committing, trash 1 Monster from your hand (*remove it from the game without the other player seeing it*) and put the other into the Shortlist. ~OR~

(B) **The Shortlist:** After committing, trash 2 Monsters from your hand and put the 3rd into the Shortlist.

**Then, you may attach Accessories** from your hand by tucking them under the Monster you just committed. Each Monster has 1-3 Accessory Slots, as shown in the top-right of their card. This is the maximum number of Accessories they can have attached.

Each Accessory can be attached for its Traits or for its Personality but not both. When **attaching for Traits**, tuck it under the Monster (*and other Accessories, if any*) so the Traits (*left side*) of the Accessory are visible.

Similarly, when **attaching for Personality**, tuck it so the bottom is visible. This adds the Accessory's Trait values/Personality to the Monster's natural Trait values/Personality.

You may attach any number of Accessories at once in any combination of Trait/Personality as you like, limited only by the Monster's Accessory Slots and the cards in your hand. You may not add, remove, or change Accessories after this step.

This Monster has 3 Accessories attached. 2 of them are tucked for Traits, bringing their total Traits to 3 Fluff, 1 Size, and 4 Sharp.



The 3rd Accessory is attached for Personality. They now have 1 Shady and 1 Flashy Personality.

**Finally, draw 3 Monsters and 2 Accessories** from their respective decks (*the pips on the card backs are a reminder of this*). Skip drawing if you just committed your 3rd Monster. If both players have now committed their 3rd Monster, go to Scoring

## SCORING

Both players do the following actions simultaneously:

**First, resolve the dark Scoring cards.** For each of your Monsters, score points based on the dark Scoring card they were committed to. *TIP: Some cards can multiply your score by 0. Make sure that doesn't happen!*

To be clear, a Monster's Traits are the sum of their natural Traits (*the ones on their card*) and the ones on Accessories that are attached to them for Traits. The same logic applies to the Personalities.

**Then, resolve the light Scoring card.** This multiplies or adds to the points you earned from the dark Scoring cards.

**The player with the most total points wins!**

If tied, whoever earned the most total points from dark Scoring cards wins. If still tied, whoever has the single highest-scoring Monster wins. If still tied, both teams are so astoundingly beautiful that everybody wins!

## CARD ANATOMY

### Traits

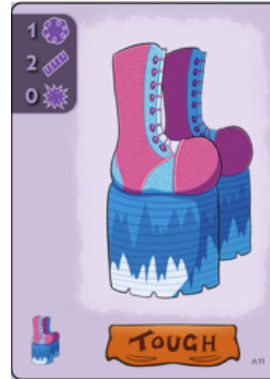
(3 types: Fluff, Size, Sharp; each ranges from 0 to 4)

### Accessory Slots

(ranges from 1 to 3)

### Monster Name

(no gameplay effect)



### Preview

(no gameplay effect)

### Personality

(4 types: Cute, Shady, Tough, Flashy; 4 Accessories & 5 Monsters of each)

**Game Design & Development:** Chris Logsdon and Alix Lytton

**Art & Logos:** Alix Lytton

**Graphic Design:** Chris Logsdon and Alix Lytton

**Rules Cards & Rulebook:** Chris Logsdon

**Special Thanks:** Anthony Connors, Jacob Albano, Logan Sandefur, Niki Lytton & Hank Bieber, Mike Day, Ryan McSwain, Zack Wheeler, and everyone who supported the original print-and-play!

Beautiful Monsters was created and self-published from the ground up by Chris Logsdon and Alix Lytton (aka Maow House). What started as a challenge to make a game in 1 month has become their first foray into their dream of bringing to life the games they want to see in the world.

For more information, visit [linktr.ee/maowhousegames](http://linktr.ee/maowhousegames)

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