



Rules of Play

Gregg Jewell
Print and Play v1.1

Overview

The local townsfolk have hired you, a monster slayer, to clear a dungeon full of monsters that have been attacking the citizens. Negotiate payment and start hunting...

Maverick is a solo card game. You must flip all the monster cards in the row face down before you run out of action cards; you flip a monster card face down by playing action cards that move your monster slayer and/or animal companion cards into position to successfully do all the actions listed on the monster card. To maximize your score, you'll have to assess the dungeon and make a wager before the game starts, and then decide the best use of each action card throughout the game to collect trophies and end the game with as many remaining action cards as possible.

Contents

The basic game sheets contain the following contents:

- 18 monster cards
- 1 double-sided monster slayer card
- 1 double-sided animal companion card
- 40 action cards†

† You can forgo printing the action cards and use eight copies of 1s, 2s, 3s, 4s, and 5s from UNO® or Phase 10® game packs instead.

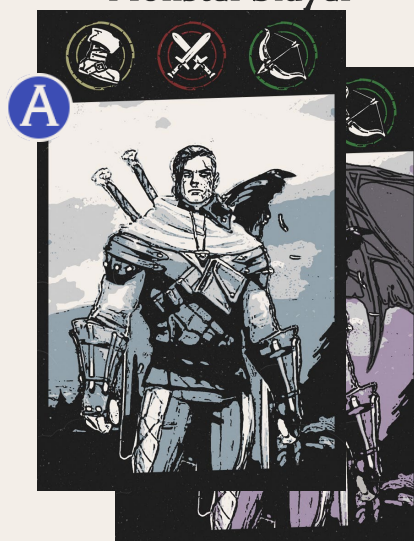
Monsters



- A** Strength
- B** Ability (if it has one)
- C** Actions you must do to slay this monster.

See the **Monster Bestiary** on page 4 for full list of monsters.

Monster Slayer



- A** Accessible actions to slay monsters

The starting side is the monster slayer's regular form, the other side is his monstrous form unlocked the first time you empty your hand.

Animal Companion



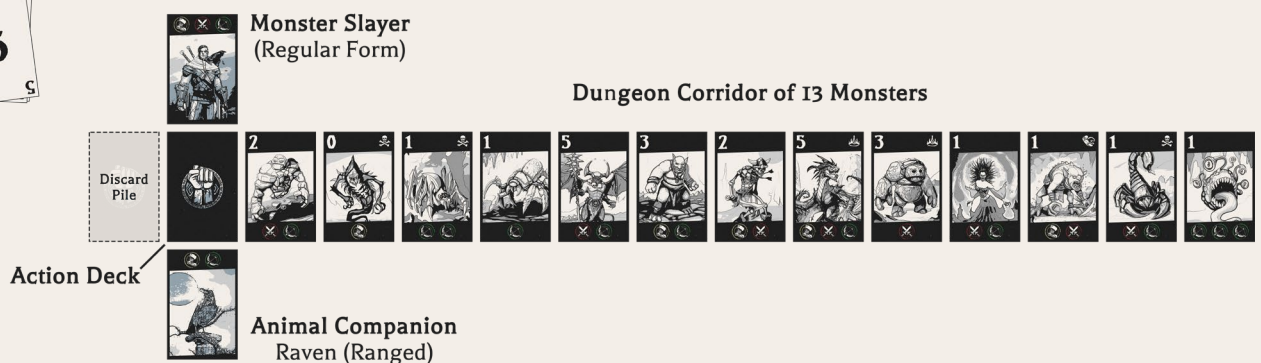
- A** Accessible actions to slay monsters

One side is a Wolf (Melee Companion), the other side is a Raven (Ranged Companion)

Setup

1. Shuffle the monsters and deal 13 of them face up in a row to form the dungeon corridor. Remove the undealt monsters from play.
2. Shuffle the action cards and place the action deck face down as the dungeon entrance next to the left-most monster in the dungeon.
3. Place your monster slayer (regular form) above the action deck and your animal companion of choice below the action deck.
4. By default, set the top five cards of the action deck aside as the townsfolk's payment for this contract. You can "negotiate payment" and set more or less than five cards aside. *Note: The more cards you set aside as payment, the higher your final score will be, but also the less cards you'll have to clear the dungeon.*
5. Draw five cards as your starting hand.

Action cards set aside as payment for contract



How to Play

Each turn, do any of the following four actions, any number of times, in any order:



Swap Companions — Play a card to flip your animal companion card over to its other side.



Move — Play a card to move either your monster slayer or animal companion that many spaces in either direction. *Note: You can't move beyond the boundaries of the dungeon.*



Melee Attack — While your monster slayer or melee animal companion is at a monster's location, play a card that is equal to or greater than it's strength to attack it.



Ranged Attack — Ranged attacks ignore a monster's strength. Play a card that matches the exact number of spaces from your monster slayer or ranged animal companion to a monster's location to attack it.



Monstrous Form

The first time you play all five cards in a turn, "unleash your inner monster" and flip your monster slayer card over to its monstrous form side to increase your maximum hand size to **six** cards for the rest of the game!

Slaying Monsters

Some monsters have abilities in the top right corner of their card that alter normal game play and force you to change the order or way you slay the monsters. The three monster abilities in the basic game are Noxious, Rally, and Reign.



Noxious — Whenever your monster slayer (*not animal companion*) moves to the same location as a noxious monster, you must immediately discard a card!



Rally — Rallying monsters increase the strength of adjacent monsters by 1.



Reign — Reigning monsters can't be slain until all adjacent monsters of **lower** strength are slain first.

All monsters have one to three action symbols in the bottom section of their card that indicate the actions that your monster slayer and/or animal companions need to do, in any order, all in the same turn to slay it.



Example: The Imp can be slain by moving to it twice in a turn. So, either your monster slayer needs to move to the Imp's location, move away, and then move to its location again all in the same turn or your monster slayer and animal companion both need to move to its location in the same turn to slay it.

After you slay a monster, flip it face down.

Trophies from Slaying Monsters

Whenever you play a card for an action that slays the monster that also matches its total strength (accounting for bonus strength from adjacent rallying monsters), you collect a trophy. Place that card on top of the slain monster as a trophy to be scored at the end of the game.



Scenario #1: You play a 3 to move your monster slayer, that is three spaces away from the Golem, to the Golem's location. You play another 3 to melee attack and slay the Golem. You get to place the 3 used to melee attack and slay the Golem on top of the it as a trophy, but NOT the other 3 used to move to it because the Move action isn't one of the actions needed to slay the Golem.



Scenario #2: The Bug is next to a Howler with the Rally ability increasing the Bug's strength from 1 to 2. Your Raven animal companion is one space away from the Bug, so you play a 1 to ranged attack and slay the Bug. You do NOT collect a trophy because the Bug's current strength is 2 which does not match the 1 you played. You would need to slay the Howler first, returning the Bug's strength to 1, before slaying it with the 1 to collect a trophy.

After completing all chosen actions, move any played cards not collected as trophies to the discard pile. Then, replenish your hand back up to **five** cards (or **six** cards if your monster slayer is in his monstrous form).

End of Game

Success







































After the last monster is slain, “return to town” to calculate your total profit from this contract:

- **Payment for contract** — Score 3 gold for each action card set aside during setup.
- **Sell off trophies to local traders** — Score 2 gold for each collected trophy.
- **Clause for timeliness** — Score 1 gold for each remaining card in your hand and the action deck.

Failure

If you run out of cards before slaying all the monsters, you don’t survive the dungeon...

Monster Bestiary

Name	Strength	Ability	Actions to slay it
Banshee	1		 
Beholder	1		  
Bug	1		
Demon	5		 
Dragon	5		  
Elemental	2		 
Ghost	0		
Golem	3		
Hellhound	2		
Howler	4		
Imp	0		 
Lich	4		
Scorpion	1		 
Skeleton	2		 
Spider	1		 
Troglodyte	1		 
Troll	3		 
Werewolf	2		