



# Rules of Play

# 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.

# 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.

## Monster



- 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 more details.

## Monster Slayer



- A** Accessible actions

The back side of this card is the monster slayer's "Monstrous Slayer" form that unlocks a special ability.

See the **Transform** action on page 2 for more details.

## Animal Companion



- A** Accessible action

The back side of this card is the other animal 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 above the dungeon entrance and your animal companion of choice below the dungeon entrance.
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, the higher your final score will be, but also the less cards you'll have to survive the dungeon!*
5. Draw five cards as your starting hand.



## How to Play

Each turn, do any number of the following actions: Move (Flank), Melee Attack, Ranged Attack, Swap Companions, or Transform (once per game).

	<b>Move (Flank)</b> — Play a card to move either your monster slayer or animal companion that many spaces in either direction. <i>Note: You can't move beyond the boundaries of the dungeon. Whenever you stop at a monster's location, you <b>Flank</b> it for that turn only.</i>
	<b>Melee Attack</b> — 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.
	<b>Ranged Attack</b> — 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.
	<b>Swap Companions</b> — Play a card to flip your animal companion card over to its other side.
	<b>Transform (once per game)</b> — Flip your monster slayer card over to his "Monstrous Slayer" form to put all cards in your hand back on top of the action deck, and then flip the action deck face up so the top card of the action deck is always revealed for the rest of the game.

*Actions required to slay a monster can be done in any order, but must all be done in the same turn.*

After you slay a monster, flip it face down. Set any played card used to slay the monster, that also matched its total strength (accounting for bonus strength from adjacent rallying monsters), on top of it as a **trophy** to be scored at the end of the game.

After completing all chosen actions, move any remaining played cards to the discard pile. Then, replenish your hand back up to five cards.

## End of Game

### Success

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




- **Payment** — Score 3 gold for each card set aside as payment during setup.
- **Trophies** — Score 2 gold for each trophy you sell to the local traders.
- **Tips 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're never heard from again...

## Monster Bestiary

Some monsters have abilities that alter normal game play. The three monster abilities in the basic game are Noxious, Rally, and Reign.

	<b>Noxious</b> — Whenever your monster slayer stops at the same location as a noxious monster, you must discard a card! <i>Note: Animal companions are unaffected by noxious monsters.</i>
	<b>Rally</b> — Rallying monsters increase the strength of adjacent monsters by 1.
	<b>Reign</b> — Reigning monsters can't be attacked until all adjacent monsters of <b>lower</b> strength are slain first.

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		 