



Rules of Play

Overview

The local townsfolk have hired you, a monster slayer, to slay all the monsters in a nearby dungeon. Negotiate your price and start hunting...




Maverick is a solo strategy card game. Playing as a hired monster slayer with animal companions, you complete non-combat and combat actions by playing a limited supply of numbered action cards. Efficiently navigate the dungeon and complete the required combat actions listed on the monster cards to slay all of them and leave the dungeon for your payment before running out of action cards.

Contents

The basic game print and play sheets contain the following contents:

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

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

Monster	Monster Slayer	Animal Companion
		
<p>A Strength</p> <p>B Ability (if it has one)</p> <p>C Eye of Garakus Clue (if its holding one)</p> <p>D Actions you must do in a turn to slay this monster.</p>	<p>A Accessible actions</p>	<p>A Accessible actions</p>

Setup

1. Shuffle the monsters and deal 13 of them face up in a row to form the dungeon corridor. Remove the remaining unused 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 corridor.
3. Place your monster slayer above the dungeon entrance, and place 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 down payment for the contract. You can negotiate the price 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 harder the game is! For your very first contract, you might want to set none of the cards aside and just do the job for free.*
5. Draw five cards as your starting hand.



How to Play

Each turn, do any number of the following actions by playing cards: Move, Swap Companions, Meditate, Charge, Melee Attack, Ranged Attack

Non-combat Actions

	Move — Play a card to move either your monster slayer or animal companion exactly that many spaces in either direction. <i>Note: After leaving the dungeon entrance, you can't move beyond the left or right-most monsters.</i>
	Swap Companions — Play a card to flip your animal companion card over to its other side.
	Meditate — Play a card to put any number of your other cards on the bottom of the deck.

Combat Actions

	Charge — Play a card that moves your monster slayer or animal companion the exact number of spaces to a monster's location.
	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 melee 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 ranged attack it.

All actions listed on a monster can be done in any order, but must be done in the same turn to slay it. *Note: A monster slayer can technically do all three combat actions on their own in the same turn.*

When multiple copies of the same combat action are shown on a monster, you must play that many copies of a card. (*i.e. The 3 strength Golem can only be slain by two matching melee attacks in a turn, so you need to play two copies of 3s, 4s, or 5s while at its location.*)

After you slay a monster, flip it face down.



Legend speaks of a powerful artifact hidden within the dungeon...

After you have slain **three** monsters holding an Eye of Garakus clue, discover the **Eye of Garakus** and gain the power of precognition! Flip the action deck face up for the rest of the game.

After doing all actions, discard the played cards and then replenish your hand back up to five cards.

End of Game

Success

After the last monster is slain, calculate your total payment.




- **Down Payment** – Score **double** the value of each card set aside as down payment during setup.
- **Tip** – Score the value of each remaining card in your hand and action deck.

Failure

If you can't slay all the monsters with your remaining cards, you fail to make it out of the dungeon alive.

Monster Bestiary

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

	Disable – Disabling monsters force you to discard your remaining hand at the end of each turn while your monster slayer is at their location, so try to avoid staying there at all costs! <i>Note: Animal companions are unaffected by disabling monsters.</i>
	Overlord – Overlording monsters can't be attacked until all weaker adjacent monsters (ones with a lower strength value) are slain first.
	Rally – Rallying monsters increase the strength of adjacent monsters by 1.

Monster Bestiary (Continued)

Name	Str	Affix	Actions to slay it	EoG Clue
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		 	