

## GAME COMPONENTS

### Monster Cards



Monster Cards

Monster Hunter Cards

### Resources



Bell

Lamp

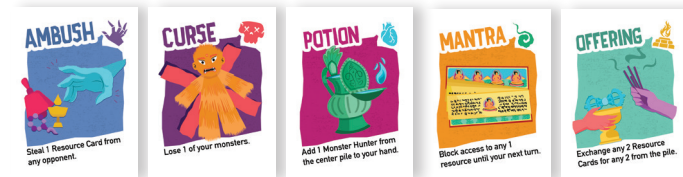
Vajra

Scroll

Mala

Incense

### Skill Cards



Steal 1 Resource Card from any opponent.

Lose 1 of your monsters.

Add 1 Monster Hunter from the center pile to your hand.

Block access to any 1 resource until your next turn.

Exchange any 2 Resource Cards for any 2 from the pile.

## OBJECTIVE

The objective of the game is to have the most number of Monster points at the end of the game.



## GAME END

The game ends when a player has collected 5 Monster Cards. The player with the most Monster points wins the game.

## ABOUT US

Alchi designs board games that promote Nepali culture and traditions. At Alchi, we believe culture is a bridge that connects and celebrates people. Through our board games, we create a space where traditions are shared and passed down, making cultural exploration fun and engaging. Each game invites players to learn, connect, and enjoy meaningful experiences together.

We craft moments that bring families and communities closer, sparking curiosity, empathy, and a deeper appreciation for the world's cultural tapestry — fostering a more inclusive and connected society.

This game was created in collaboration with Sharon Shakya and his 12 year old son, Arn Shakya.

It took us a full year to thoughtfully design and produce Monster Hunters, and we hope it brings you as much joy playing it as it did for us creating it.



Designed and developed by [www.kazistudios.com](http://www.kazistudios.com)

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# Himalayan Monster Series Presents MONSTER HUNTERS INSTRUCTIONS



## GAME SETUP



- Place the 6 types of Resource Cards (Bell, Lamp, Vajra, Scroll, Mala, and Incense) face-up in the center of the table.
- Each player takes 1 of each Resource Card at the start of the game.
- Shuffle the Power Cards and Monster Cards separately and place them face-down in two piles at the center.

- Draw 5 Monster Cards from the Monster Deck and place them face-up beside the pile — these are the active Monsters. Players can capture them by spending the required Resources indicated in the card.

You are now ready to start playing!

## GAME PLAY

The player who recently saw a ghost starts first. During a turn, a player performs the following actions:

### 1 Roll the Dice

Roll both dice. The player collects 2 Resource Cards based on the dice rolled.

### 2. Capture Monsters

If the player has the required resources in their hand to capture any Monster from 5, they may use it. If you don't have the resources move to step 3.

The used resources are returned to the central pile 1.

The captured Monster Card is added to the player's collection.

Immediately draw a new Monster Card 3 to keep 5 active monsters in the center face-up pile 5.

### 3. Using a Power Card

If you have a Power Card you want to use, you can use it before or after capturing the monsters. Power Cards cannot be used after drawing a Power Card in step 4.

### 4. Draw a Power Card

The player ends their turn by drawing 1 Power Card from 4.

If you get a Curse Card 6, it immediately comes to effect.

### Monster Cards

Monster Cards have different point values. To capture a Monster, a player must spend the resources shown on the card. Once captured, the Monster Card is added to the player's collection, and the spent resources are returned to the central pile 1.



### Monster Hunter Cards

Monster Hunter Cards provide permanent resources that can be used in future turns to capture stronger Monsters. You can spend the Resources on these cards to recruit additional Resources.



For example: If you have the Monster Hunter Card in your pile, you can just add a Mala resource to capture Hundun monster.

## GAME RULES

- Use Power Cards drawn on your next turn.
- Power Cards can be played before or after capturing a Monster. A player can use only 1 Power Card per round.
- You cannot use a Power Card the turn you draw it.
- Maximum of 10 Resource Cards per player.
- Always keep 5 Monster Cards face-up in the center pile.
- Trade 3 identical Resource Cards for any 1 Resource from the Resource Pile.
- If Power Cards run out, reshuffle the discard pile and continue.