

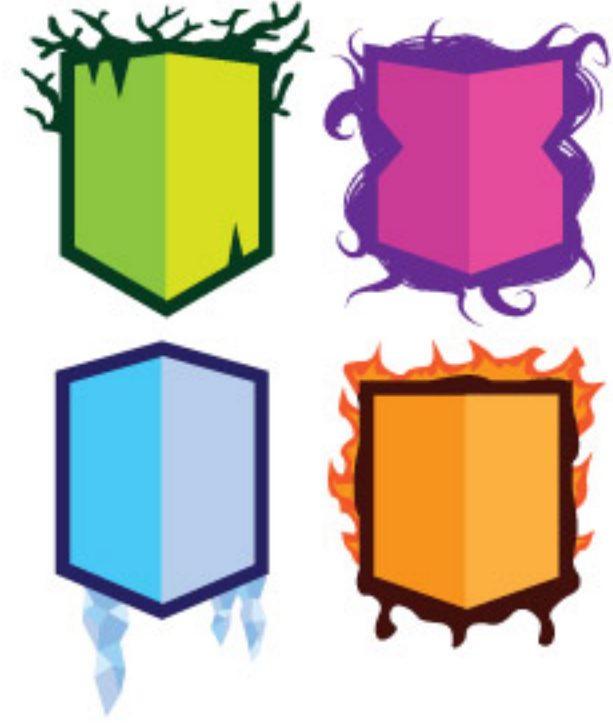
# MONSTER MISFITS QUICK START

SHUFFLE 12 RANDOM CHAOS CARDS INTO THE 52 REALM CARD DECK.

CHAOS CARDS



REALM CARDS



EACH PLAYER DRAWS A CARD FROM THE DECK. HIGHEST VALUE GOES FIRST (CHAOS CARDS COUNT AS 0). IN CLOCKWISE ORDER, EACH PLAYER DRAWS 8 CARDS FROM THE DECK.

AT THE BEGINNING OF A PLAYERS TURN, THAT PLAYER CAN CHOOSE TO PLAY A CHAOS CARD AND FOLLOW ITS INSTRUCTIONS. WHETHER OR NOT A CHAOS CARD HAS BEEN PLAYED, THE PLAYER MUST ALWAYS PLAY A REALM CARD ON THE PLAY PILE.



GAME DECK



THE PLAY PILE



CHAOS CARDS



GRAVEYARD  
(DISCARD PILE)

YOU CAN EITHER PLAY REALM CARDS OF MATCHING VALUE, OR REALM CARDS OF HIGHER VALUE FROM THE SAME REALM.



← ANY CARDS  
OF MATCHING  
VALUE



← SAME REALM  
OF HIGHER  
VALUE

YOU CAN PLAY MULTIPLE CARDS AT ONCE IF THEY ARE THE SAME VALUE.

IF YOU ARE UNABLE TO PLAY A REALM CARD, YOU MUST DRAW A CARD FROM THE DECK. IF YOU STILL CANNOT PLAY A REALM CARD AFTER DRAWING, YOU MUST PASS AND YOUR TURN ENDS.

THE FIRST PLAYER TO DISPOSE OF ALL CARDS IN THEIR HAND, WINS THE GAME.

**NOTE:** YOU CAN ONLY WIN BY PLAYING YOUR FINAL CARD AS A REALM CARD. IF A CHAOS CARD IS YOUR LAST CARD, YOU WILL STILL HAVE TO DRAW A CARD FROM THE DECK TO PLAY A REALM CARD ON THE PLAY PILE.