

necro mansters

take control of a duo of necromancers who have been tasked with collecting the remains of the dead; re-animating mere scraps of **meat**, **bone**, & **spirit** into fearsome & powerful “**mansters**”. destroy the competition & earn the right to call yourself a **necro-master!**

- **build up stacks** of powerful undead creatures to fight for you.
- **protect yourself** from losing 10 life points by crafting undead meat-shields.
- **damage your opponents** directly to remove their life points & eliminate them.

the essentials



100 morgue cards



8 character cards



40 manster cards



40 life point tokens



4 reference cards



4 active slab tokens

basic play

players assemble their creations by laying out cards in a stack on their paired play areas, known as **slabs**.



the slabs are represented by the matching teams of character cards, whose numbers can be hidden to track the current health of your creations.

only one play area can be active at any time. this “**active slab**” is marked with an **active slab token**. >>



creations built onto an active slab are able to attack, but are vulnerable to enemy attacks.

the other play area >> is considered your “**inactive slab**”, & does not have a token.



creations built onto an inactive slab are **unable to attack**, but are also not able to be attacked.

you may only swap which stack is active during your turn.



<< **morgue cards** are the basic building blocks for making creations in your slabs. these creations fight for you & defend you from taking direct damage to your life points. >>



these cards come in one (or more!) of the three card types:



meat
provides health to a stack.



bone
provides attack to a stack.



spirit
provides abilities when played.



meat cards (represented by a heart symbol) give your creation **health**. the total meat value in a stack of cards equals your stack's **health points**, which will reduce when a stack takes damage.



bone cards (represented by a skull symbol) give your creation **attack**. the total bone value in a stack of cards equals your stack's **attack power**, which shows how much damage it deals per attack.



spirit cards (represented by a ghost symbol) give your creation **abilities** that activate when the card is played. read each spirit ability carefully to see when and how the ability can be used!



cards with **more than one** type count as both those cards types at once!



you can add as many cards as you'd want to a stack as long as that stack doesn't contain all three types!



 
meat & spirit
(no bone)

the instant a third type gets added to a stack, it becomes **"alive"** & you can't add more cards to it!




  
meat & spirit
& bone

"alive" stacks are the only stacks that can attack or defend. if your slab has a stack with only 1 or 2 types you can continue to play cards into that stack... but an **incomplete stack will not defend you from taking direct damage, nor will it attack!**



< 3 types
in the stack...

>> 
...vulnerable
to direct
damage!



manster cards (represented with a manster symbol) can **only** be added onto “alive” stacks. these cards contain all 3 card types & provide a boost to attack, health, and activate an ability when played.



if a stack of morgue cards on a slab is the “base” of your creation, the **manster** card is that creation’s “face”.



« these powerful cards are found in the **manster deck**, a separate draw pile from the deck of morgue cards.

once a manster card has been added, no additional mansters can be played to strengthen that stack.

some mansters have more specific requirements--found next to the name of the card--that explain what card types must be present in the stack (or discarded from your hand first) in order to play that manster.



discard: in order to play this manster, you must first discard the listed card types from your hand.



anywhere: in order to play this manster, the listed card types must be found somewhere within this stack.



top two: in order to play this manster, the listed card types must be found within the top 2 cards of the stack.



top one: in order to play this manster, the listed card types must be found within the very top card in the stack.



“or”: there is more than one way to satisfy the requirements for this manster, separated by this slash.

- some mansters have no requirements & just need an “alive” stack.
- some mansters can only be played into empty slabs.
- some cards in the manster deck aren't mansters at all, but are especially powerful morgue cards.



Make sure to look at each card carefully!

here's a fine example of a stack!

sue² requires 2 bone or 2 spirit or 2 meat cards in the top 2 cards on the stack. (giblet & phillet are in the top 2 cards, of the stack, so she's fine)

everyone drew another 2 cards when giblet was played
you got to scavenge two cards from the graveyard when sue² was played



4 meat from sue² + 2 meat from giblet + 4 meat from phillet
= 10 total health (tracked on the character card)

4 bone from sue² + 2 bone from xylobones
= 6 attack each turn

the graveyard is the discard pile. cards that are discarded (and stacks that die) go to the bottom of this pile face up... but any good necromancer knows that death is not the end.

- you may choose to draw from the top of this pile whenever you get to draw a card.
- some spirit cards will let you "scavenge" for a card in the graveyard. this means you can pick whichever card you like from anywhere in the discard pile and put the rest back in their original order. this is the only time that you don't have to draw from the top!
- if the discard pile is ever depleted, it is replenished with the same number of cards that were used during the game's setup, drawn from the tops of the draw piles.
- if the morgue or manster decks ever run out of cards, nothing happens. the top of the graveyard is now your draw pile.

setting things up

for funeral party mode*

- divide all the cards into two draw piles:
all **morgue deck** cards and all **manster deck cards**, then shuffle those piles.



(morgue)



(manster)

- deal out a starting hand of **four morgue cards** & **one manster card** to each player.
- deal out another 4 morgue cards and 1 manster to create the graveyard pile, placing those cards face up with the manster on the bottom. when any cards are discarded, they will always go to the bottom of this discard pile.

once the decks and players are ready to play, a **setup round** begins. this only takes place before the start of a match, but it lets all players get some cards into their slabs before anyone starts attacking.

setup round

- determine which player is “first” however you like. turn order always goes clockwise, starting with the first player.
- in turn order, play up to three cards & resolve spirit effects as you go.
if a spirit ability affects all players, it is immediately resolved one-by-one, by each player, in turn order. some spirits cannot be played during setup, and are labeled as such.
- everyone has one last chance to swap which of their slabs is active before the game starts and the regular turn order is followed, starting with the first player.

*these initial instructions are mostly for playing the game with shared decks. for more advanced game modes that use custom or preconstructed decks, the back of the manual has more information on the **duel of the dead** & **custom cadaver** game-modes.

turn order & attacking

» start by **drawing** one card
from either the top of the
graveyard, morgue deck,
or **manster deck**

∨
optionally, you may request to
trade something from your hand
with an opponent
(1 card for 1 card)

∨ ∨
then, you may **play up to three** ...or, **forfeit playing**
cards onto your any cards to
slabs **draw one more**
∨ ∨ **card**

optionally, you may
swap which of your
slabs is set to active

∨
finally, end your turn

(if your active slab contains a stack that is
“alive”, it will **automatically attack** an
opponent when your turn ends)

-
- stacks will always **attack** with their **bone total** & **defend** with their **meat total**.
 - if there are multiple opponents, you must decide which opponent your stack targets.
 - if your opponent does not have an “alive” stack in their active slab, that damage is dealt **directly** to the opponent’s **life points**.
 - otherwise, the damage is dealt to the stack on that slab.
 - excess damage cannot carry over to deal direct damage.

loss & defeat

when an “alive” stack or manster takes **damage** equal or greater to the amount of **health points** they have remaining, that stack is destroyed. move that whole stack to the **bottom** of the graveyard pile, in its current order, so the last card played would be on top.



when a player loses all 10 life points (by taking damage to a slab without an alive stack defending it), they are **eliminated**. discard all their cards, starting with any cards still in their slabs, then any cards from their hand. **when only one player remains, they win the game!**

caveats & additional info

- cards that can be played “**at any time**” can be played during an opponent’s turn--including the moment before an opponent’s ability is about to resolve, just after it’s been activated.
- if you play a card that can be played “**at any time**” during your turn, it must be as one of your **three card plays**. if it is used outside of your turn, or after your turn ends, or as a response to another card played “**at any time**” it can be played without counting as a card play.
- cards that can be played “**anywhere**” can be played onto opponents & stacks that are already “alive” or already have a **manster** on them.
- **manster** cards will always count as every card type listed on them whenever an ability has you “**draw until you get a certain card type**”.
- when discarding to meet a requirement, **manster** cards can only count as **one** of the types listed on them.
- when discarding to meet a requirement, **morgue** cards with more than one type will count as **both** types listed on them.
- if a card containing **meat** is ever removed from a stack, that stack will take **damage** equal to the meat value on that card.

necromansters comes with additional gameplay modes for players seeking a more traditional card game experience.

duel of the dead

rules for advanced play

most rules in the *duel of the dead* gamemode are identical to *funeral party* mode, with a few key differences.

start by sorting your cards by the design of the borders along the backs:



team
gloomy



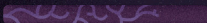
team
spooky



team
creepy



team
crafty



this will give you the 4 groups of **morgue** and **manster** decks that coincide with a specific team of character cards. these pre-constructed decks are the basis of *duel of the dead*, and each have their own unique playstyles.

- no draw piles are shared. each player uses their team's own draw piles (made up of **10 mansters** and 25 **morgue** cards each).
- Each player also has their own discard pile in *duel of the dead*. instead of 4 **morgue** cards and **one manster card** in the graveyard, like in *funeral party*, *duel of the dead* uses 2 **morgue** cards and **one manster**.
- scavenging the graveyard now allows players to search each other's discard piles (though drawing a card can only be done from your own draw piles). use this to borrow cards you wouldn't otherwise have in your deck!

otherwise, play using the rules as outlined for *funeral party*.

custom cadaver

rules for advanced play

most rules in the *custom cadaver* gamemode are identical to *duel of the dead* mode, with a few key differences.

start by sorting every card in your collection by the design of the eyes on the backs. this will give you two piles:



in *custom cadaver*, each player's deck is personally customized.

- generic cards can be used by any team when assembling a deck. team locked cards must be used by exclusively that team.

- build out your deck to have exactly 25 morgue deck cards & 10 manster deck cards, using any generic cards you want, and any team-locked cards you want from exactly one team.

otherwise, play as outlined in the rules for *duel of the dead*.

generic cards & team-locked cards from upcoming expansions are not just intended for use in *funeral party* or *duel of the dead* modes, but will also be fully compatible with *custom cadaver* mode.

strategize, customize, and craft unique new combinations of cards to tear down the competition!

glossary

slab

the two play areas a player can play cards into, represented by a team of two character cards. only one can be active, marked by an active slab token.

life points

10 points that are reduced whenever a player is attacked without anything defending them in their active slab or when taking damage "directly".

morgue card

the standard cards used for playing. each has one (or two!) types: meat, bone, and spirit, which each combine into a stack of cards when played.

alive stack

a stack containing cards representing all 3 types. new morgue cards can't usually be added. a stack becomes alive instantly as a third type is played.

manster card

a card that can only be added to an alive stack (with few exceptions), but will provide all three types to it when added.

graveyard

a pile of cards that discarded cards go to the bottom of, face up. this pile can be drawn from as well as the morgue deck or manster deck.

scavenge

the act of looking through a graveyard pile, taking one of those cards, and returning the rest of the pile. a powerful spirit ability.

destroy/die/kill

when an alive stack takes damage equal or greater to its total value of meat and it gets discarded exactly as-is. excess damage does not spill over.

draw

taking a card from the top of a draw pile. this is only done from the top of the morgue deck, manster deck, or graveyard.

meat

a morgue card type. the total sum of meat in an alive stack shows how much that stack can be damaged before it's destroyed.

bone

a morgue card type. the total sum of bone in an alive stack shows how much damage that stack will deal each turn if it ends its turn on the active slab.

spirit

a morgue card type. spirits activate as soon as they are played, unless the card describes a different case for activation ("when this stack dies", etc.)

swap/switch

replacing one thing with another. this action is not the same as playing a card, & spirits that activate when played do not activate when swapped.

immediately

this action takes place instantly, even before other abilities take place, and even if you'd be unable to do this action normally.

token

a game piece. life point tokens represent the total life points remaining, and active slab tokens show which of a player's slabs is active.

heal

the action of regaining something that was previously reduced, like health in a damaged stack or lost life points--but not above the previous total.

on the table/board

a card that is a part of the current match, even if it is in a draw pile or in another player's stack. does not refer to cards in a hand.

anywhere/any stack

refers to placing a card where it usually cannot, like the stack of another player or "alive" stacks. does not apply to stacks that prevent adding cards.

anytime

refers to placing a card when you usually cannot, like outside of your turn, or as a response to another card played "anytime" during your turn.