

Ruby Monsters

# ルビーモンスターズ

🎲 Players: 2-6 🕒 Play time: 5 minutes 🧒 Ages: 5 and up



The monsters have gathered at the mines in search of their favorite rubies. If you prove you are stronger than the other monsters, you can take home the treasure. If a player finishes either of these 3 goals, they win.

• Collect more than 5 rubies • Collect 2 skulls • 4 monsters take home treasure

## 🎲 Contents

Monster cards ... 30 (5 types x 6 players)

Treasure cards ... 20



**Ichi**

Only strong against Goh



**Ni**

Small and quick



**San**

Hardwork often goes unnoticed



**Shi**

Always hungry



**Goh**

Very strong,  
but is scared of Ichi



## Preparation

Each player get 1 set (5 cards) of monster cards. (You can tell by the color on the back) Everyone starts with the same hand.

Any extra monster cards will not be used, put them back in the box.

Shuffle the treasure cards and place them in the center.

## How to play

### Reveal the treasure

Place one card face up from the treasure pile.

The monster that gets to take this card will be determined by a “Contest of strength” explained below.

### Contest of strength

1 : Each player picks one card from their hand and places it face down on the table.

2 : Once everyone is ready, all players reveal the card at the same time.

3 : All monsters with the same number return to their owners hand ※

4 : Out of the remaining monsters, the one with the highest number wins. However a 1 monster will trump a 5 monster.

**Example1: 5/5/4/1 was played. The 5' s go back to the hand. Since 4 and 1 remain, 4 wins.**

**Example2: 5/4/3/1 was played. No cards go back to the hand. Since there is a 5, the 1 wins.**

**Example3: 5/3/1/1 was played. The 1' s go back to the hand. Since 5 and 3 remain, the 5 wins.**

5 : Any monsters that did not win, return to their owner' s hand.

※ If all cards return to their owner' s hand, no one takes the treasure. It goes to a discard pile.

### Taking the treasure

The winning monster takes the treasure and goes home.

Leave the monster and the treasure face up in front of you.

Monsters that went home will never return to your hand.

The winner of the round has to play the rest of the game with fewer cards.

(At fewest, you will have 2 cards to play. If you only have 1 card then you have collected 4 treasures and win the game)

### Winning the game

If any of these goals are reached, that player wins.

1. Collect 5 rubies

2. Collect 2 skulls (Skulls subtract from the number of rubies you have)

3. 4 monsters return with treasure

### Continuing the game

Keep revealing treasure and fighting over it until someone wins.

If the treasure pile runs out, reshuffle the discard pile. If the game still does not end, the player with the most rubies wins.

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