



50 cards  
 1 dice

PLEASE keep out of reach of children under the age of 3.

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## story

A snowbound small village.

*It* quietly approaches and sneaks into  
 the innermost part of a villager's heart.

When the night has come and  
 everyone else is sleeping,

*it* quietly wakes up.

The brutal murderer wanders around  
 the village and preys on honest villagers.

Who is the heinous monster?

Players: 3~6 / Ages: 12 and up

### 【Object】

For a player with the Monster card: To kill more than half of village folks before they catch you. For other players: To find the Monster before it kills majority of your folks.

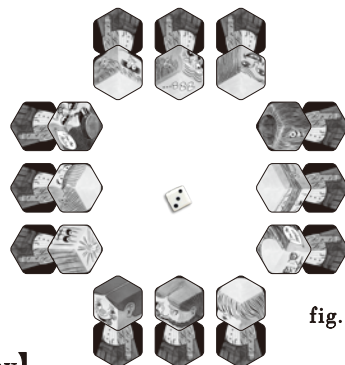
### 【Preparation】

- Sort cards by Body (a), Face (b), and Voting card (c). (fig.1)
- Prepare the number of body cards. Each player receives 3 of them. (3 players = 9 body cards, 4 players = 12 cards, 5 players = 15 cards, 6 players = 18 cards.)
- Make sure that 1 Monster card (fig.2) is mixed into the body cards. The Monster is on the back of a body card.
- Each player is dealt 3 body cards.



- Each player checks the cards. Be sure that others cannot see yours. Line them up in front of you.

- Next, 3 face cards are dealt. Put them on the top of the body cards. Each player has 3 family members. Please place them close to the center of the table, so all players can reach to all families.
- Place a dice in the middle. (fig.3)
- Each player has a voting Card.
- Pick a "Game Master" who will be a moderator of the game by rock-paper-scissor, or in any way you like.



### 【How to Play】

The game has three time zones, Midnight, Morning, and Daytime. It progresses by repeating the periods of the time.



*Villagers go to sleep and  
 The Monster wakes up.*

- The game master declares;  
 "The night has come. Everybody goes to sleep."
- All players close their eyes and lower their heads. Cover their ears and slowly count 10 all together.
- During the countdown, the player with the monster card opens his/her eyes and decides whom to prey on. Then, place a dice on the top of the victim. (fig.4)
- After placing the dice, close his/her eyes and cover ears as others do.



fig.4



*Can the victim survive or not?*

- After counting 10, the game master declares;  
 "Morning has come. Everybody wakes up."
- All players open their eyes. The villager with the dice is the victim of the Monster. However, he/she still has a chance to survive by rolling a dice.

[If the number is 1 - 2]  
 The person dies because of the Monster's attack.

[If the number is 3 or 4]  
 The person survives and can participate the game once again.

- If the number is 1 - 2, the player turns the face and body cards over. (fig.5) It is turned into a grave for the victim.
- If the number is 3 or 4 the villager luckily survives the Monster's attack and can keep playing.

fig.5





## Searching for the Monster, discuss and pick a suspicious villager.

- People who find out about the murder (or the attempted murder) gather and discuss who is the Monster. Pick a suspicious villager and execute the person. Each player places a voting card on the top of the suspicious one. (fig.6) The accused person has a right to defense and to prosecute others. Players can replace their cards to others.
- The suspected villager will be chosen by majority vote. (If the votes are the same number, discuss till one suspect is picked.) The most voted one will be executed. The player of the executed one turns the body card over. If the card is the Monster, villagers find the right one and win. If it is not, they killed an innocent villager. The face card of executed one also is turned over. And then, another night comes.



fig.6

### 【Win/Lose】

If the more than half of villagers die, the player with the Monster wins.

3 players: 9 villagers including the Monster.

If 5 of them die, the Monster wins.

4 players: 12 villagers including the Monster.

If 7 of them die, the Monster wins.

5 players: 15 villagers including the Monster.

If 8 of them die, the Monster wins.

6 players: 18 villagers including the Monster.

If 10 of them die, the Monster wins.

If the villagers find the Monster before losing more than half of their folks, they win.

### 【Memo】

- The Monster can attack his/her own family members to bluff others. It can be a high-risk action, though, the Monster can attack itself. You can distract people's attention.
- 1 extra body card and 4 extra face cards are included. Back sides of the cards are blank, so please enjoy drawing faces of Monster and Villagers on your own!

## Special Cards and Special Rules.

※These are extra rules to make Rocca Monster more fun.

### Additional Face Cards

#### A mayor



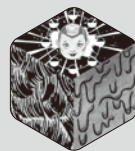
A mayor can use his power only one time to protect his family. If his family members including the mayor himself are attacked, the player can replace the dice to other villagers. If the mayor dies before using his power, the authority dies out, too.

#### A police



The police can protect his family and himself. If they are attacked, the probability of surviving goes up. Usually, villagers can survive if a dice shows only 1 or 2, but the police can survive with the number 1 - 3, and the family members can survive with the number 2 - 3. He has the authority until he passes away.

### Additional Body Cards ※This rule is for more than 4 players and for advanced players who know the game well.



#### A Healer

- A healer has the miracle power to revive victims.
- When one third of the villagers pass away, the healer gains the power.

(4 players = 12 villagers: 4 victims. / 5 players = 15 villagers: 5 victims. / 6 players = 18 villagers: 6 victims.)

- When the Healer awakes, "Evening" turn will be added after "Daytime" turn. The game master declares; "It's time to pray. Close your eyes and say a prayer." All players close their eyes and lower their heads, then slowly count 10.
- During the counting, the healer opens eyes and quietly places a dice onto a grave of dead villager. After placing it, she/he closes eyes again.
- After the counting, the game master declares, "End a prayer and open your eyes." The dead villager with a dice gets a chance to revive. She/he rolls a dice. If the number is,

1 - 2 : No miracle. Cannot revive.

3 - 6 : Miracle happens. Revived. Turn the face and body cards over.

Once the healer gets the power, she/he can keep it even the number of villagers increase by reviving. If the healer is killed, the power dies out and "Evening" is also vanished.



#### A Vampire

- A vampire attacks villagers and makes them its clan.
- Before the game starts, a player shuffles a Monster card and

a Vampire card and picks one. When do so, their bodies side should be up and players should not know which one is which. (The person who shuffles cards should be careful not to see which one is which, either.)

- Add the picked card to other body cards and deal to players. If the Monster card is dealt, play the normal Monster game. Only the player who receives the card knows what they are playing. If the Vampire card is dealt, the special rule will be operated.
- When a targeted victim is survived by rolling a dice, or the healer revives a villager, the vampire can make them his clan. (It is not required.)
- During the "Nighttime," the vampire pokes a player whom it wants to become its clan. Make sure other players do not notice the action. If poked, the player becomes a vampire and secretly helps the Vampire. (If one of family members becomes a vampire, other members also bitten and become vampires.)
- If more than half of villagers are killed, the vampire including the clan wins the game. If all villagers become the vampires, the vampire team wins, too.