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INSTEAD OF READING
THE MANUAL

Laziness is a virtue

itmonsters.7bulls.com

IT monsters manual

or how to ruin, collapse, disturb, spoil, deteriorate, derail, bungle, corrupt, and disarrange IT projects while also having fun.

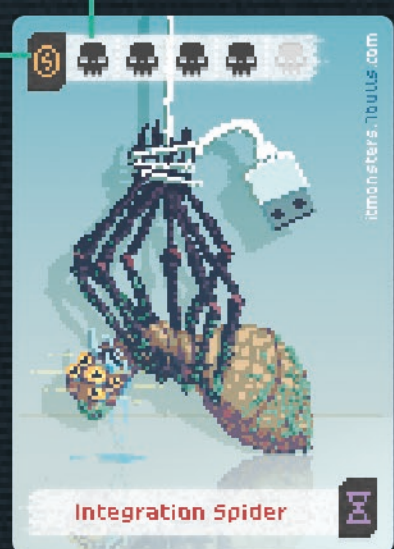
How to crash it?

- 2 to 4 players.
- The one who gathers the most **trophies** wins.
- Trophies** are monsters you win by crashing projects.
- The game is easier than you might think – unlike life.

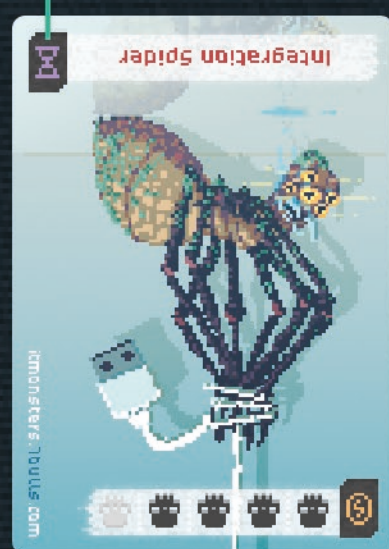
Know your monster

Each of the 30 monster cards is marked by:

- a **main resource** symbol (⌚ time, 👤 people, 💰 money)
- danger** (1 to 5 🦴 skulls),
- a **resource shifter** symbol (more later)



attack



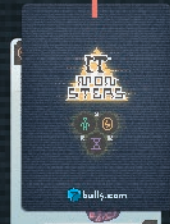
shifting a the resource of another card

All's bad that begins well

- Shuffle the deck. Lay 3 projects on the table, each consisting of 2 cards (**base card** with skulls visible, a **trophy** face down).



Deck



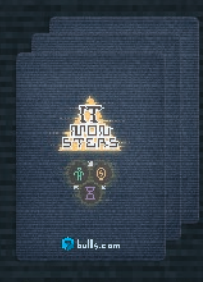
Project 1



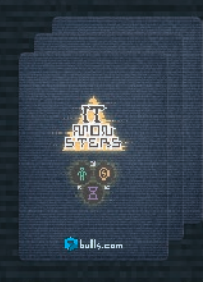
Project 2



Project 3



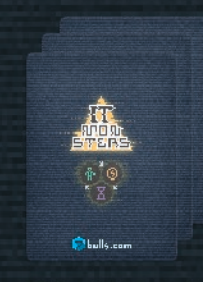
Player 1



Player 2



Player 3



Player 4

Hand out 3 cards to each player.

- Each player arranges cards in their hand so that they have one **main resource** (👤 people, 💰 money or ⌚ time), in which the number of skulls is higher than the projects' and other players'.
- Before showing the cards:
 - The players may redraw 1, 2, or 3 cards from their hand.
 - After redrawing is done they may raise the **stakes**. Each raise means giving one extra card to all the players, as well as the current project. A player may raise if there are enough cards in the deck. Raise the stakes if you want to increase potential winnings and introduce more chaos.
- A turn is won by the player with the most 🦴 skulls (and more than the project).
- A game lasts 3 turns and, if necessary, a play-off. Each turn the players attack the projects one

after the other (see: howto count – the losers' manual).

- After a turn the winner takes the **trophies**. All discarded cards (cards played by the players and the **base** of the project) are reshuffled with the deck. The players are again handed cards so that they have 3 in hand. The projects are already on the table.
- The game is won by the player with with the most **trophies** after the 3rd turn.
- You can cheat. Life isn't fair.

How to count – losers' manual

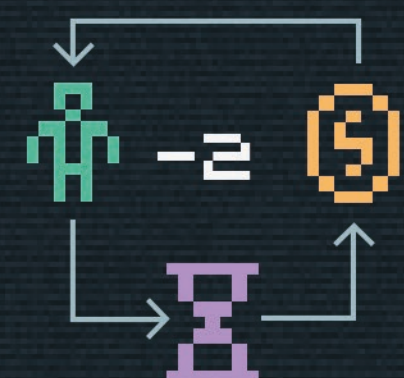
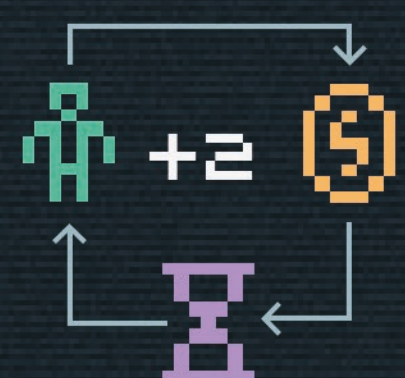
- You count skulls, or danger.
- Skulls from cards with the same **main resource** symbol are counted (a.x. 1st monster Ⓜ 3 danger, 2nd monster Ⓜ 5 danger, 3rd monster Ⓜ 2 danger. All together 10 danger).



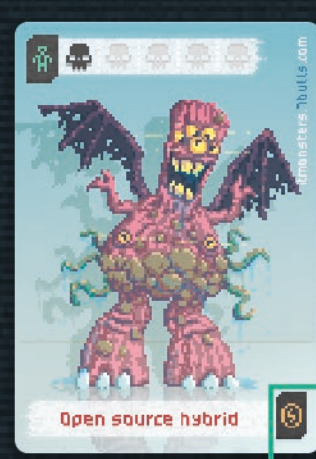
= 10 🦴

- The number of skulls is not everything. Check the **main resource** of the project you're trying to crash, because:

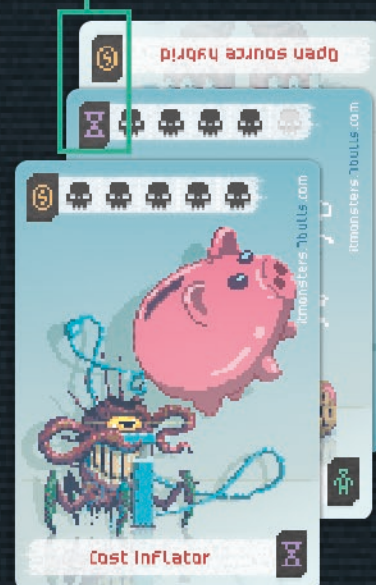
people beat money, money beats time and time beats people (if you beat a resource you get +2 skulls, -2 if you're beaten).



- You can also stand a monster on its head. An upside down monster changes the **main resource** of another card to its **resource shifter** (a.x. I'm gathering 💰 resources so I stand 'Open source hybrid' on its head and change 'Time-2-market's resource to Ⓜ).



cards in hand

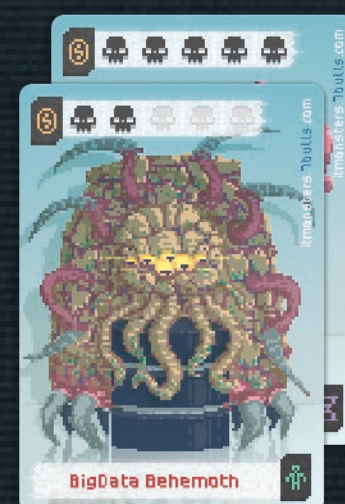


= 9 🦴

- A player may hold back some cards in hand to use them to crash the next project (they do not count towards crashing the current project and are not revealed).



card in hand



7 🦴 to crash the project

The end is near

- If you tie with another player or the project (Player 1 = 10 skulls, Player 2 = 10 skulls), the **trophies** are shifted to the next project. The player who crashes the next project wins them.



- Trophies** that have been shifted from the previous project (because of a draw) do not count towards the danger of the current project.
- A play-off is played if an attack on the 3rd project ends with a tie between the players (the **trophies** shift to the 4th play-off project).
- A play-off consists of laying on extra project and trying to crash it. Nothing new.
- If the rules are too hard a winner may be chosen by flipping a coin. Or you can always flip the table.

The game was designed entirely by 7bulls.com employees

No animals were hurt while testing IT monsters.

People responsible:

Szymon Błaszczuk:
silly questions and sillier ideas

Andrzej Bieniak:
mechanics engineer, pixel sower

Rafał Bowirsz:
watchful eye, dancing with the print

Izabela Rudnicka:
bug fishing, Shakespeare's tongue