



THIRTEEN MONSTERS

HAVE A GRUESOME GOOD TIME

A THIRTEEN MONSTERS EXPANSION

ARMED TO THE TEETH



Spelregels



Game rules



Règles du jeu



Spielregeln



Reglas del juego

ARMED TO THE TEETH

Our new hero Trall has had it rough. Working for an evil blacksmith, it spent its life exposed to intense heat and being whacked on the head.

Every. Single. Day.

Chained and its spirits crushed, Trall worked endlessly in the dark and scruffy workplace of its master.

Until that one day. That GLORIOUS day.
The oven burning, its master left the workshop in a hurry.
Without thinking, Trall melted its chains and ran!

Run Trall, run!

Run into the promised lands. Run into the wilderness. Run into the unknown...

New and without friends in the vast outside world, this strong and loyal monster is looking for friends. Friends to help him learn the ropes of life, but more importantly: friends for companionship.

Every time a new monster reveals itself, Trall is the first to arrive at the dawn of its awakening. Its up to you, the Beast Master, to use its metalcrafts to your advantage.

Armed to the teeth is an expansion to 13 Monsters - The Game.

- *With armour you can defend your monsters from the ever so imminent attacks of opponents.*
- *With arsenal you can give your monsters a super powerful loadout.*
- *With the Metal monsters you can build a big monster army, even without having the strongest memory.*



GOAL OF THE GAME

Collect as many monsters as possible and become 'Beastmaster Supreme' or collect 4 complete Monster O.G.'s from 4 different elements and become an 'Elemental Master'.

CONTENTS OF THE GAME

- 9 Metal Monster tiles
- 15 armour tiles
- 10 weapon tiles
- 5 special Anvil dice
- 20 durability tokens



SETTING UP THE GAME

First, shuffle all the regular tiles and set up the game as usual.

Then, shuffle the armour tiles. Place them in three piles, top-down, at the side of the tile grid in the following order:

Pile 1 – Armour tiles

Pile 2 – Metal Monster tiles

Pile 3 – Weapon tiles

Place the Anvil miniature on the "filler tile" in the middle of the tile grid.

THE GAME

Depending on your monsters and Armed to the Teeth-loadout, within your turn you can play a combination of the following actions:

- Exchanging Monstersets or Armed to the Teeth-cards, *as often as you want within your turn*

ORIGINAL SPECIAL POWERS 13 MONSTERS
(See manual 13 monsters - The Game)

- Sacrifice, *as often as you want within your turn*
- Permafrost, *once per turn*
- Prophet, *once per turn*
- Super Nova, *once per player, per game*
- Looking for Monstersets, *once per turn*



TRALL'S CRAFTSMANSHIP *(only when in possession of the trall miniature/playing card)*

- Forge, *once per turn*
- Steal, *once per turn*

ARMED TO THE TEETH SPECIAL POWERS

- Managing arsenal, *as often as you want within your turn*
- Oopsie Poopsie, *once per turn*
- All Seeing Eye, *once per turn*
- Wakey Wakey!, *once per turn*

ATTACK- AND DEFENSE TACTICS

- Attacking monsters or monsterset (see manual 13 Monsters - The Game), *once per turn*
- Disarm, *once per turn*
- Use special attack- and defense tactics, *once per turn*
- Managing durability

LOOKING FOR MONSTERSETS *(see manual 13 Monsters - The Game)*

If you have found a monsterset in the grid, you get an extra turn and can, depending on your loadout, play the abovementioned actions again.

TIP!

Want to be able to play these actions quicker and shorten the duration of the game with 50%?

Give all players a grunt to start with (see manual 13 Monsters – The Game). Continue giving each player one card of each of the 'Armed to the Teeth'-piles.

TRALL'S CRAFTSMANSHIP

Found a monsterset or received one through attacking or defending? Trall will rush over to you! (Monsters received through playing Supernova! not included). Trall stays in your possession until another player finds or wins a monsterset.

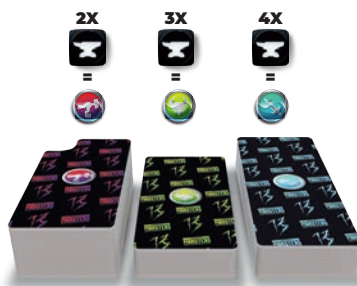
Only with the Trall miniature, you get to play the following actions:

FORGE

once per turn

Throw the special black Anvil-dice. On these dice you'll find either 1 or 2 swords, shields or anvils.

Count the amount of thrown anvil-icons to decide from which of the piles you may receive a tile.



2 (or more) anvil-icons

Take a tile from the 'Armour' pile.

Armour protects the underlying monsterset from direct attacks and provides added Special Powers.

3 (or more) anvil-icons

Take a tile from the 'Metal Monster' pile.

Metal Monsters strengthen your army and have a powerful attack.

4 (or more) anvil-icons

Take a tile from the 'Weapon' pile.

Weapons help you during an attack or defence whilst attacking with the pink dice.

TIP! For a more offensive game play, place the "metal monsters" as the first stack.

STEAL

once per turn

Do your opponents have cards in their armoury? Then you can try to steal their cards.

Throw the special Armed to the Teeth-dice. Count the amount of thrown swords.

Now it is your opponent's turn to try and counter your theft attempt.

The opponent also throws the special Armed to the Teeth-dice. Count the amount of thrown shields.

Managed to throw more swords than your opponent threw shields? Then your attempt at thievery was successful and you can take the card from the armoury of your opponent.

Did the opponent throw more shields than you threw swords? Sucks, but the card stays with its rightful owner. Nothing happens.

A tie? The defender wins!

WINNER!



LOSER :(



ARMED TO THE TEETH SPECIAL POWERS

MANAGING YOUR ARSENAL

(ARMOUR, WEAPONS AND SHIELDS)

as many times as you want within your turn

Armour:

Every piece of armour exists of three parts complementing the triad within the monsters. There's a top, a middle and a bottom.

Received armour by forging, battling or stealing? You must place it on the corresponding place if possible. **If you can't place it in your weaponry.**

- You can place a piece of armour on top of a complete monster, but also on top of a loose monster in your possession.

A Metal Monster-part or Metal Monster O.G. **cannot** wear armour.

Weapons and shields:

- A weapon or a shield can only be placed next to a complete monster. Shields must be placed to the left of the monster. Weapons must be placed to the right. A monster can only carry 1 shield and 1 weapon. **A complete Metal Monster O.G. cannot wear a shield or weapon.**



THE WEAPONARY for the collectors

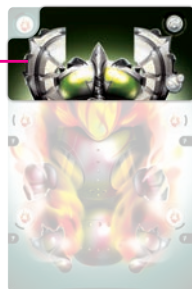
Don't have the right monster(set) to mount your armour, weapons or shields? Place them in your weaponry!

- A weaponry can hold up to three tiles only!

Got more? Decide which to keep and place the remainder at the bottom of the corresponding pile.

Metal Monsters can not be placed in your weaponry. Functioning as regular monsters, they can always be placed together with your other monster sets or can be used to build a new monster.

One part armour:
OOPSIE POOPSIE



OOPSIE POOPSIE!

once per turn

A monster or monster set with one (or more) part(s) armour may play the special power 'Oopsie Poopsie'.

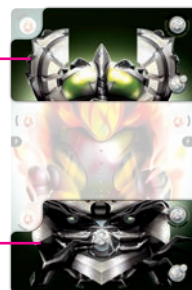
Even if a loose monster set is wearing a piece of armour you can play this special power.

During your search for monsters, you turn the first tile. Not the tile you wanted to turn? Say "OOPSIE POOPSIE!" out loud and turn this tile back right away. Now continue flipping two other tiles in search of a match.

RULES 'OOPSIE POOPSIE':

- Only **the first tile you flip** can be flipped back by using Oopsie Poopsie.
- Played Oopsie Poopsie? During this turn, you are **not allowed to turn this same tile again..**
- Oopsie Poopsie **cannot** be combined with 'Prophet, or 'All Seeing eye'

Two parts of the
same armour:
ALL SEEING EYE



ALL SEEING EYE

once per turn

A monster or monster sets with two (or more) parts of the same armour can play the special power 'All Seeing Eye'.

Even if two loose monster sets are wearing two corresponding pieces of armour you can play this special power.

During the search for monster sets, you can flip **not two, but three** tiles!

RULES ALL SEEING EYE:

- 'All Seeing Eye' **cannot** be combined with 'Oopsie Poopsie' or 'Prophet'





Three parts of the same armour:
WAKEY WAKEY!

WAKEY WAKEY! *once per turn*

A monster with three parts of the same armour may play 'Wakey Wakey'. With this special power you may attack a Ghost that went dormant after using Supernova!.

RULES WAKEY WAKEY:

- Won the attack? Take a Ghost monsterset of your choice!
- The remaining two monstersets are flipped monstroside-up. These can now again be attacked by you and your opponents.
- Has someone, that's not the original owner of Ghost, managed to complete the 13th monster again? You may now play 'Super Nova!' too! (**once per player, per game.**)
- Lost the battle with the sleeping Ghost? The 13th monster stays dormant and **cannot** take a monster- or armour part from its attacker.

BONUS!

You are now so thoroughly protected by your armour, **that the 13th monster cannot play Supernova! on your underlying monster.**

Also!

You receive +10 HP in the final count of the scores (more info, see: Winning the Game).

ATTACK AND DEFENSE TACTICS

ATTACKING MONSTER(SET)S *once per turn*

Attacking or defending monster(set)s works in the same way as our basegame (see manual 13 Monsters – The Game). However, certain Armed to the Teeth-tiles may affect this battle!



DISARM *once per turn*

Attacking a monsterset that is protected by a piece of armour? You must first disarm this monsterset.

- Name the monster set you want to disarm **and state with what (armed) monster you want to do so.**
- Throw the black anvil-dice once.
- Count the amount of thrown **swords**.
- Is your monsterset carrying a piece of armour with sword-icons? Add those to the count.

Now it's your opponent's turn

- Your opponent also throws the black anvil-dice once.
- Count the amount of thrown **shields**.
- Is the defending monsterset carrying a piece of armour with shield-icons? Add those to the count.

RULES DISARM:

- The player with the highest amount of shields or swords gets the piece of armour from the opponent (*if the monsters within this battle are carrying armour*).

Managed to disarm your opponent while attacking? You may immediately decide to attack the newly revealed monster set by using the basic attack rules (*see manual 13 Monsters - The Game*).

Managed to successfully defend your disarmed monsterset from an attack by an **armed** monster? **You win the monster set underneath. Not its armour.**



METAL MENTALITY

With the Armed to the Teeth-expansion, we introduce a new element. An element with its own special powers and defects: METAL!

METAL MONSTERS IN ATTACK

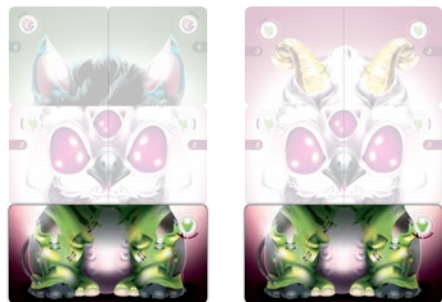
once per turn

A Metal Monster(-part) is extra strong (AP), but lacks health (HP). A metal monster can, **just like regular monsters**, play the same special powers.

A Metal monster set **cannot** wear a piece of armour.

A Metal Monster O.G. also counts as an element and can be used for the Elemental Master-victory.

The Metal Monsters' true perks come into play during a battle for monstersets.



7 HP

10 HP

METAL MONSTER GRUNT (7 HP OR 10 HP)

A Metal monster grunt combined with two **other** sets of monsters = **7HP**. A metal monster grunt combined with two **of the same** monster sets = **10 HP**

- A monster with at least one part Metal, can win by throwing 5 dice with equal values (Yahtzee-style). So, you'd win by throwing 5 x 1! Despite what the opponent throws!
- However, in a draw, the **defender** wins.



Two parts of the same Metal Monster:
METAL MONSTER ABOMINATION

METAL MONSTER ABOMINATION (15 HP)

- An Abomination with two parts of the same Metal-Monster can also count **one extra die from the last throw when tallying up the total**. So, that is one die, with different eyes that was not put aside yet.
- However, in a draw, the **defender** wins.



Three parts of the same Metal Monster:
METAL MONSTER O.G.

METAL MONSTER O.G. (20 HP)

- A Metal Monster O.G. can throw 6 times during a battle for monster sets.
- A Metal Monster O.G. can also count **two extra dice from the last throw when tallying up the total**.
- However, in a draw, the **defender** wins.
- A Metal Monster OG cannot wear any armour or weapons and shields.
- A Metal Monster O.G. can play the **following special power**: 'Wakey Wakey!' Next to the 'Prophet' power.

RULES WAKY WAKY!

once per turn

A metal Monster O.G. may use the abovementioned advantages in a battle with the ghost.

- Won the attack? Take a ghost monsterset to your liking.
- The remaining two monstersets are flipped monstroside-up. These can now again be attacked by you and your opponents.
- Has someone, that's not the original owner of Ghost, managed to complete the 13th monster again? You may now play 'Super Nova!' too! (**once per player, per game**)
- Lost the battle with the sleeping Ghost? The 13th monster stays dormant and **cannot** take a monster- or armour part from its attacker.

WEAPONS AND SHIELDS

Placed a weapon or shield next to a monster? Great! This helps you with attacking or defending underlying monsterpieces.

A weapon helps you with attacking

You may, **while attacking with the pink dice** during a battle for monstersets, count **+3 points** on your totalled throw with the regular dice. However, in a draw, the **defender** wins.

A shield helps you with defending

You may, **while defending with the pink dice** during a battle for monstersets, count **+3 points** on your totalled throw with the regular dice. However, in a draw, the **defender** wins.





**DURABILITY
TOKENS (2x)**

► **RULES WEAPONS AND SHIELDS:**

- All weapons have a durability of two. You must immediately place two durability tokens on your newly found arsenal.
- If you wish to use a weapon in a battle, you must announce it **beforehand** and **deduct one token**.
- Out of durability tokens? Place the tile back on the Weapons-pile. Now **reshuffle** the pile.

SPECIAL POWERS

These weapons and shields are drenched with elemental magic. Very strong, but energy consuming, these special powers immediately drain the (remaining) durability of both weapons.



SHIELD + WEAPONS: UNITY

UNITY!

Managed to get a weapon and a shield? When attacking in a regular battle for monster sets, the player mayplay Unity.
This player does not get +3, but a **+6 count** in the diceroll.

RULES UNITY:

- All remaining durability of **both weapons** is drained.



**SHIELD + WEAPON IN THE SAME ELEMENT:
ONE FOR ALL, ALL FOR ME!**

ONE FOR ALL, ALL FOR ME!

Managed to get a **weapon** and a **shield** in the **same element**? With this power you may steal one loose monster set without attacking!

RULES ONE FOR ALL, ALL FOR ME!

- You may only take a loose monsterset of the element inferior the elemental combo of your arsenal. For example:

The owner of **fire's sword and shield** can steal one loose **earth monsterset** from one of their opponents.

The owner of **earth's weapon and shield** can steal a loose **air monsterset** from one of their opponents. (etc.. See chart)



Fire is stronger than **Earth**



Earth is stronger than **Air**



Air is stronger than **Water**



Water is stronger than **Fire**



Ghost is stronger than **EVERYTHING**



- When playing 'One for all, All for me', all remaining durability of **both weapons** is drained.

WAKEY WAKEY!

Managed to get a weapon and a shield in the same element? **You may also decide to play Wakey Wakey!**



RULES 'WAKEY WAKEY':

- Won the attack? Take a Ghost monsterset!
- The remaining two monstersets are turned back monsterside-up. These can now freely be attacked by you and your opponents.
- Has someone, that's not the original owner of Ghost, managed to complete the 13th monster again? You may play 'Super Nova!' too! (**once per player, per game.**)
- Lost the battle with sleeping Ghost? The 13th monster stays dormant and cannot take a monster- or armour part from its attacker.
- All remaining durability of **both weapons is drained.**



COUNT COMPLETE ARMOURS

Does one of your monsters have an armour existing of **three parts of the same element?** A Bonus count for you!

Complete armour: + 10 HP

WINNING THE GAME

Just like in the original game, you can win in one of two ways. By becoming a Beast Master Supreme or by becoming an Elemental Master.

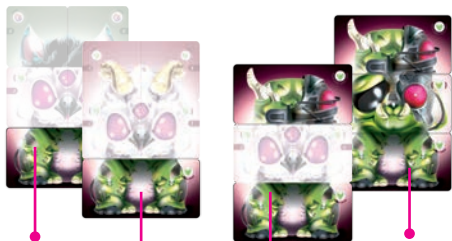
WINNING BY BECOMING A BEAST MASTER SUPREME

After the final round, count the HP of all monsters and armour.

The player with the highest HP wins.

Count for 'Normal monsters'

Grunt:	10 HP
Abomination:	20 HP
Monster O.G:	40 HP
13th Monster:	60 HP



Metal Monster
Grunt + Grunt

Metal Monster
Grunt + Abomination

Metal Monster
Abomination

Metal Monster
O.G.

Count Metal Monsters

The Metal Monsters have less HP.

Does your monster exist of one or more parts Metal?

Then, the count is as follows:

Metal Monster Grunt combined with an original Grunt:

7HP

Metal Monster Grunt combined with an original Abomination:

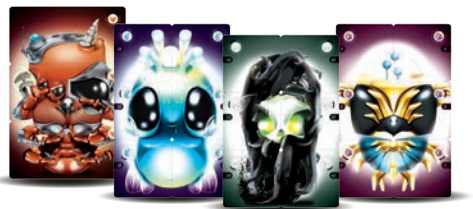
10 HP

Metal Monster Abomination:

15 HP

Metal Monster O.G:

20 HP



WINNING BY BECOMING AN ELEMENTAL MASTER

You can win by becoming an Elemental Master if you collect four Monster O.G's in four different elements.

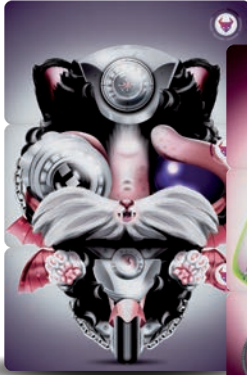
Rules winning as an Elemental Master

- A Metal Monster O.G. also counts as an element
- The 13th Monster also counts as an element, **provided it did not turn dormant after using Supernova!**

HAVE A GRUESOME GOOD TIME!

METAL MONSTERS

1
GLECK



2
STINS



3
TIWINDIA



ARMOUR

EARTH



AIR



FIRE

WATER

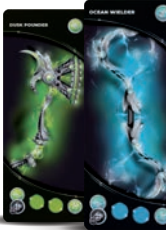


GHOST



WEAPONS

OCEAN
WIELDER

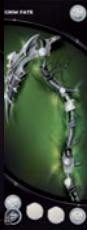


DUSK
POUNDER

GRIM
FATE



FIERY WILL
BREAKER



WIND
PIERCER

SHIELDS

SPLASH
VANQUISHER



OBSIDIAN
MEGALITH

DELUDED
BONE MAZE



SMOLDERING
BLAZE



FEATHERED
TYPHOON

