

MONSTER CLUB RULEBOOK

THE
MONSTER CLUB
CORPORATION



**“WHO
PLAYS
BECOMES
THE
GAME”**

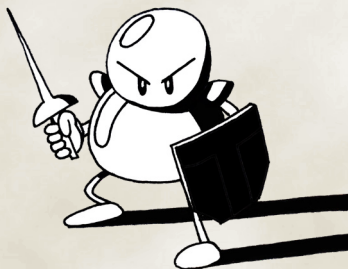
V
E
R
S
I
O
N
1²

FOR THE PLAYERS

Players tell us that Monster Club is the most relaxed trading card game in the world. Thanks to the explanatory comics, which offer the very best way to get started, and Monster Club's simple rules there has never been a trading card game that was more easy to get into. Yet the competitive Monster Club playerbase requires a single source of truth when it comes to the Monster Club Trading Card Game rules.

With this Monster Club Rule Book we wish to inspire you in composing even greater tactics & decks.

Let the games begin!





INDEX

The Game	6
Game Summary	8
General Terms	10
The Board	12
Monster Cards	14
Power Cards	18
Advanced Player Rules	19
Additional Wording Explanations	20
Your Custom Game Modes	24

THE GAME

Before you start

Each player brings a deck of 25 unique cards. A deck consists of monster cards [2] (any number) and power cards [P].

To win you destroy a predetermined amount of monster cards. You and your opponent can agree to a certain amount of monsters or throw one or multiple die to agree to a random number. The first player to destroy that amount of monsters of the opponent on the board wins the game!

The game begins

Players shuffle their decks and play a game of rock paper scissors. The winner decides who takes the first turn.

Your turn

Your turn consists of three separate phases that you cycle through. Each phase allows for new opportunities.

Draw

At the start of each turn you draw until you hold 5 cards.

Play

You can play monster- & power cards. Place monsters in free positions on your board. Power cards may be stacked on monster cards to power up their score or perform special effects. This way you form 'stacks'. You can play any card face up or face down. A face down monster card cannot hold face up power cards.

Once per turn stacks can move to a free spot on their left or right. A moved stack is not allowed to attack during the same turn.

At the end of the play phase you need to have at least one monster card on the board. If you cannot meet this requirement with your current hand you'll show your hand to your opponent. Your opponent may destroy one card from your current hand. Return the remaining cards to your deck, shuffle and draw 5 new cards.

Battle

At the end of your turn you can initiate attacks on the opponent's facing stacks. Only monsters that did not move during your play phase may initiate an attack. When you initiate an attack your monster card turns face up. The power cards stacked to your monster are turned face up. You may decide the order in which your power cards flip. Then your opponent's monster card is turned face up. Your opponent then turns all its power cards face up in the order he desires.

The stack with the lowest score is destroyed. If scores are equal players turn to the type of their monster card which is either rock 🖐️, paper 🖐️ or scissors ✂️. The dominant type remains. If they are equal, both stacks are destroyed.

After the battle phase your turn ends.

The opponent's turn

During your opponent's turn you act passively, since you are not allowed to play any cards. However, some cards allow you to interact with your opponent's turn. This is always described on the card itself.



GAME SUMMARY

The game begins

*Agree to the winning conditions,
shuffle & decide who starts.*

Your turn

Draw until you hold 5 cards.

Play monster- & power cards. Make sure to have at least one monster on your side of the board at the end of this phase. You can also move your monsters one spot.

Battle optionally with any monster that has not been moved during this turn.

- 1. Initiate an attack on a facing monster.*
- 2. Your monster card is turned face up. Then your power cards turn face up.*
- 3. The opponent's monster card is turned face up. Then the opponent's power cards are turned face up.*

Your turn ends

The opponent's turn

The opponent goes through the draw, play & battle phases.



GENERAL TERMS

Play

A card is played when it is placed on the board. A face up play triggers a special effect.

Flip

A card that is face down on the board can be flipped face up by the owner during the owner's play phase. This is also considered a 'play' and thus triggers a potential special effect. A face up card cannot be returned face down.

Destroy

A card or stack is destroyed when it is sent to the grave as a result of battle or by a special effect.

Move

A stack is considered 'moved' when the owner changes the stack's position. In a game of Monster Club a monster is allowed to move to a free spot on its left or right. A moved monster loses the ability to initiate an attack during the same turn. On the next turn the monster regains the ability to attack.

Initiate attack

At the end of your turn every monster you control that hasn't been moved during that turn is allowed to initiate an attack on a facing stack. When an attack is initiated all face down cards of the opposing stack are turned face up and are considered 'played'. Firstly the attacking monster's stack is turned face up. Secondly the opponent's cards are turned face up.

Stack

Power cards can be stacked onto monster cards to form a stack. A face down monster card can only have face down power cards stacked to it. Always take note of the power card limit of a monster card. If the controller accidentally stacks more power cards than the power card limit of a monster card allows for this is considered a 'faulty play' (see chapter: 'Advanced Player Rules'). Also if a monster card is turned face down as a result of a special effect the entire stack is turned face down accordingly.

Facing

Stacks that face each other on the board are considered 'facing'.

In battle

When one player initiates an attack on an opponent's monster the stacks are considered 'in battle'.

Swap

A swap between cards can happen as a result of a special effect. When a face up card gets swapped it is not considered played again. Thus, a swap in itself does not trigger a special effect again.

Your / the opponent's

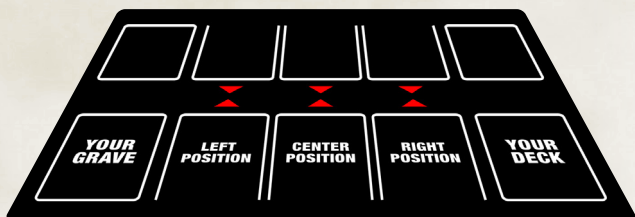
In Monser Club 'your' stands for everything on your board and what you control. Like 'your deck', 'your turn', 'your face down cards' etcetera. Special effects often refer in this way. The opposite goes for 'the opponent's' as in 'the opponent's deck', 'the opponent's turn', 'the opponent's face down cards', etcetera.

THE BOARD

The deck

Each deck consists of 25 unique cards. The deck resides to the right of the owner's board. During a game it is not allowed to look into the opponent's or your own deck. If a card effect allows you to do so the deck is shuffled afterwards.

Your deck is referred to as 'your deck'. The opponent's deck is referred to as 'the opponent's deck'.



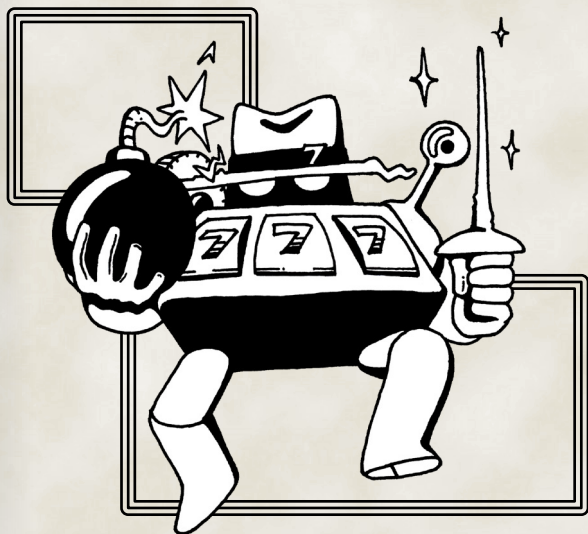
The board

'The board' or 'any board' refers to the entire board. All face up cards including the grave can be examined by any player.

Your side is referred to as 'your board'. The opponent's side is referred to as 'the opponent's board'. You can only control cards on your board.

The grave

The grave holds cards that have been destroyed during the game. All cards that come from your deck end up in your grave. Your grave is referred to as 'your grave'. The opponent's grave is referred to as 'the opponent's grave'. 'The grave' or 'any grave' refers to both graves.



MONSTER CARDS **3**

Monster cards form the basis of your deck. With monster cards you oppose your opponent, initiate attacks and perform special tricks to outsmart your opponent.

Name

Every monster card has an unique name. In Monster Club names are often used to refer to certain monsters.

Original score

The original score is the score written on the monster card itself before calculation unless stated otherwise. It is not affected unless stated otherwise.

An example:

Feather Coat Bird Lady's score may rise due to the card's special effect. But the card's original score remains 1000.



Score

The score is the monster card's original score plus score altering effects of itself and/or other cards.

Power card limit

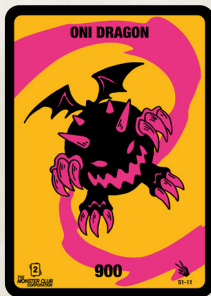
In the bottom left of each monster card its power card limit can be found. This is the maximum amount of power cards that can be stacked to the monster card. 'Overstacking' a monster card results in a 'faulty play' (see chapter: 'Advanced Player Rules').

Type

In the bottom right of each monster card its type can be found. A monster card is either a rock, paper or scissors type. When the scores of monsters equal each other in battle players turn to their respective monster's type. A rock monster beats a scissors monster. A scissors monster beats a paper monster. And a paper monster beats a rock monster. If both the scores and types are equal both monsters are destroyed

Normal monsters

A normal monster has all the basic properties of a monster card like a name, original score, a power card limit and type. Normal monsters do not have special effects of themselves.



Effect monsters

If not stated otherwise an effect monster's special effect is triggered when it is played face up or turned face up. Special effects overrule the default rules of the game of Monster Club. A special effect is not a matter of choice and must be performed when a monster card is face up on the board. However, if an effect monster states that you 'can' or 'may' do something you can decide to dismiss the special effect.

A special effect is only taken into account when it is face up on the board. It affects only cards that are on the board.



Sacrifice monsters

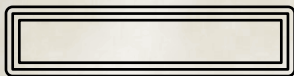
A sacrifice monster card requires special conditions the first time it is played from hand, deck or grave. If these special conditions require you to destroy one or more described cards you can do so from hand or from your board.

Both players need to be able to check whether the special conditions are met. Thus a sacrifice monster cannot be played face down. If a sacrifice monster is accidentally played face down this is considered a 'faulty play' (see chapter: 'Advanced Player Rules'). If the required conditions to play the sacrifice monster cannot be met the sacrifice monster cannot be played. Yet a sacrifice monster can be played again (for an example from the grave) without the need of the special conditions if it has already been played once before.

An example:

The power card 'Hat Trick' can be used to return an entire stack to the owner's hand and play another monster card in its place. If the owner wishes to play Dragon Of The Shimmering, which requires a sacrifice, the owner must also have the required card either present on the board or in hand in order to meet its playing conditions. If the owner has no 'Combo Dragon' in hand or on its board the conditions cannot be met and therefore Dragon Of The Shimmering cannot be played.





POWER CARDS

With power cards you enhance your monsters. Power cards can have all sorts of score increasing or special effects. A power card must always be stacked to a monster card in order to be played.

Score increasing power cards

Score increasing power cards indicate their score increasing effect in the bottom centre. The monster card's original score is increased by the power card's score increasing effect. This forms the 'score' of the monster.



Special effect power cards

If not stated otherwise an effect power card's special effect is triggered when it is played face up or turned face up. Special effects overrule the default rules of the game of Monster Club.

A special effect is not a matter of choice and must be performed when a special effect power card is face up on the board. However, if an effect power card states that you 'can' or 'may' do something you can decide to dismiss the special effect.



A special effect is only taken into account when it is face up on the board. It affects only cards that are on the board.

ADVANCED PLAYER RULES

Monster Club's relaxed nature is what makes it unique. Yet Monster Club's advanced player base requires some additional advanced player rules.

Looping from hand restriction

You can only stack a power card from hand to the same monster once per turn. That means that in the situation in which a power card played during this turn is returned to your hand, you cannot play it to the same monster again during this turn. If this happens this is considered a 'faulty play'. This prevents the limitless looping of power cards.



Empty board & unable to play a monster card

If your board is empty and you cannot play a monster card with your current hand, you show your hand to your opponent. Your opponent may now destroy one of the cards in your hand. Return the cards to your deck, shuffle and draw 5 new cards.

⚠ *Add enough monsters - between 12 to 17 - to your deck to minimize the probability of this situation from occurring.*

Losing physical touch with your cards

If you lose physical touch with your card after performing an action, you are no longer allowed to reverse the action.

Faulty play

A faulty play occurs when a player performs an unallowed action. The entire stack concerning the faulty play is destroyed regardless of other card effects. This is considered a lose in battle and the turn of the player responsible for the faulty play ends.



ADDITIONAL WORDING EXPLANATIONS

Some card effects require some additional explanations to certain types of wording for maximum clarity.

“All monsters with ‘X’ in their name...”

These special card effects affect all and only cards that have a specific word in their name. In this case the card's effects only applies if an exact wording divided by space is present in a card's name. That means that this effect excludes the monster to which these power cards are stacked unless it has the exact wording in its name as well.

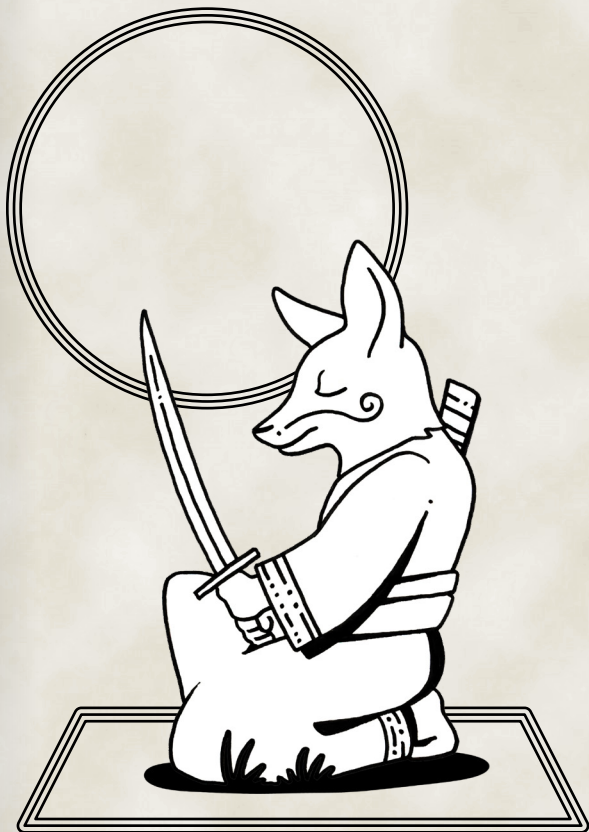


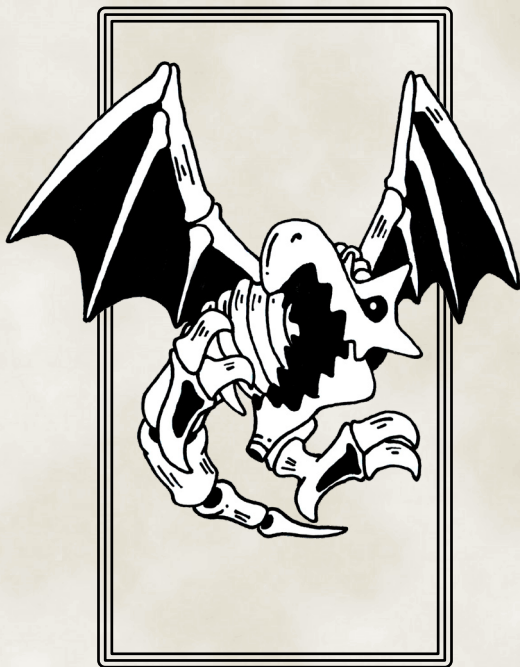
“This card does not require a power card slot...”

Power cards that describe this effect do not add up to the total amount of occupied power card slots. Accordingly they do not require a monster card to have a power cards slot higher than ‘0’ at all. Overstacking with power cards that use this wording is impossible.

“This card only works on...”

This card effect will set a specific requirement for its effect to come into effect. However, a power card with this wording can still be stacked to a monster card. Whether it's useless or not.





**“LET
THE
GAMES
BEGIN”**

YOUR CUSTOM GAME MODES

Some examples of custom game modes created by The Monster Club Corporation are Monster Royale, Monster Maze and Multiplayer Club. But by altering the default rules of Monster Club as described in this Rule Book you can easily create your own game modes. You should try it!

GAME MODE: **MONSTER ROYALE**

Below are the alterations to the rules as described in this rule book that make this custom game mode unique.

The Game:

In order to win your opponent surrenders to you when he runs out of playable cards or can no longer defeat what's on your side of the board.

General Terms:

No alterations.

The Board:

No alterations.

Monster Cards:

No alterations.

Power Cards:

No alterations.

GAME MODE:

Below are the alterations to the rules as described in this rule book that make this custom game mode unique.

The Game:

General Terms:

The Board:

Monster Cards:

Power Cards:

GAME MODE:

Below are the alterations to the rules as described in this rule book that make this custom game mode unique.

The Game:

General Terms:

The Board:

Monster Cards:

Power Cards:

GAME MODE:

Below are the alterations to the rules as described in this rule book that make this custom game mode unique.

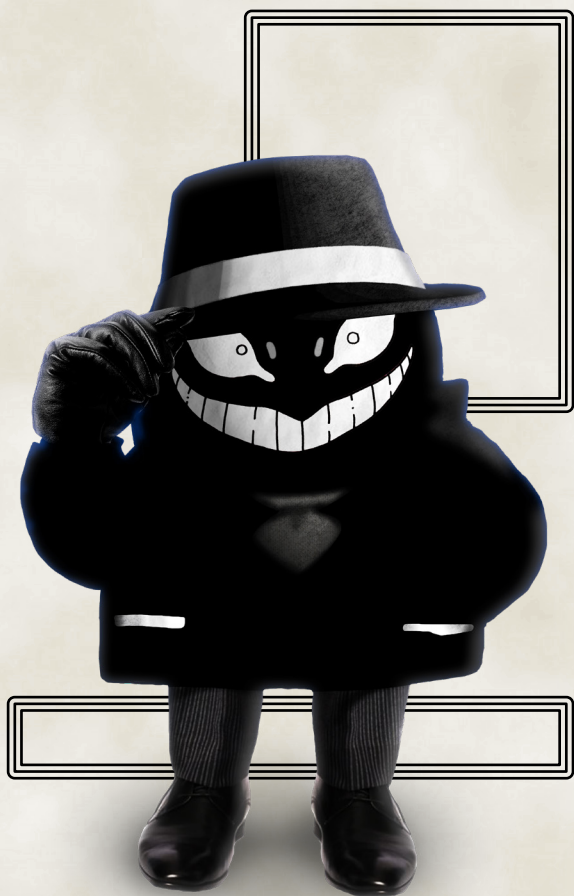
The Game:

General Terms:

The Board:

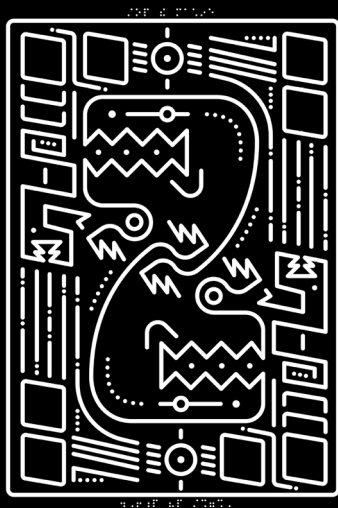
Monster Cards:

Power Cards:



**“WHO
PLAYS
BECOMES
THE
GAME”**

**THE
MONSTER CLUB
CORPORATION**



© The Monster Club Corporation