

THE
MONSTER CLUB
CORPORATION

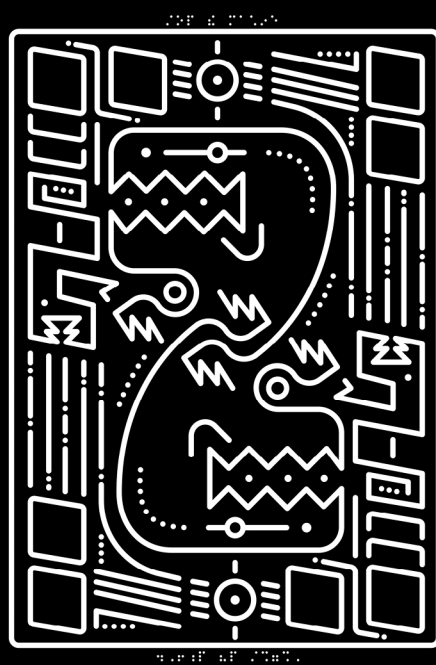
MONSTER CLUB

BOOK OF SEASON ZERO



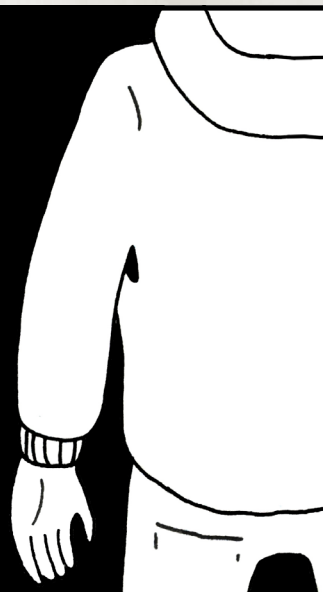
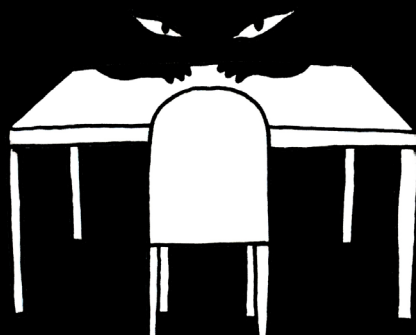
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**IT IS SAID THAT HE WHO PLAYS
BECOMES THE GAME HIMSELF**

YOU'VE COME HERE
TO CHALLENGE ME...

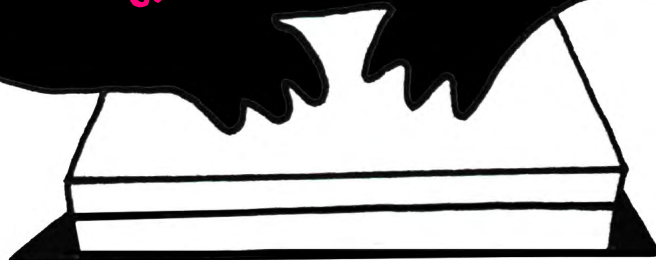


...IN A GAME?

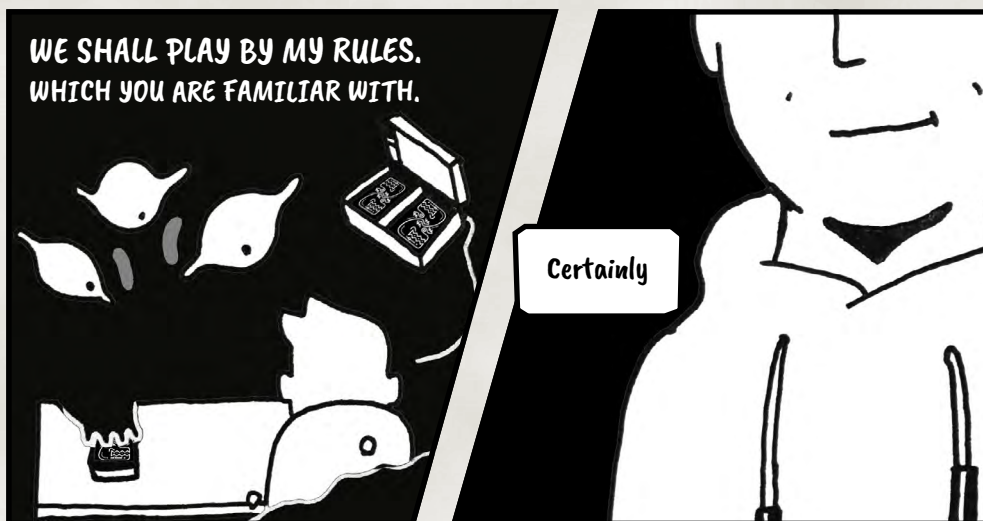


WHAT ARE THE STAKES?

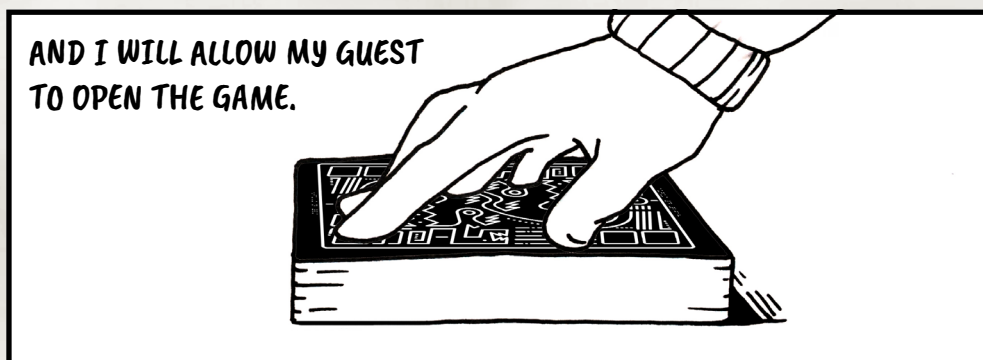
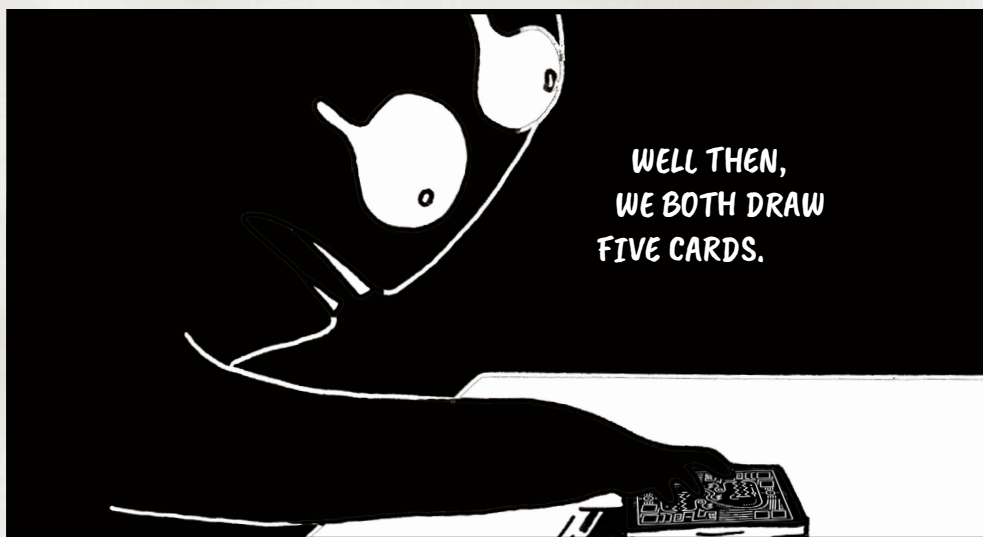
CLICK

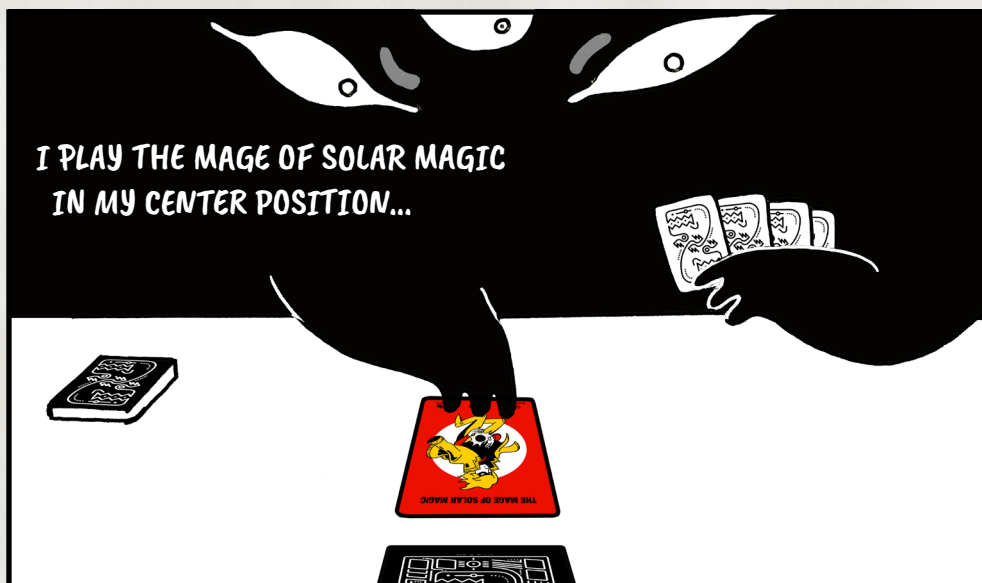
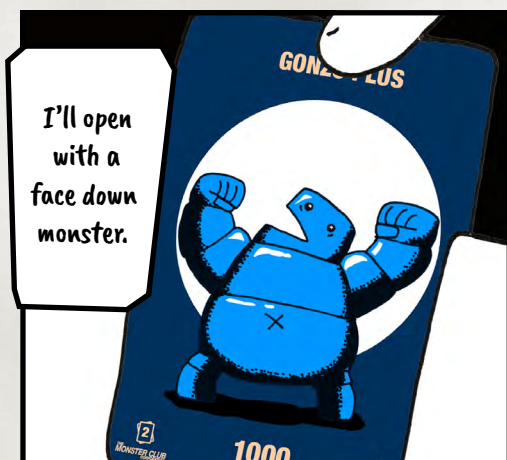






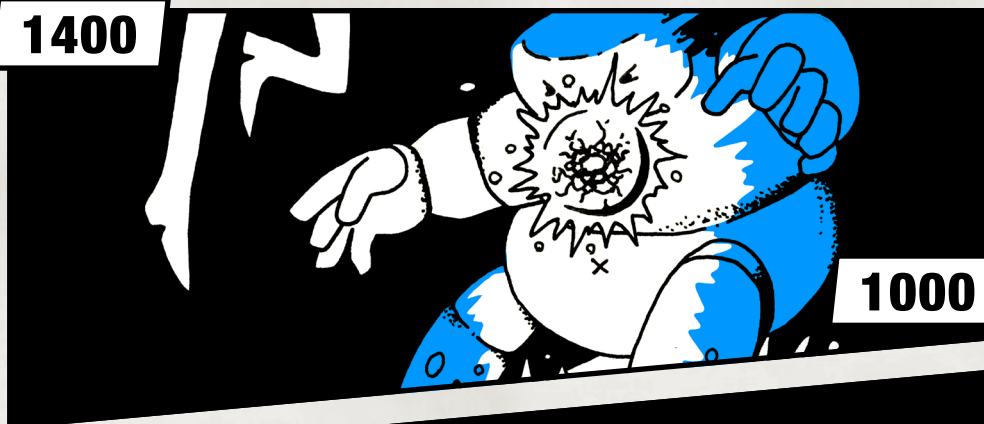
HE WHO HOLDS NO MORE MONSTERS LOSES THE GAME.







1400

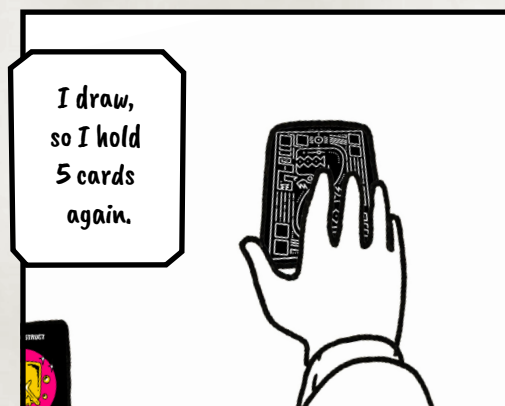


1000



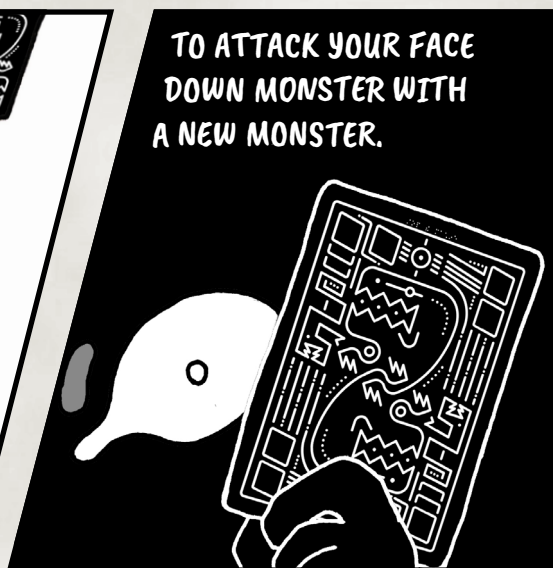
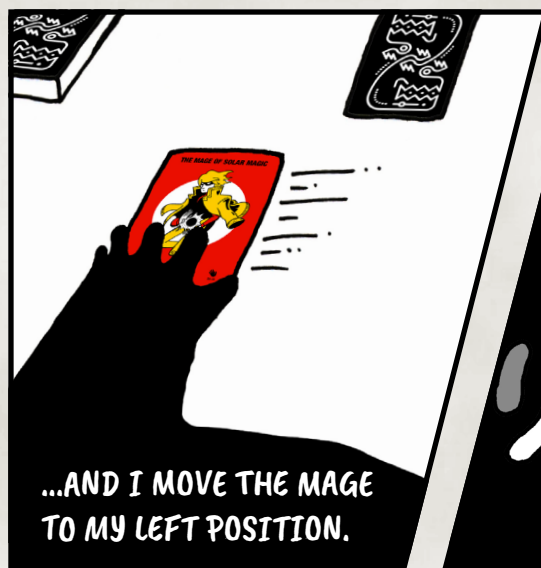
ALL TOO EASY.
AND SINCE I ATTACKED
I MUST END MY TURN.

ATTACK: Once per turn your monsters can attack monsters opposite to them. The stack with the highest score remains. The stack with the lowest score is sent to the grave. After the attack phase your turn ends.



DRAW: At the start of your turn you draw until you hold 5 cards.





MOVE OR ATTACK: A monster can either move or attack, but never both during the same turn.

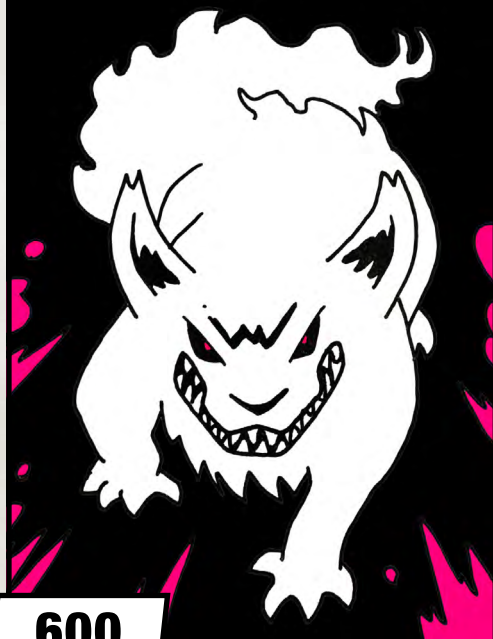
COMBO DRAGON #2, ATTACK
HIS FACE DOWN MONSTER!

WHICH IS
REVEALED
TO BE...



1000

BAD DOGGO OF
THE GRAVE?



600

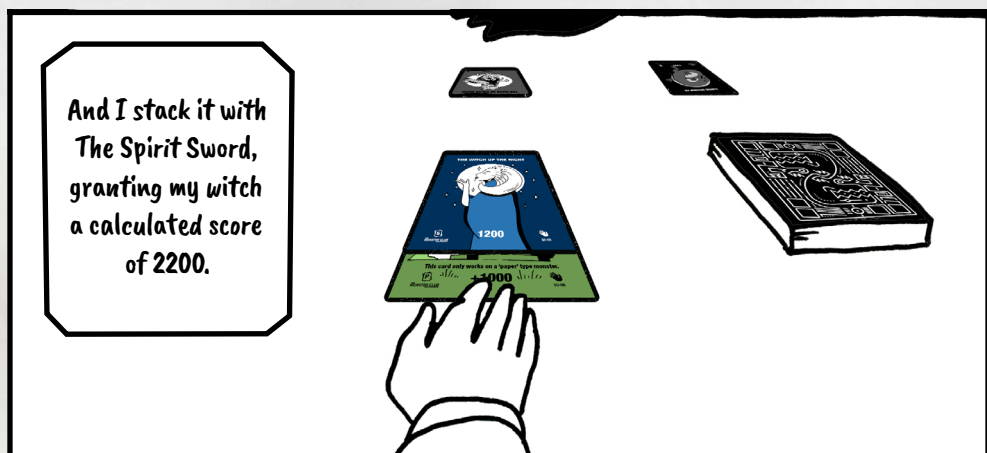
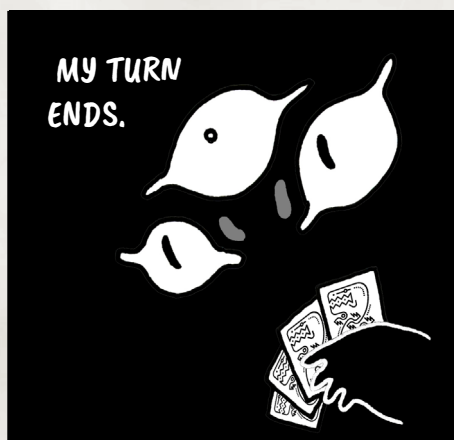
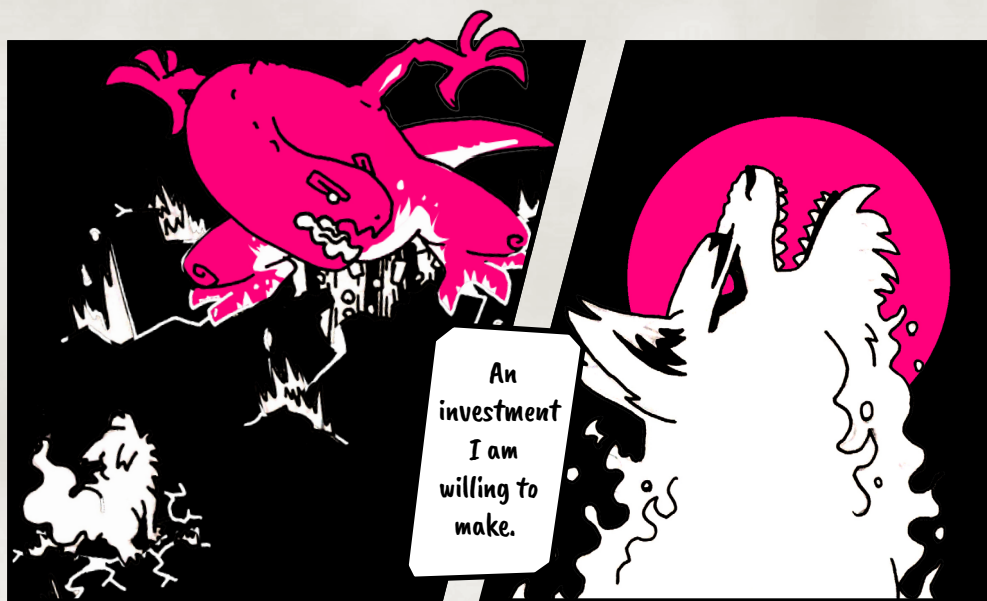
And you know
what that means.



THAT MEANS THAT BOTH
OUR MONSTERS WILL BE
SENT TO THE GRAVE...

WITH ME SUFFERING
THE GREATEST LOSS!

MONSTERS WITH SPECIAL EFFECTS: Bad Doggo Of The Grave is one of many monsters with a special effect. Special effects are always described on the card itself. Special effects overrule the default rules of the game.



POWER CARD INDICATOR: Each monster card has a power card indicator on its bottom left. It indicates the amount of power cards that may be stacked to it.

1200

+1000

THAT SWORD IS ONE
OF THE STRONGEST
POWER CARDS THE
GAME HOLDS!

Indeed. My witch,
Destroy his mage!

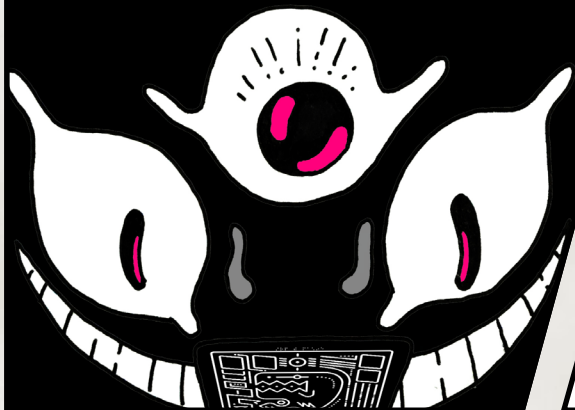
2200

1400

It's your turn.

...THE MONSTER
SLAYER SAID...

THIS CARD WILL PRELUDE
YOUR DEMISE.



YOU MIGHT
RECOGNISE
ITS FACE!...



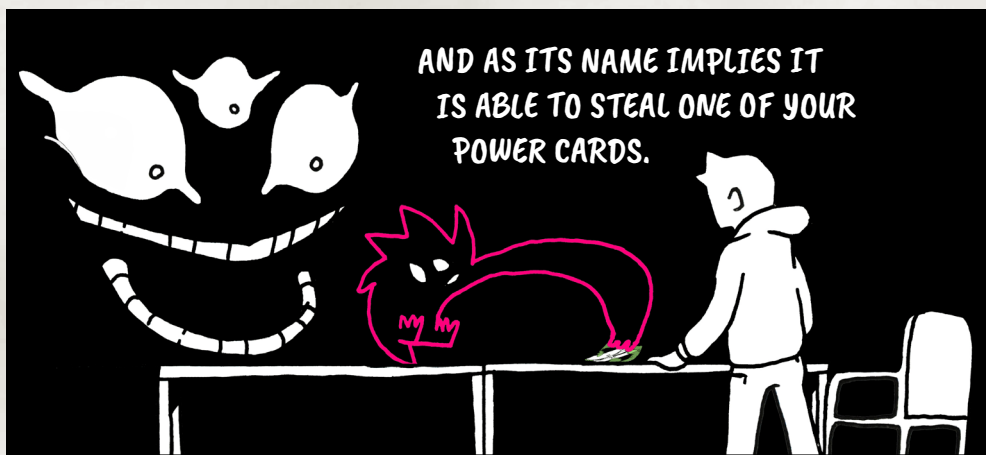
800

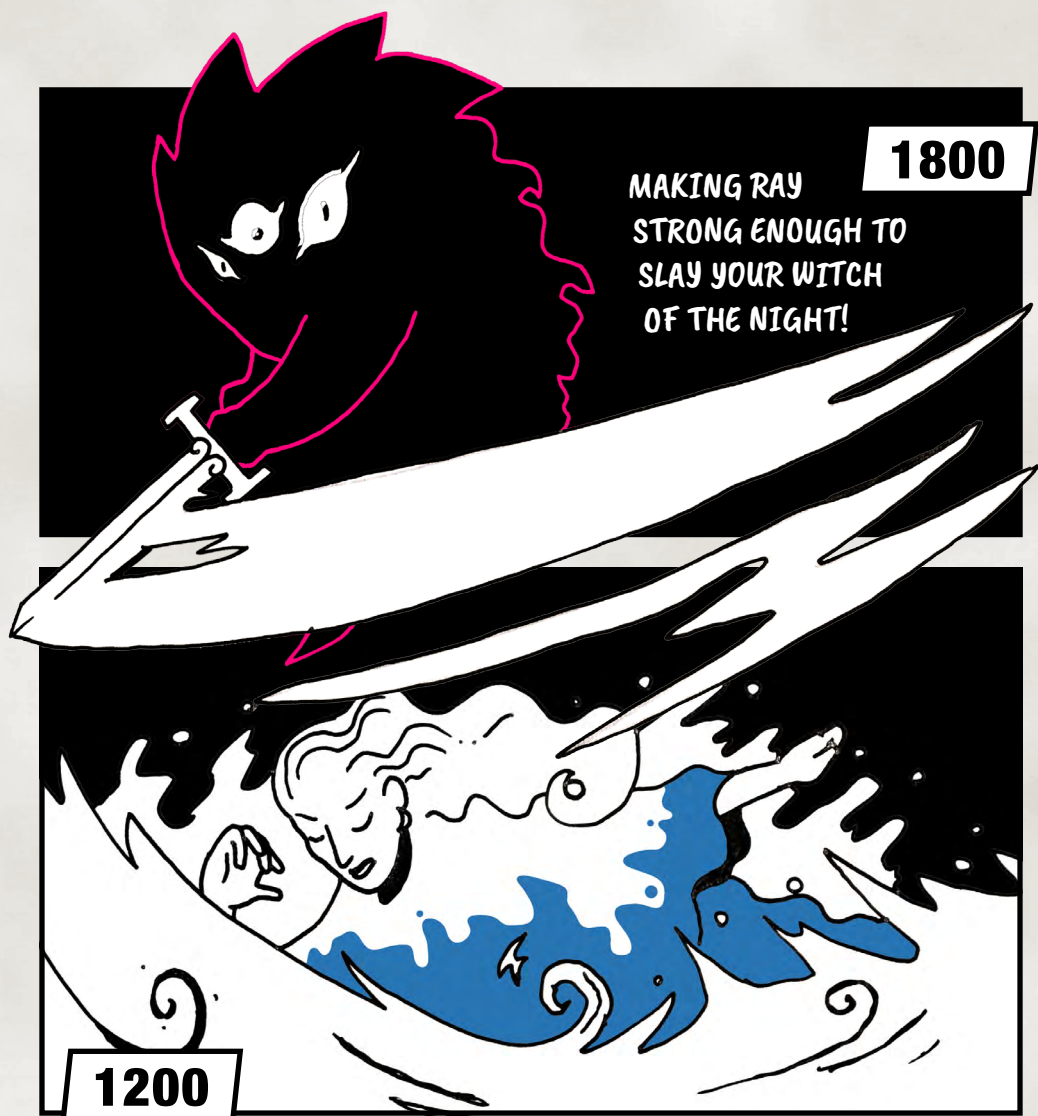
You put
yourself
in the
game?

CARD THIEF RAY!



AND AS ITS NAME IMPLIES IT
IS ABLE TO STEAL ONE OF YOUR
POWER CARDS.





Not even my Army's
Greatest Force card is
strong enough to beat
Ray's Card Thief. I'll
need a score increasing
power card at least...

It's my turn!

I draw two cards from my deck.

More monsters.
I have no choice
but to play on
the defensive.



FULL BOARD, RAY!

I play a face down
monster in every
position on my board-

BOLD MOVE...

-and end my turn.

FACE UP OR FACE DOWN: Any card can be played
face up or face down. It is up to your strategy.

WHAT IS HE
UP TO?

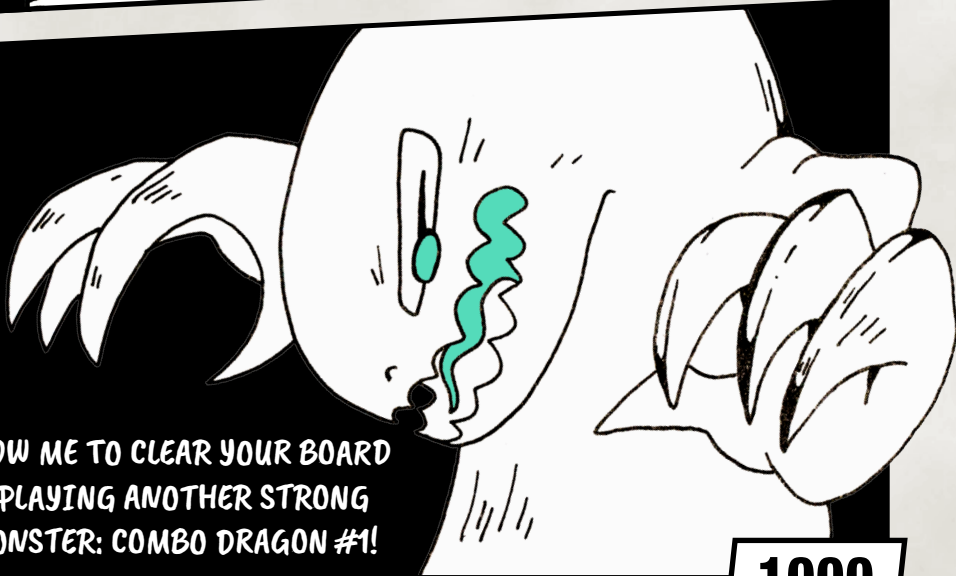


THAT MOVE DOESN'T MAKE ANY SENSE...

YOU ARE NOT MAKING
ANY SENSE. MUST BE A
DESPERATE MOVE, EH?



ALLOW ME TO CLEAR YOUR BOARD
BY PLAYING ANOTHER STRONG
MONSTER: COMBO DRAGON #1!



1000

AND WITH BOTH
MY MONSTERS....

1000

700

1800

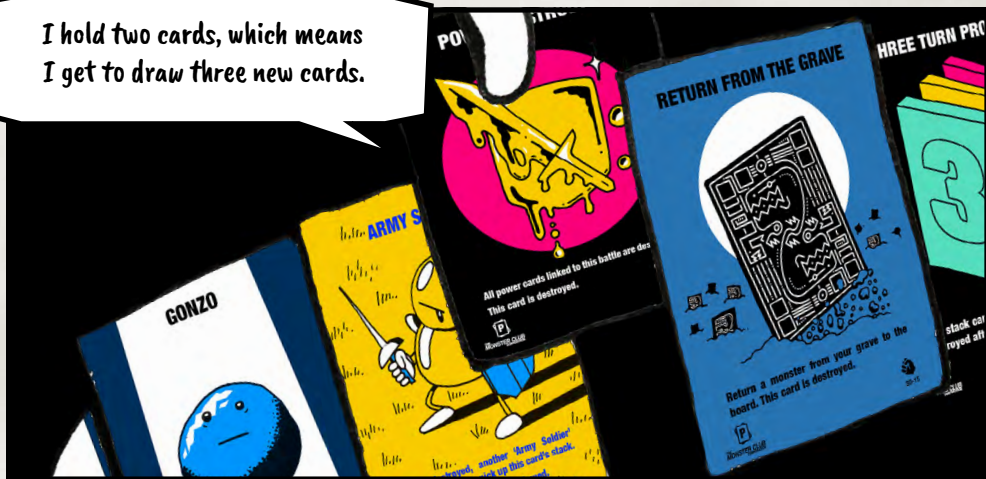
...I DESTROY YOUR
FACE DOWN CARDS.

600

ONE MORE TO GO...

THERE'S NO ESCAPE.

I hold two cards, which means
I get to draw three new cards.



I move my face down monster
to my right position...



...and add a face down
power card to it.



That's it for now.
What are you gonna do?



YOU SHOULD PAY
BETTER ATTENTION:
WIPE YOU
OFF THE
BOARD!



BUT FIRST
I MOVE
MY DRAGON
TO MY
CENTER
POSITION...



1800

AND WITH MY
CARD THIEF
I ATTACK YOUR
FACE DOWN MONSTER!

GAME STRUCTURE: There is no order to moving or playing cards.
Initiating attacks however always happens at the end of your turn.

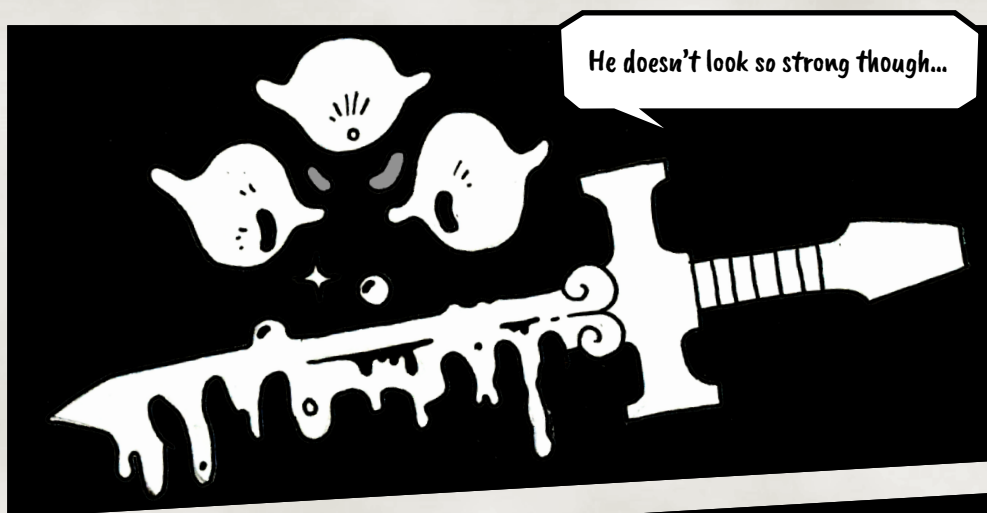
Then it is **YOU**
who should've
payed better
attention.



**YOUR ARMY'S
GREATEST FORCE'S
SCORE IS LOWER
THAN MY CARD
THIEF'S!**

1600

**ARE YOU
SURE OF
THAT?**



I added a power card to my Greatest Force that destroys all power cards present in conflict.

POWER DESTRUCT

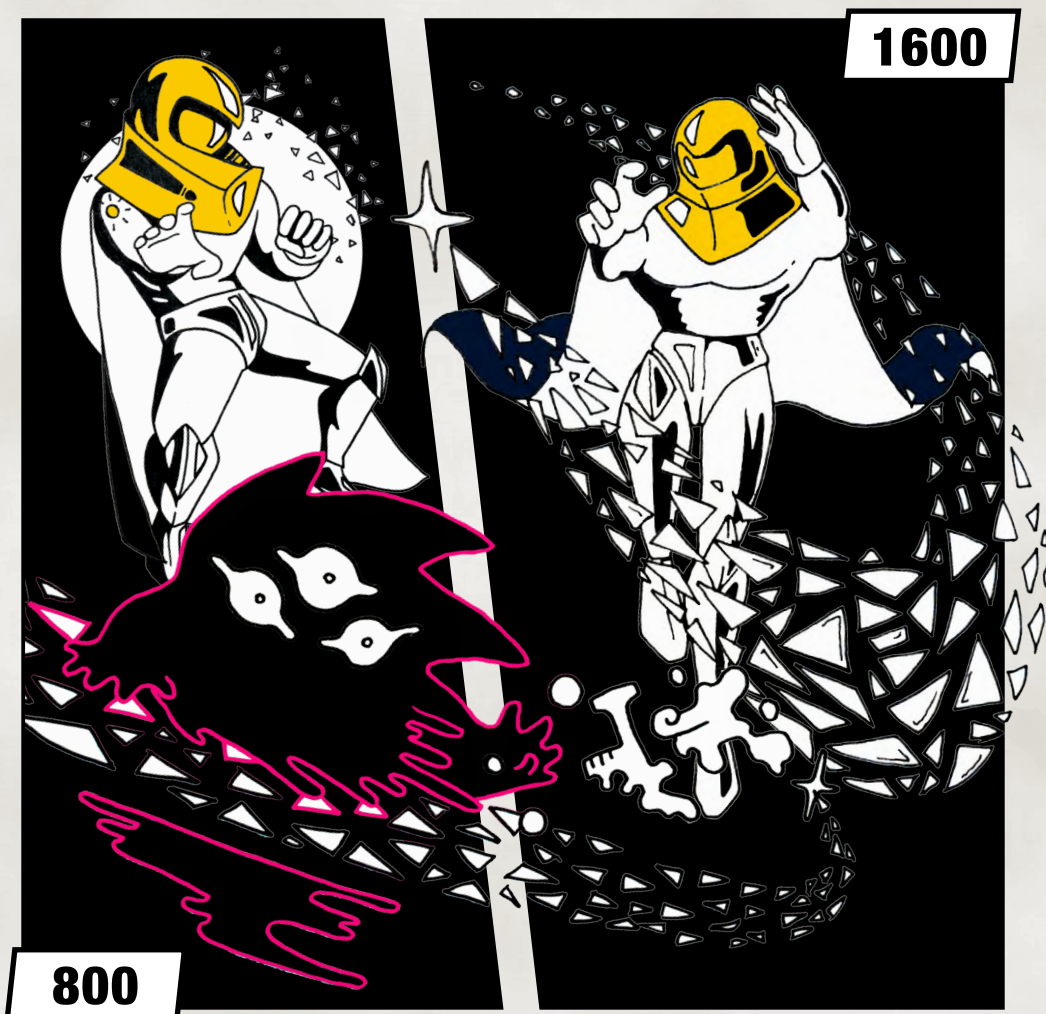
All power cards linked to this battle are destroyed.
This card is destroyed.

BATTLE CLUB
50-04

1800
-1000

When you initiated your attack, my stacked power card activated and destroyed The Spirit Sword.

TURNED FACE UP: When monsters are in conflict they are turned face up, as well as their stacked power cards.



Since I hold 4 cards,
I get to draw just one
from my deck...

A really strong monster!
However, I cannot play it
unless I have both Gonzo
Plus and Army Soldier on
my board...



SPECIAL CONDITIONS: Some monsters require special conditions to be played to the board, like Gonzo The Golden Sentinel.

First, I move The Army's
Greatest Force to my
center position.



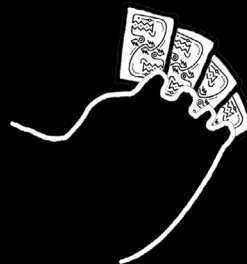
And play Army
Soldier
in my right
position.



That's it.

I CANNOT DRAW SINCE
I ALREADY HOLD 5
CARDS.

I THINK IT IS NOW
TIME TO PLAY THIS...



MY NEXT MONSTER
REQUIRES ME TO
DESTROY MY
COMBO DRAGON
IN ORDER TO
PLAY IT.



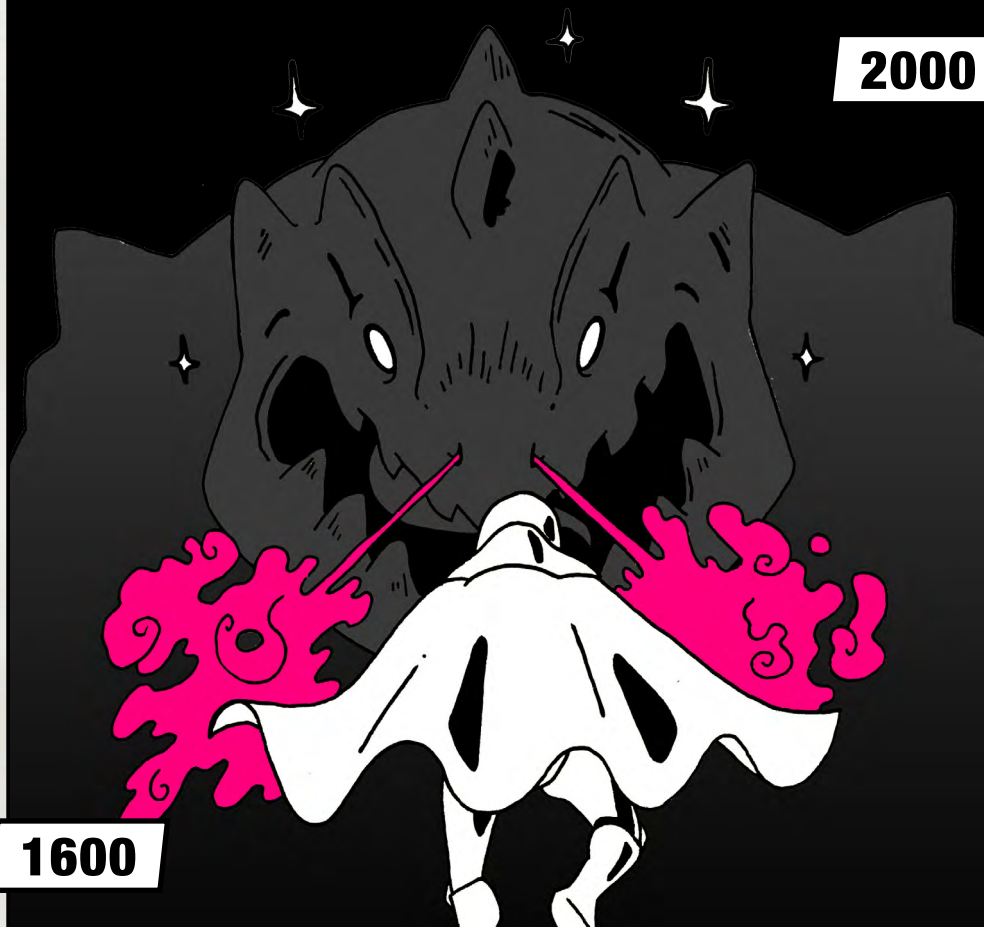
FOR THE
FINAL ACT...



BEHOLD THE ULTIMATE MONSTER:
THE DRAGON OF THE SHIMMERING.

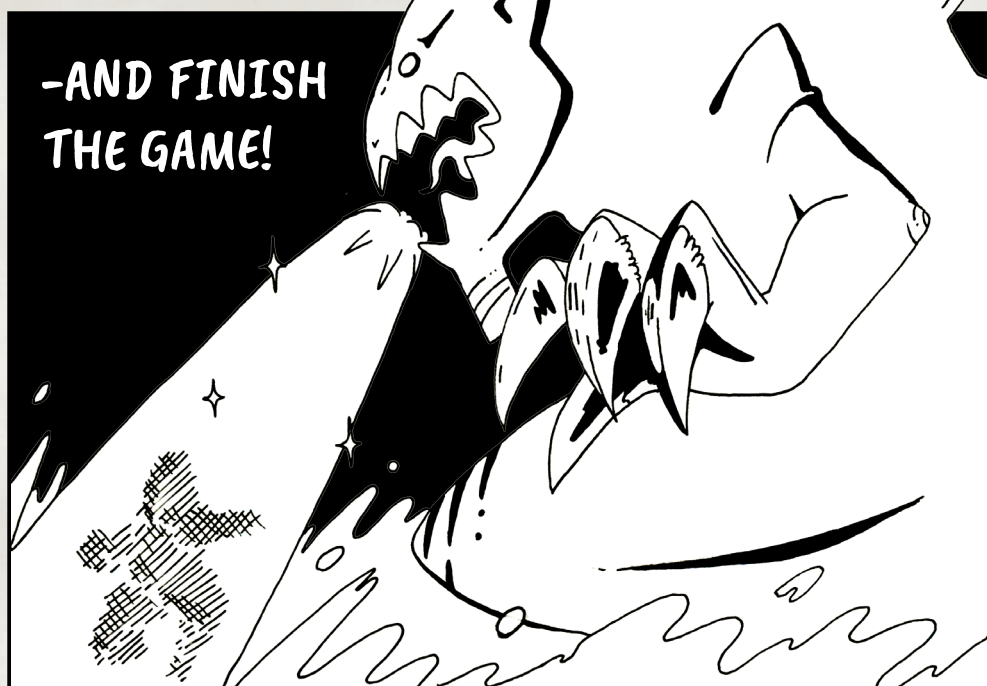
2000

1600





SHIMMERING DRAGON!
ATTACK THE ARMY'S
GREATEST FORCE-



-AND FINISH
THE GAME!



HA! IT'S OVER!
YOU ARE MINE!

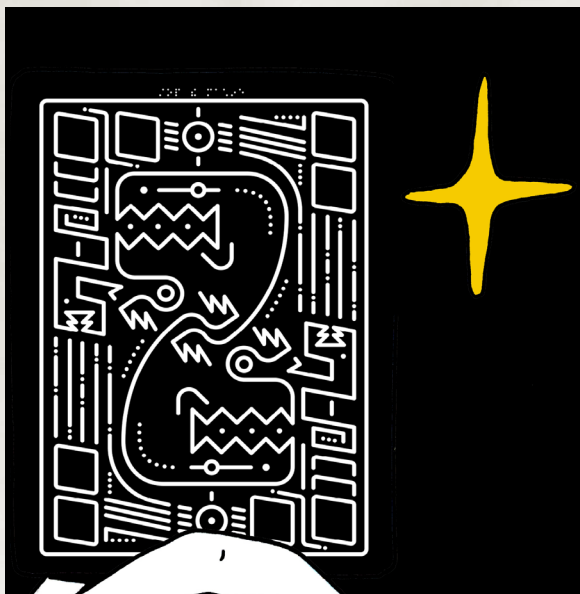
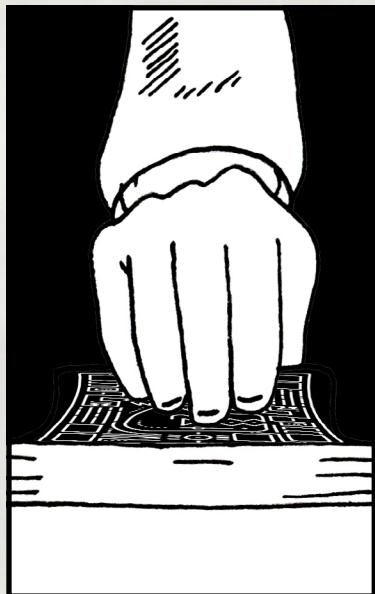
HOLD IT!
This game
isn't over
just because
you say so!

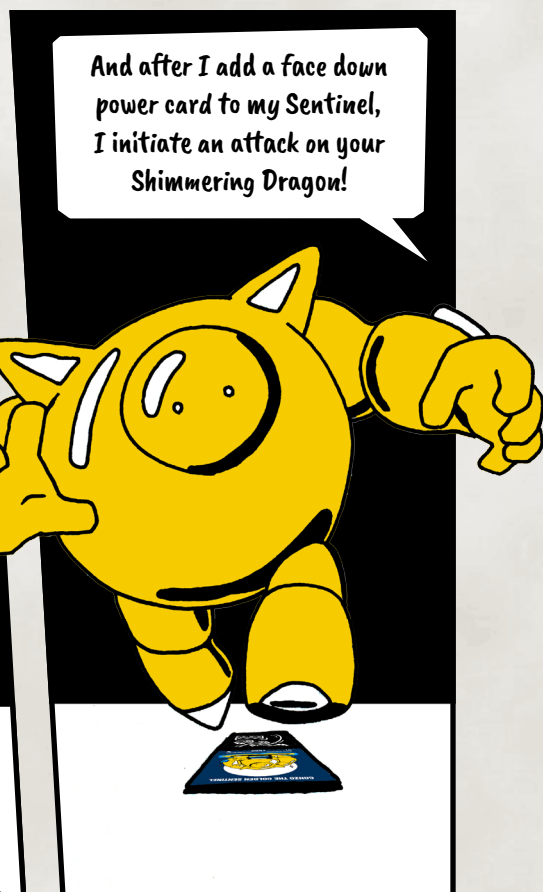
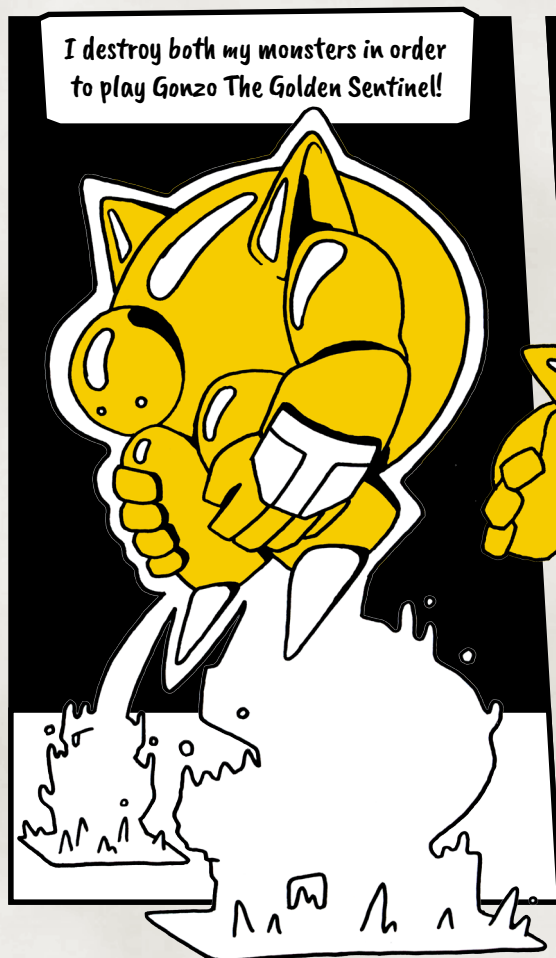


This game is like a puzzle. If I draw
the right card I might still be able to
turn the tide.



It's gonna be close...





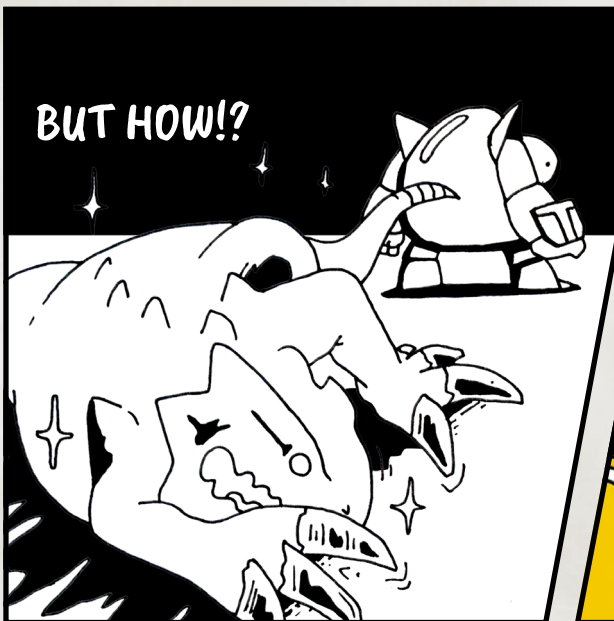


MY DRAGON WILL
DESTROY GONZO
THE GOLDEN
SENTINEL!

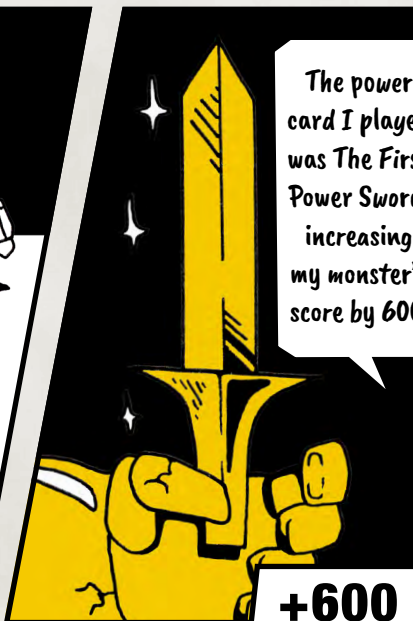


Are you
so certain?

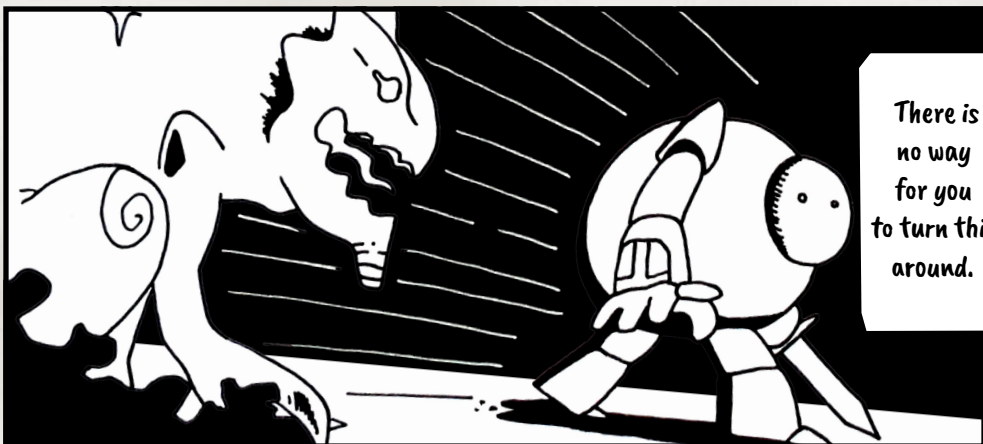
BUT HOW!?



The power
card I played
was The First
Power Sword,
increasing
my monster's
score by 600.

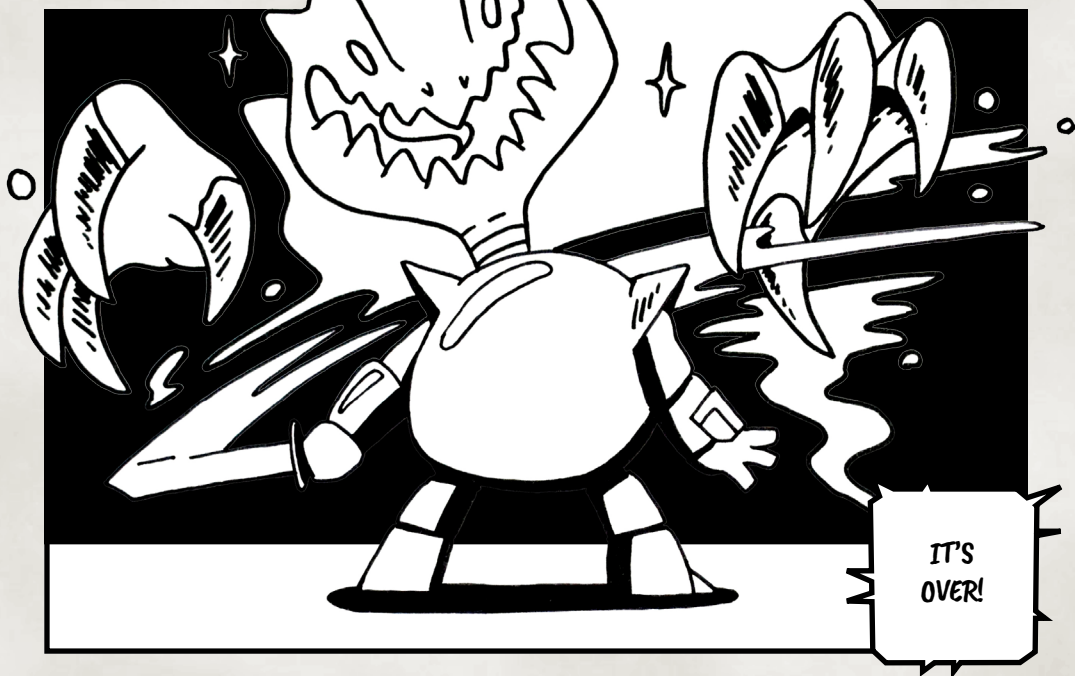
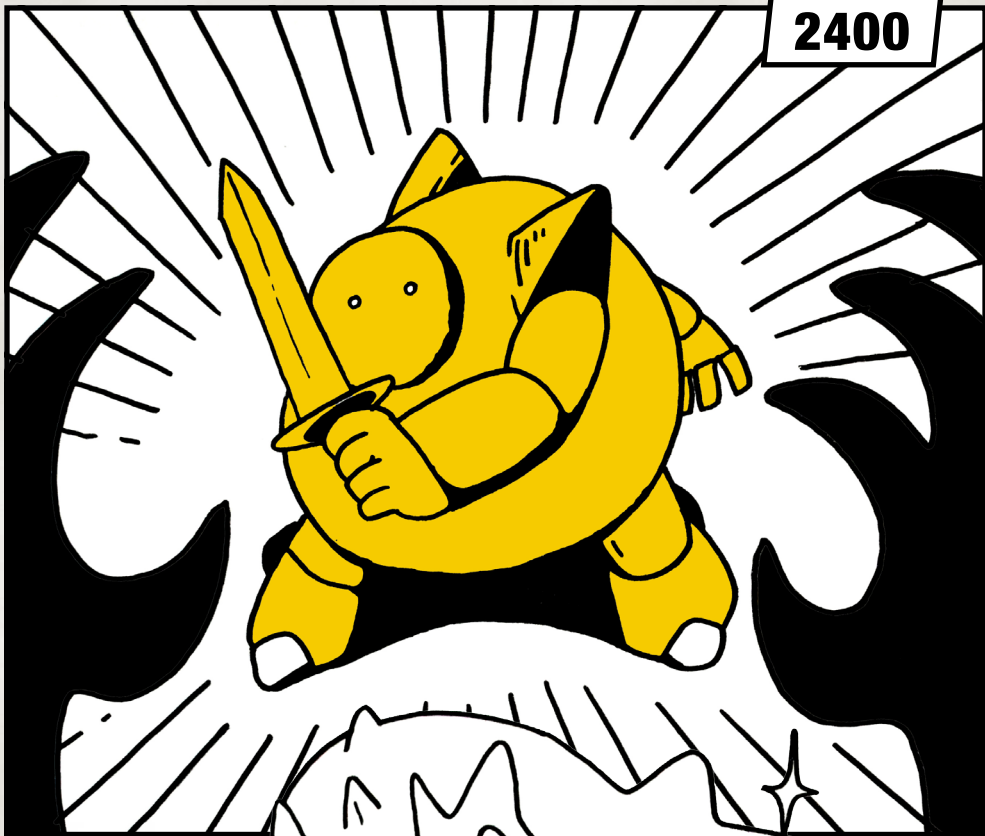


+600



There is
no way
for you
to turn this
around.

2400



IT'S
OVER!

IT CANNOT BE...

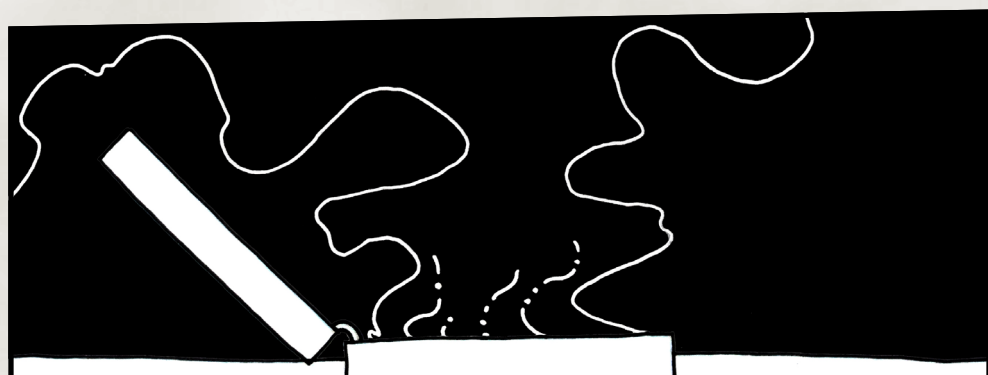
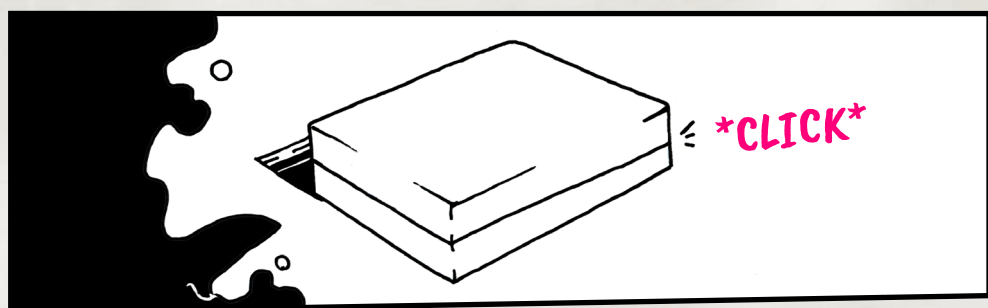


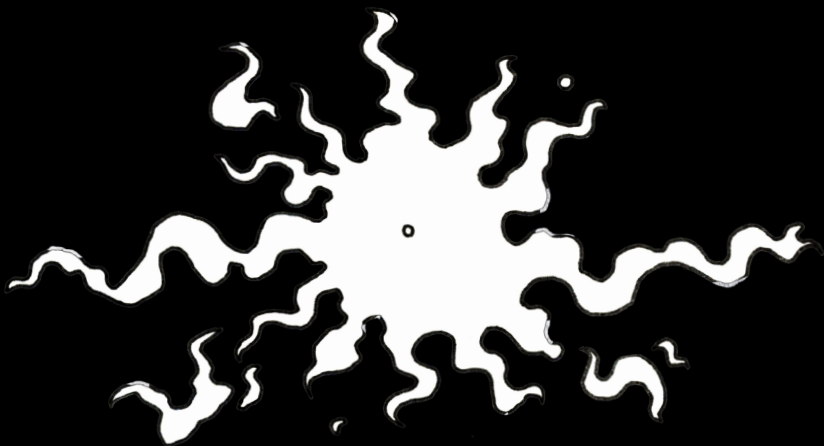
YOU LOSE!



HOW YOU WIN: You win a game of Monster Club when your opponent has no more cards in its hand, deck or on its board to defeat the cards on your side of the board.



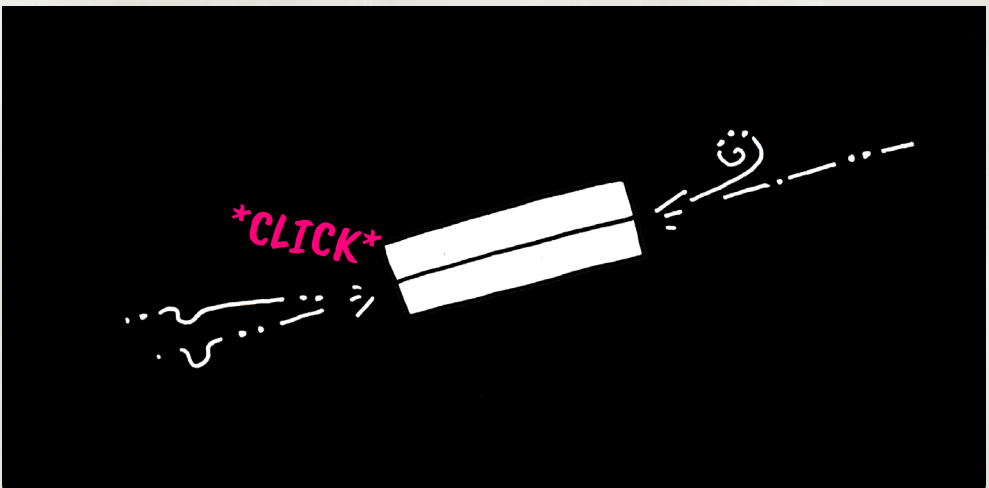
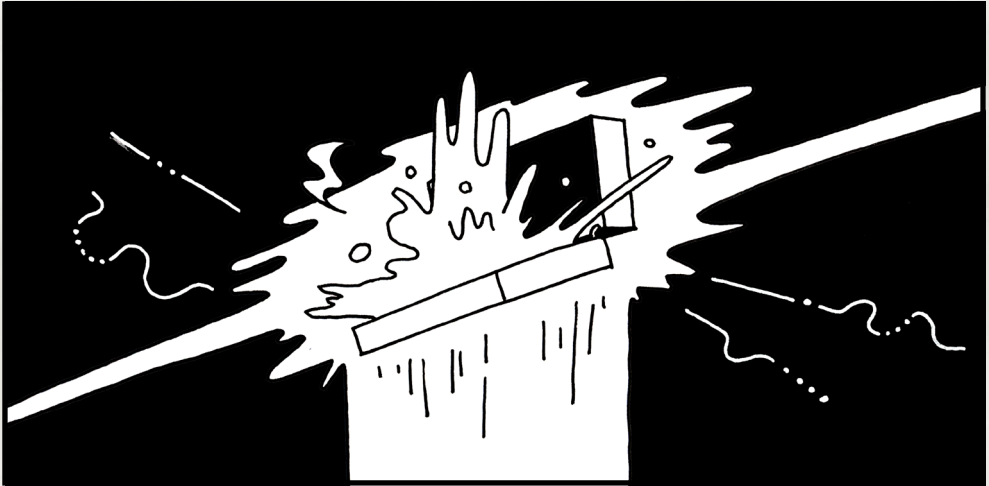
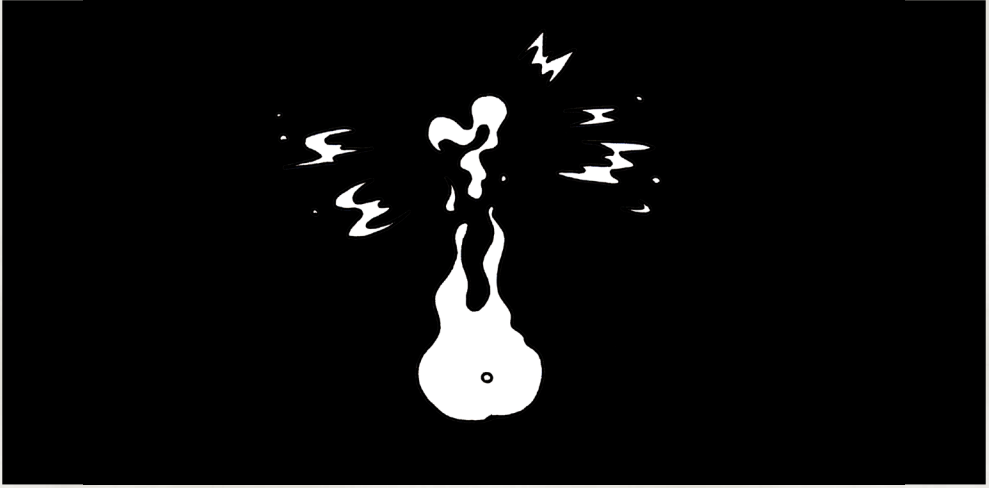




**LIKE THE SUN THE
GAME WILL RISE INTO
THE WORLD IN WHICH IT
WAS BORN.**

**FOR HE WHO PLAYS
WILL BECOME
THE GAME HIMSELF.**









PLAY MONSTER CLUB

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DRAGON OF THE SHIMMERING



Destroy a 'Combo Dragon' to play this card.



2000



GET YOUR CARDS

AT WWW.MONSTERCLUBCARDS.COM

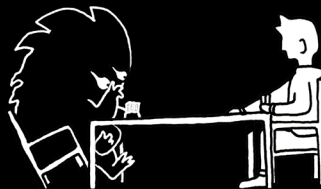


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WELCOME TO MONSTER CLUB

Monster Club combines the excitement of poker, the strategy of chess and an unearthly conflict of monsters. Imagine all that, just during the lunch break.

Monster Club is easy to pick up. By taking note of a few basic rules, Monster Club will quickly become your playground.



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