

MONSTER CLUB



ARCADE#1

THE END OF THE WORLD



"HE WHO PLAYS BECOMES THE GAME HIMSELF."

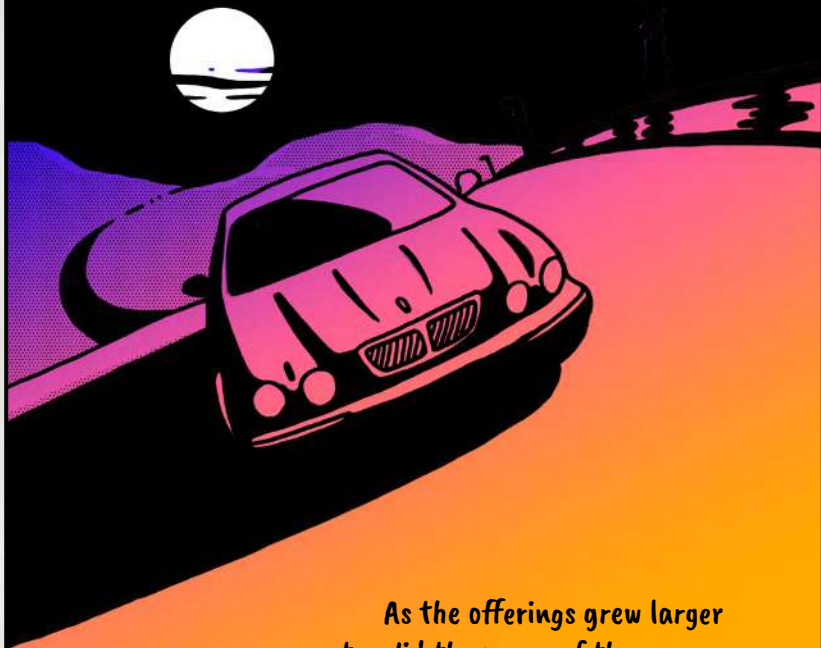
THE
MONSTER CLUB
CORPORATION






*"There exists a story of a three-eyed
half-god that appeared throughout history...*

*During times of great conflict it accepted offerings.
In return it granted the conflicted games
with which they could settle their disputes.*




*As the offerings grew larger
so too did the power of the games.*

*Until the system collapsed
and turned everything to dust."*



That tale never gets old to you, does it?



Don't you think it describes the cyclic nature of civilization and of our history just perfectly?

Also the music is majestic.

Indeed.

We're almost there...

THE MONSTER CLUB CORPORATION



Onto new beginnings!



We're here.

I could really use a power card right now...

hehe...

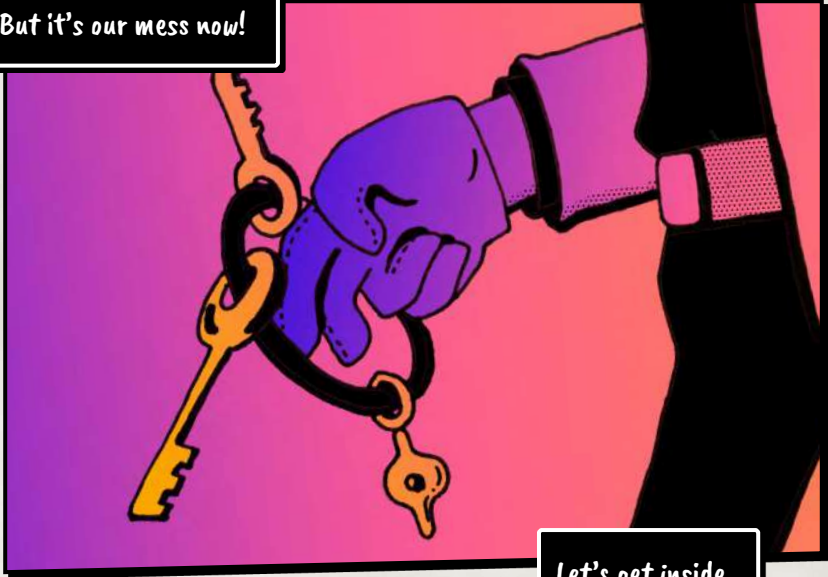
BOOF

On the outside it looks just like it did back then.



Yeah, the place is a mess.

But it's our mess now!



Let's get inside.

When do you plan on opening?



This Saturday.

Dude, it's Thursday...



I'm always optimistic when it comes to planning.

Hehe!

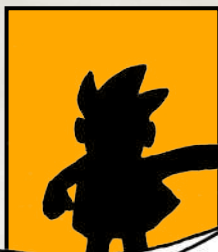
Like with the Booster Packs planning, eh?



Come on,

Nobody noticed that!

And by the way...



We've got all we need right here.



Let the games begin!

ARCADE

THE MONSTER CLUB CORPORATION

MENU

ARCADE



NEW GAME

LOAD GAME

ENTER CODE

NAME

CARD_

A	B	C	D	E	F	G
H	I	J	K	L	M	N
O	P	Q	R	S	T	U
V	W	X	Y	Z	?	!

CONFIRM

INITIATING
NEW GAME...



WELCOME TO MONSTER CLUB!

Monster Club is an unearthly conflict of monsters captured in a trading card game. In Monster Club we compete with special cards.



This is a Monster Card. It plays a monster to the board. As you can see it has a score inscribed on it at the bottom. Monsters with higher scores beat lower score monsters. Easy!

But there is more to Monster Club than just strong monsters. Now these are Power Cards. In order to be played they must be stacked to a Monster Card. Power Cards can have all sorts of effects and can turn the whole game around!



Each player brings a deck of 25 cards to the board. The player who runs out of playable cards first issues a surrender and loses the game.

LET THE GAMES BEGIN...



Your invitation?

I don't need one.

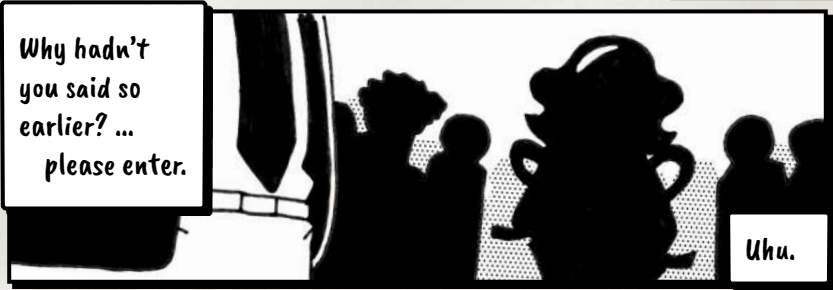


Then NO Arcade Tournament for you, missy!



Besides how absurd that rule is, I'm all good.

I'm here to support my friend!



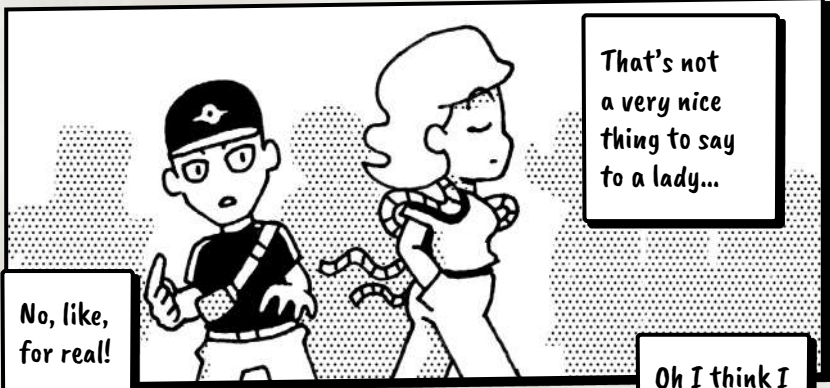
Why hadn't you said so earlier? ... please enter.

Uhu.



Oh hi there!

Some say they saw a walking computer passing by!



No, like, for real!

That's not a very nice thing to say to a lady...

Oh I think I see him!



Oh yeah ?

Must be a mascotte of some sort hehe!

What in the world is that?...

DooOf

Oh they are dimming
the lights now...

Do you mind? I'm
looking for my friend.

He's
wearing
a pink
sweater.

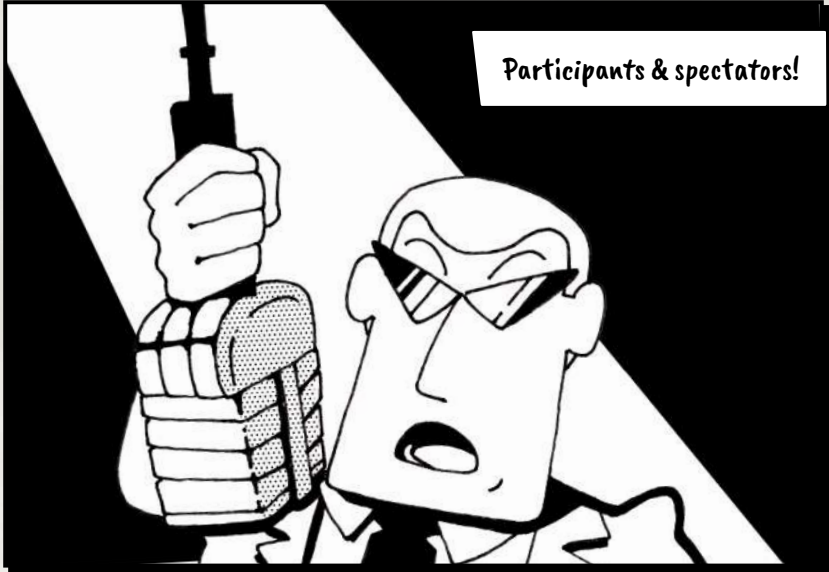


He's called 'Pink' in here since
we're not allowed to use our
real names for some reason...

The name
is 'Anxious'
by the
way!

I'm 'Cardz'! Nice
to meet you.





ZAP!

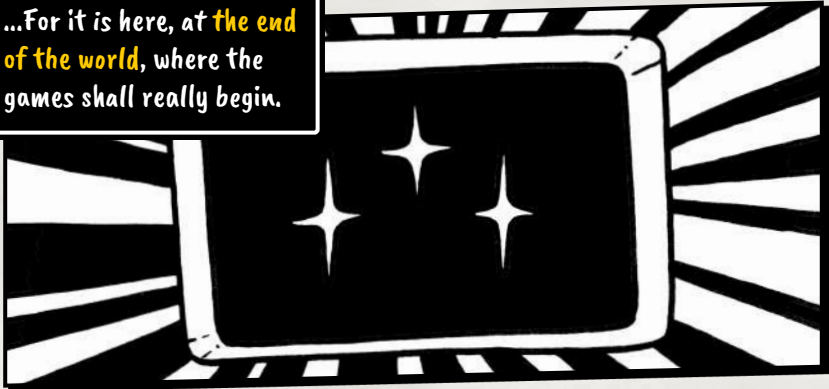


Ladies & gentlemen,

Welcome to the Arcade
Championship!

You have come from
wide and far...

...For it is here, at **the end
of the world**, where the
games shall really begin.



Every game
you've played
so far was only
practice.



BZZ

In our midst are
some of the best
Monster Club
players in the
entire world.



Why is he so over dramatising
a contest of cards...

I've won 7 card game
contests so f-

-Shhhh!!!

You'll face monsters
unlike you've ever seen.

BUT BEWARE.

In here, the games are not
only played on the board
but also outside of it.



!RUMBLE!

Now, please move away
from the dancefloor.

What the...

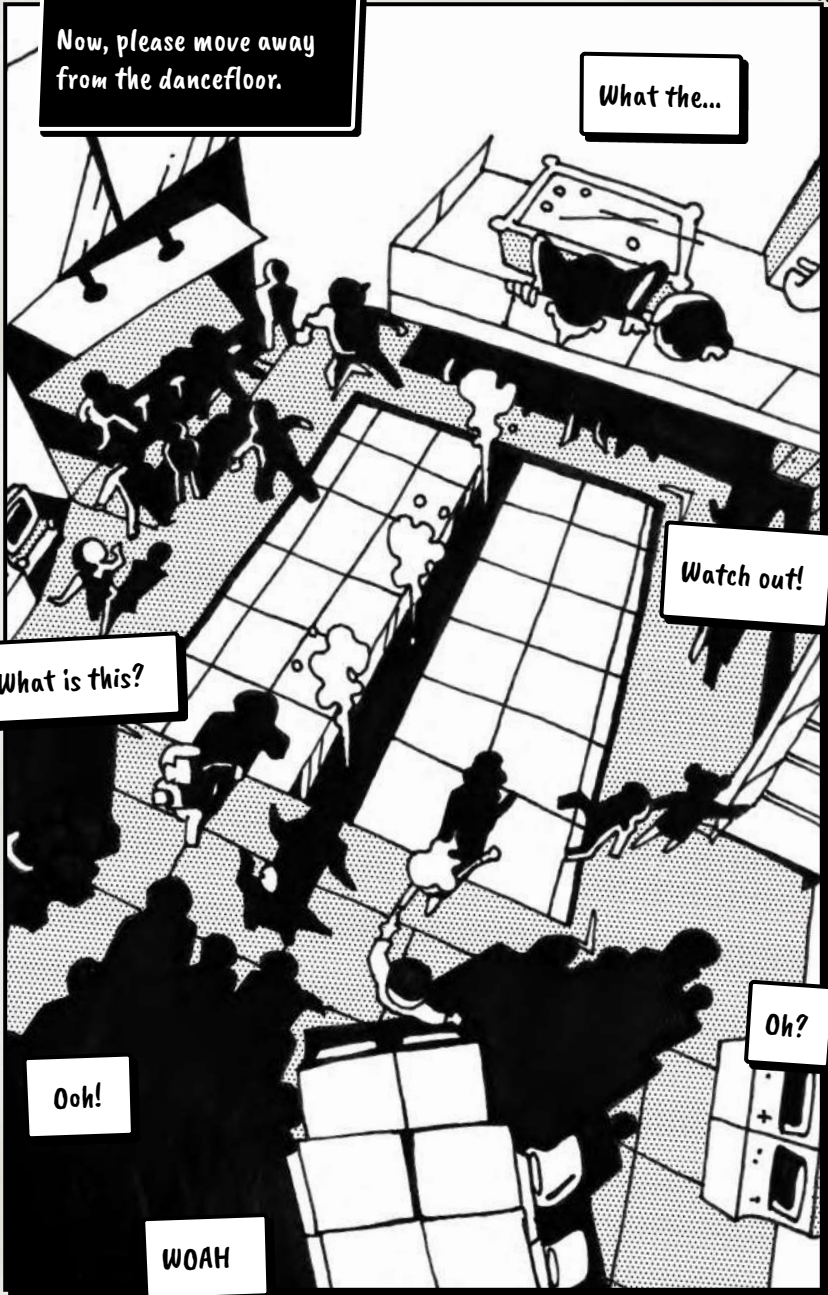
Watch out!

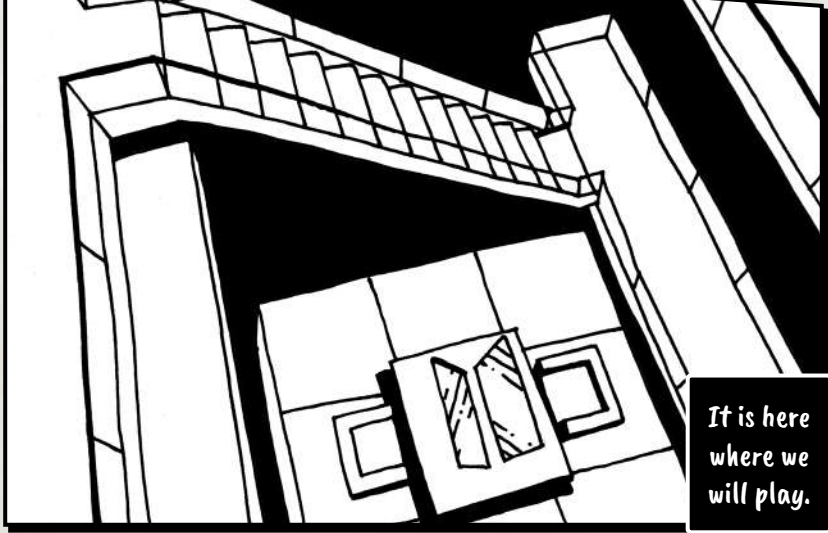
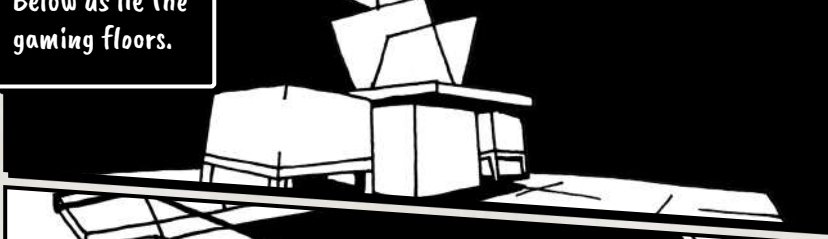
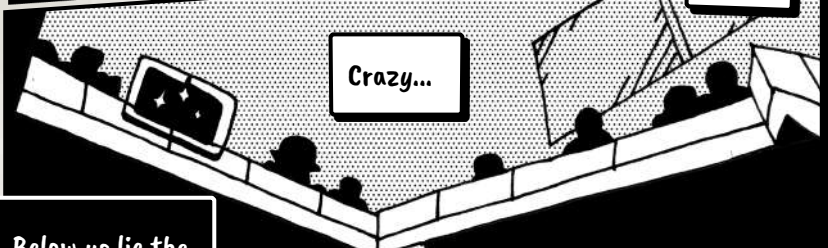
What is this?

Ooh!

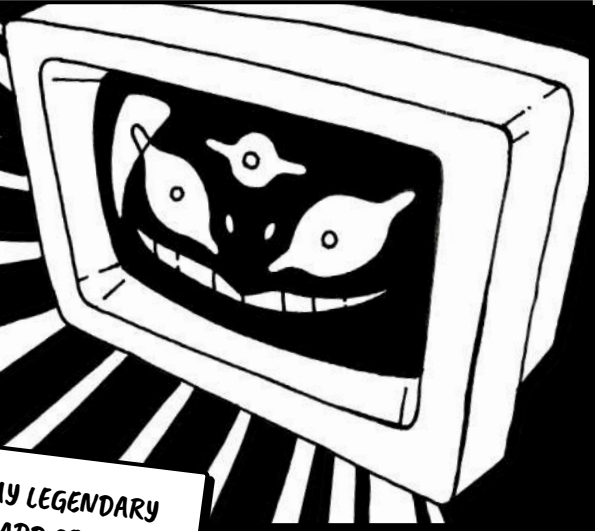
WOAH

Oh?





Prepare your decks. For in 20 minutes the games shall begin!



WHERE IS IT!?

MY LEGENDARY CARD COMBO!?

IT'S GONE!




Dude, chill

Relax man, you'll find it.



MY CHANCES OF WINNING... ALL FREAKIN' GONE MAN!!!



Basing a prize-winning deck on a single combination...

Mustn't have a very confident strategy, eh?



!LET ME THROUGH!

I BUY ALL THE PACKS YOU HAVE!

Dude. Chill out.

Ghehe

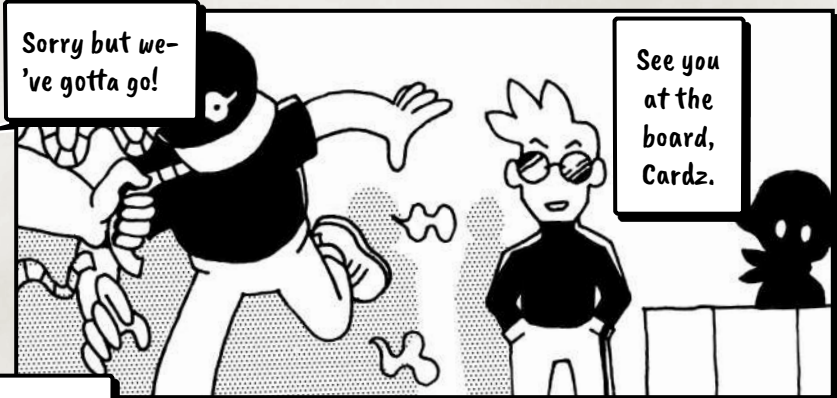
What now?

Not a game played yet so many things in motion.



hmmhmm!

The games seem to have already begun, haven't they?



Sorry but we've gotta go!

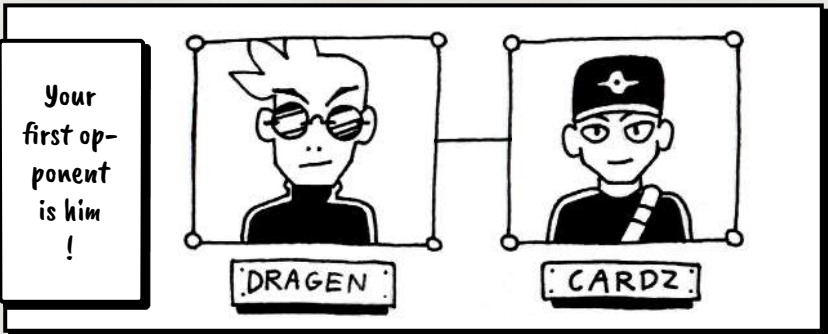
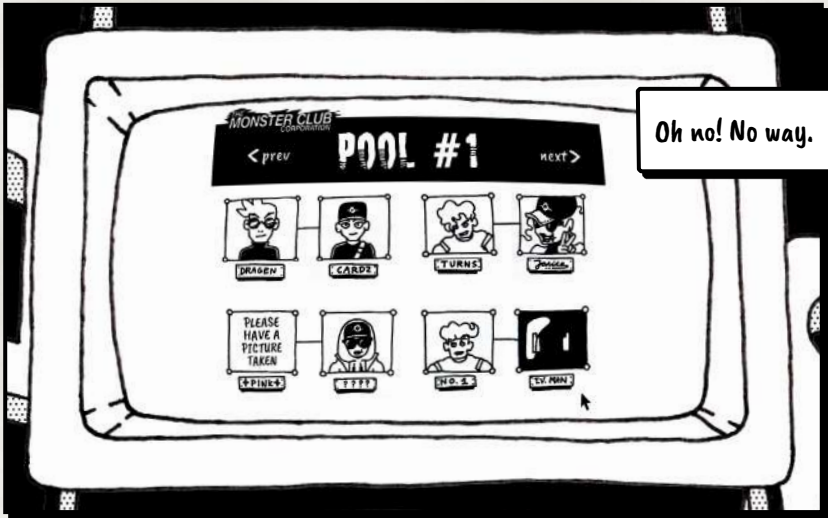
See you at the board, Cardz.

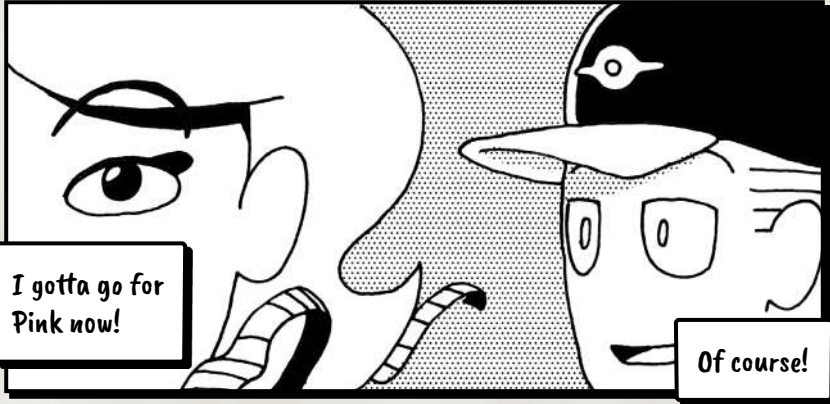


I don't trust that dude one bit.

Like, how did he know your name?







...Almost 20 minutes have passed.

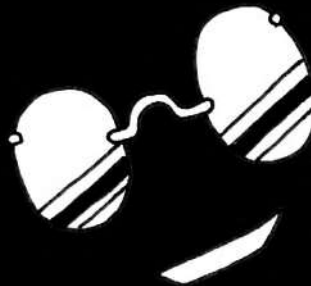


YES!

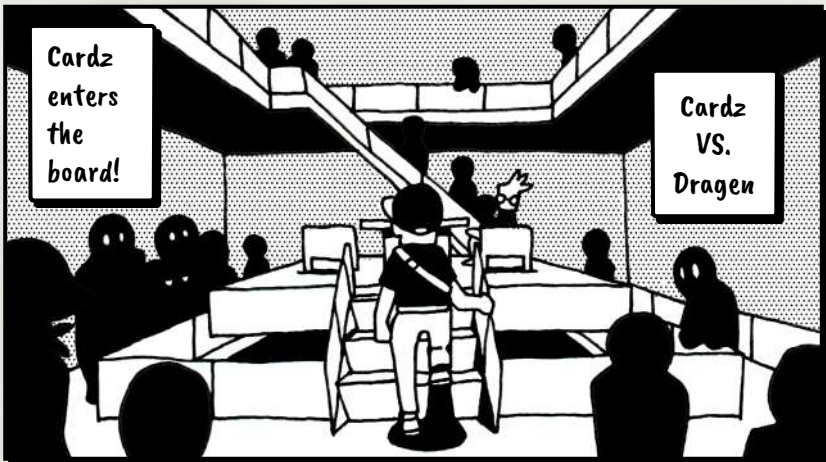
Please make your way to the gaming floors according to the ranking scheme.



LET THE GAMES BEGIN



Cardz enters the board!

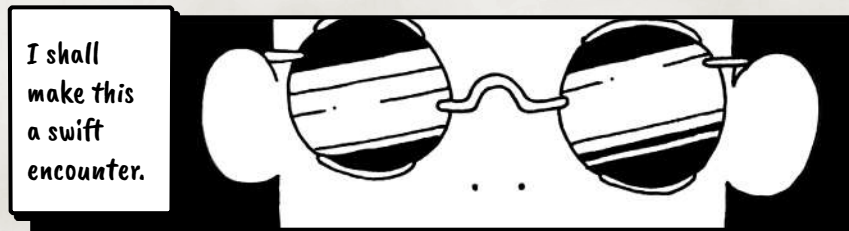


Cardz VS. Dragen



We meet again.

I was getting worried you wouldn't show up.



I shall make this a swift encounter.



That's a confident thing to say.

That's Dragen.

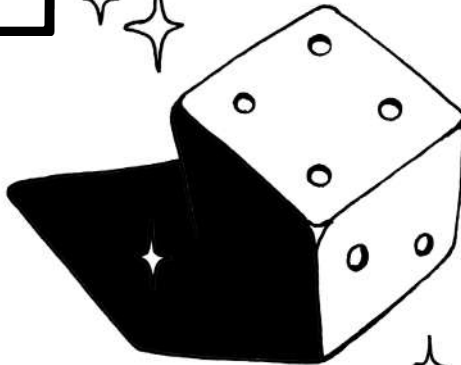
They say he's the Australian champion.

The preliminary rounds
are played as games of
Monster Trial.



The dice shall
determine the
destroy-count.

And it is
determined!

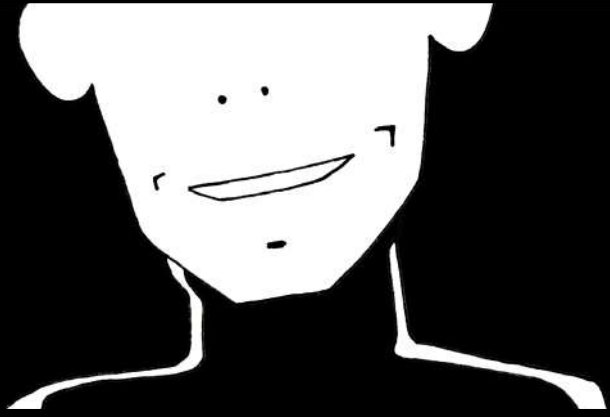


The first
player to
destroy
4 of the
opponent's
monsters
wins the
game!

Gentlemen, it is up to you to
decide who opens the game.

Keep it civilised
& the best of luck!

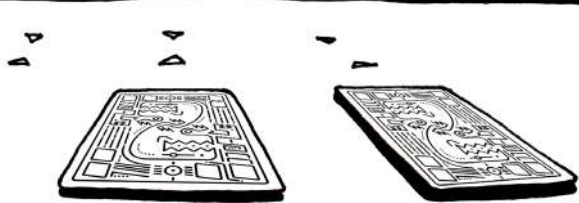
I would like to invite my worthy opponent to open the game.



The pleasure is all mine.



I play two face down monster cards and end my turn.





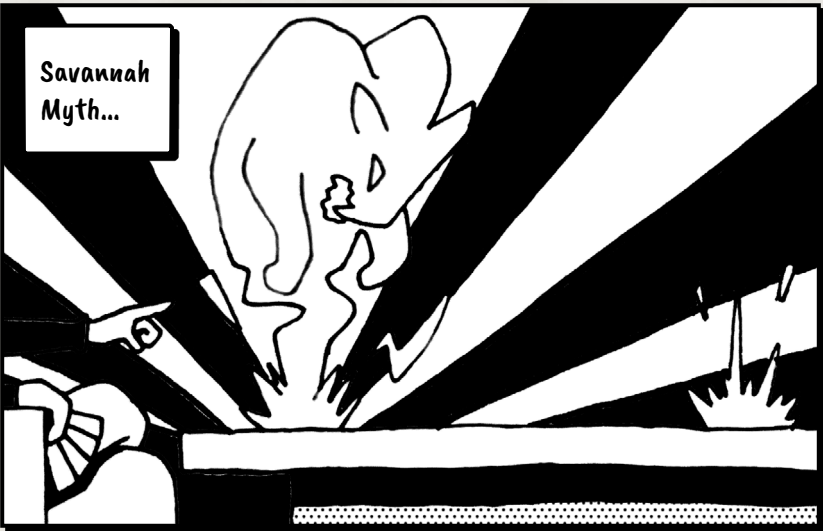
I play Savannah Myth in my center position.

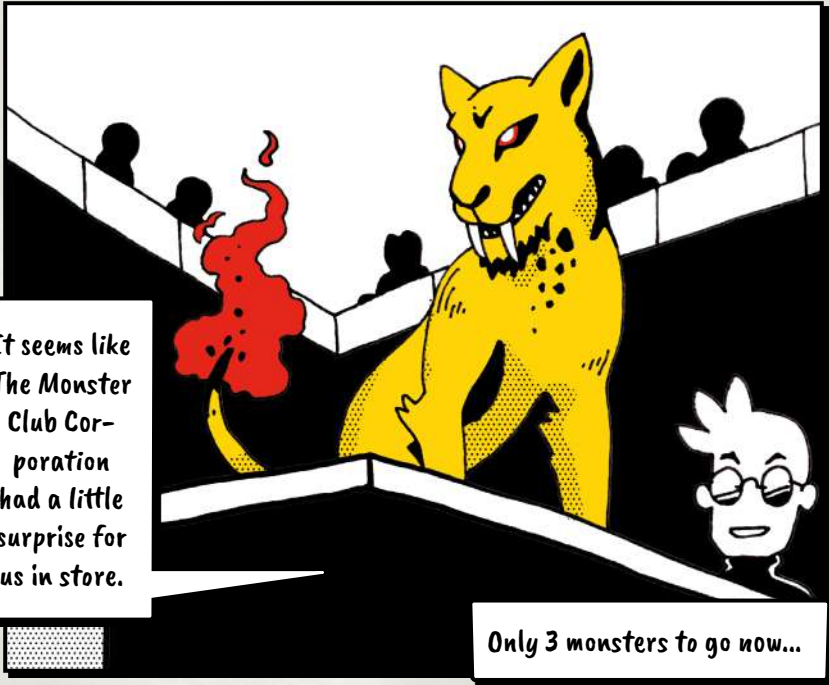
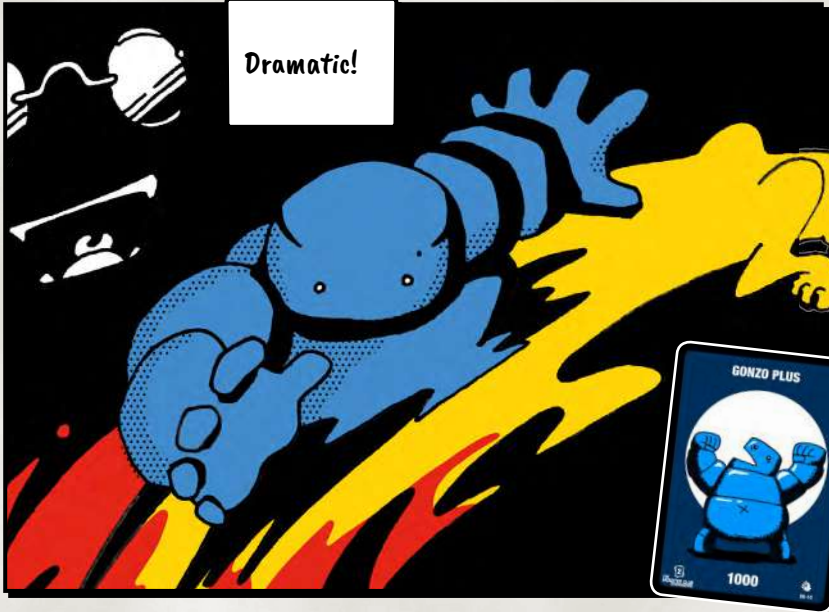
Its soaring flame turns every monster it opposes face up.

It looks like that's just a monster it could handle!



Savannah Myth...





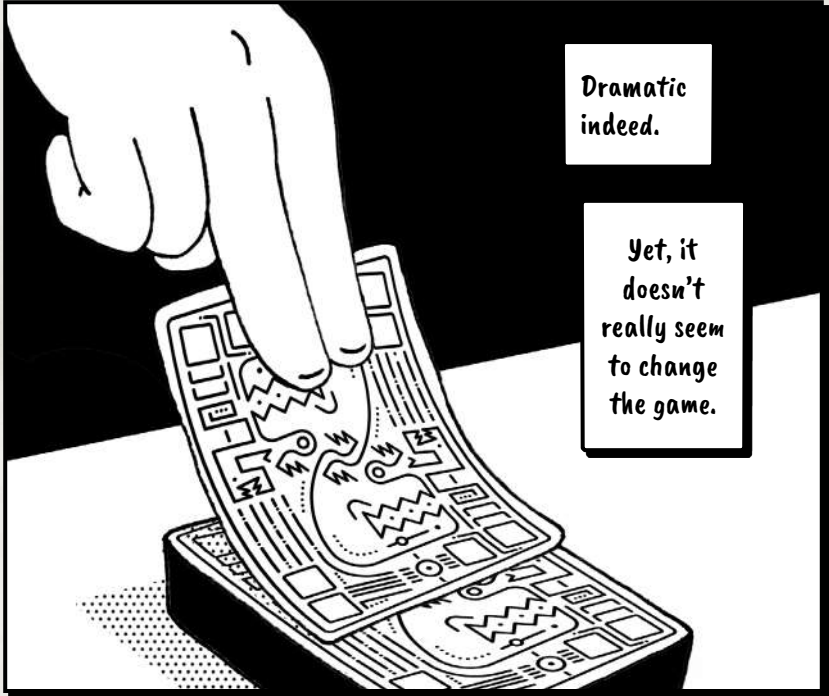


!
Destroy
Gonzo
Plus
!

Woah!

What
?

Did it just
materialize?



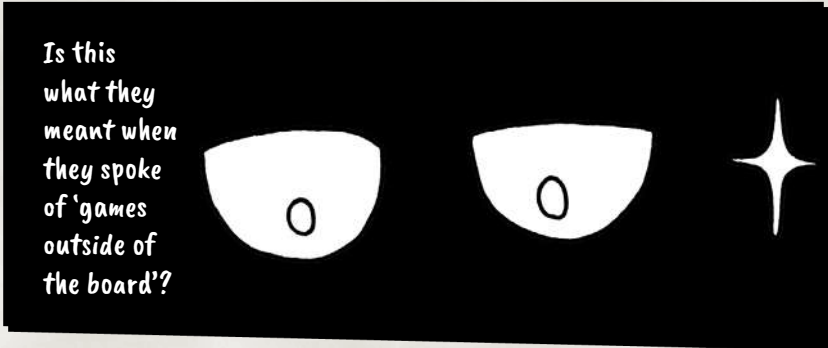
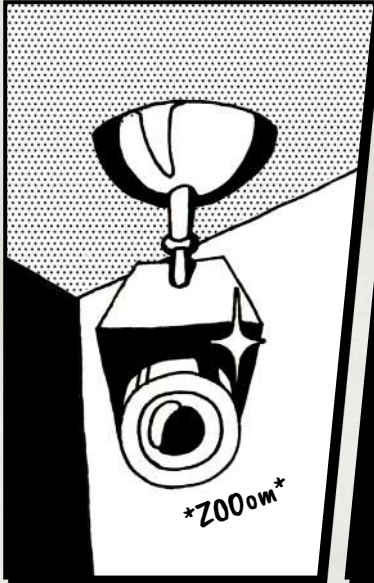
Dramatic indeed.

Yet, it doesn't really seem to change the game.



Now what's this?

I have no recollection of this card whatsoever...



I play...

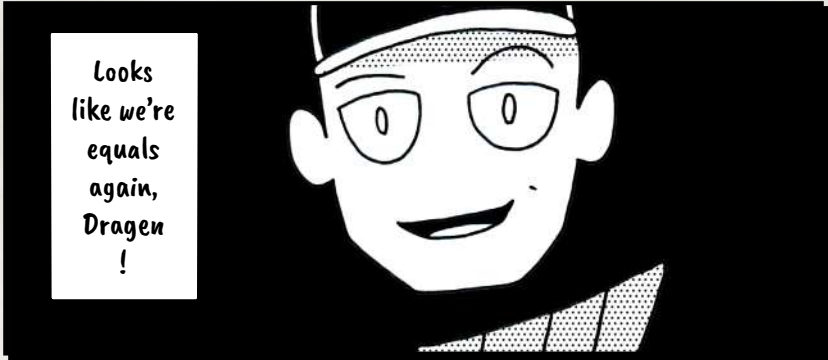
The Most Loyal Mage!



He might not seem as intimidating...



... but he is strong enough to destroy Savannah Myth!



Looks like we're equals again, Dragen!



Far from it... Equal this.



Deck Genie!

And I
stack two
special
power cards
to him
!

DECK GENIE
Your opponent needs three every draw card.
100



'You Are What You Face'
makes my monster's
original score constantly
equal to the original score
of the monster it opposes.

'The Spirit Sword'
adds an extra 1000
points to that score.



Deck Genie
also has a
special effect of
himself...

... allowing
me to see
every card
you draw
from now on.



I created
the ultimate
combination
!



You are making
this a hack and
slash for me!

And please don't
forget to show
me that card you
are drawing...

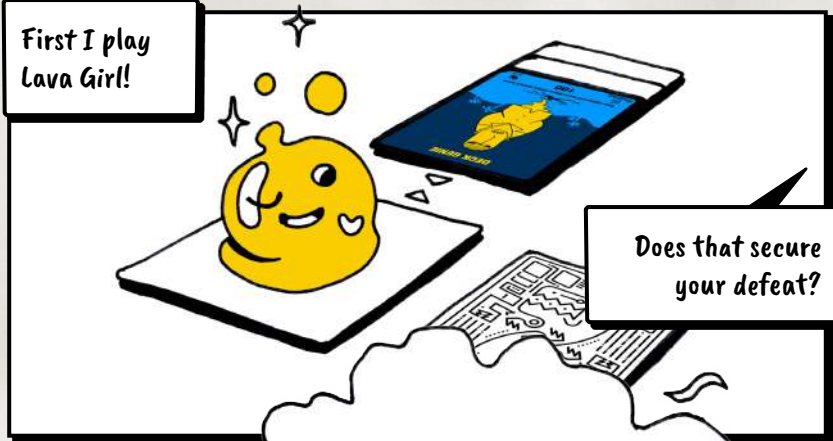


Hmm...



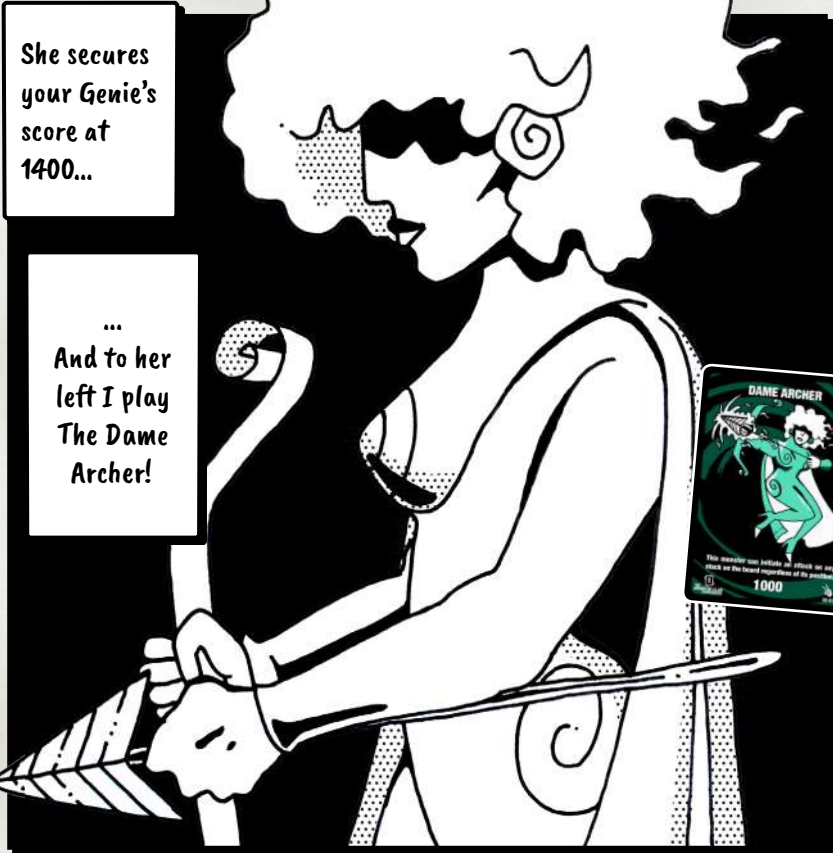
Still no sign
of the one card.

Maybe I need to push just a little further. Deck Genie
seems to grant
me the upper hand anyway...



First I play
Lava Girl!

Does that secure
your defeat?



She secures
your Genie's
score at
1400...

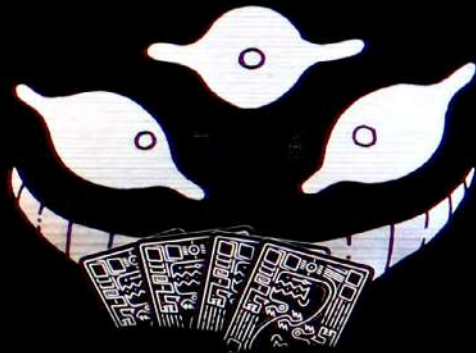
...
And to her
left I play
The Dame
Archer!

DAME ARCHER
This warrior can initiate an attack on any attack on the lowest resistance of its position
1000



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JOIN MONSTER CLUB DISCORD



DRAGON OF THE SHIMMERING



Destroy a 'Combo Dragon' to play this card.



2000



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CARDS NOW**

AT WWW.MONSTERCLUBCARDS.COM



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THE COMIC

SERIES

& HELP US GROW



It's FREE so surprise a friend!