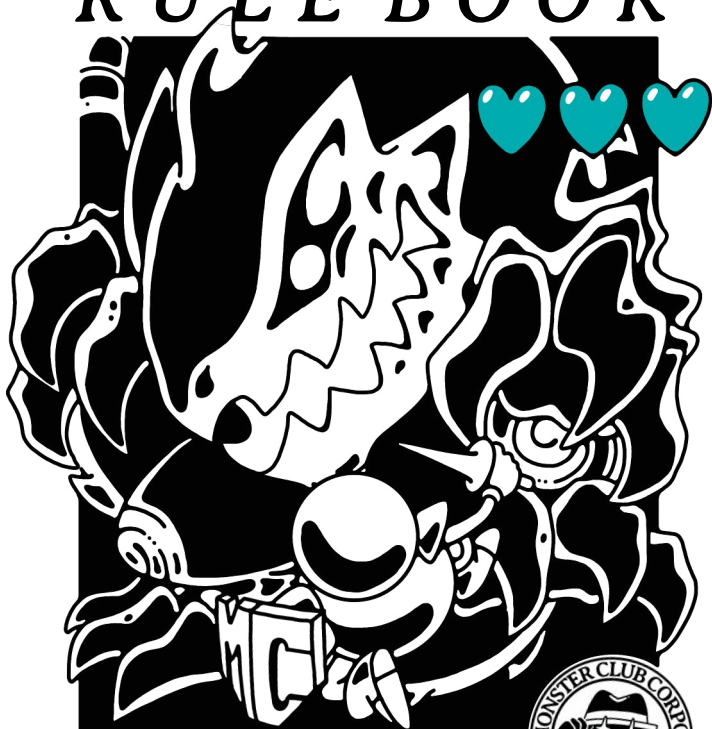


MONSTER CLUB RULE BOOK



VERSION 2.1



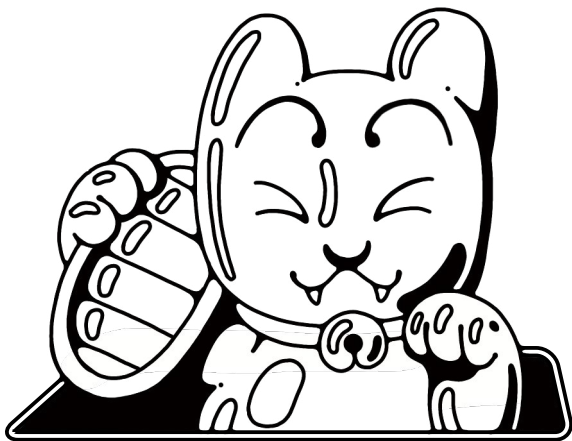
For the players

Players say Monster Club is the most relaxed trading card game in the world. Thanks to Monster Club's simple rules, that fit on a single card, there has never been a trading card game that was more easy to get into.



Yet the competitive Monster Club player base requires a single source of truth when it comes to the Monster Club Trading Card Game rules.

With this Monster Club Rule Book we'll dive deep into the mechanics of Monster Club. Doing so to inspire advanced players in composing even greater Monster Club tactics & decks.

Let the games begin!



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The board

In this chapter, we discuss the basic Monster Club 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 your or the rival's deck. If a card effect allows you to do so the deck is always shuffled afterwards.

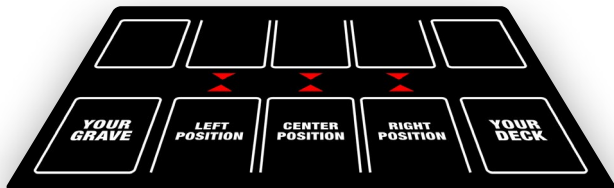
Your deck is referred to as 'your deck'. The rival's deck is referred to as 'rival's deck'.

The playing board

The playing board is referred to as 'board' and is divided into 'your board' and 'your rival's board'. You can only directly interact with cards on your board. However, all face up cards on any board may be examined by any player at any time.

The grave

The grave is referred to as 'grave' and is divided into 'your grave' and 'your rival's grave'. The grave holds all cards that are destroyed during the game. All cards originating from the original owner's deck end up in the original owner's grave. So even when cards end up on your rival's board and get destroyed, they end up in your grave. The same goes for your rival.



The game

In this chapter, we explain in detail how a game of Monster Club unfolds, covering every part of your turn, including what you can and can't do.

Before you start

Each player brings a deck of 25 unique cards. A deck consists of monster cards [3] (any number) and power cards [P]. Players agree to a number of lives ♥♥♥. Which are usually between 3 to 9. A larger number makes the game more lengthy while a lower amount of lives makes the game take up less time. The first player to destroy its rival's lives wins the game of Monster Club. Let the game begin!

The game begins

Each deck gets shuffled and players 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: your draw phase, your play phase & your battle phase. Each phase allows for new interactions & opportunities.

Draw

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

Play

You can play monster cards to free positions on your board. Power cards can be stacked on monster cards to power up their score or perform special effects. This way you form 'stacks'. Any card can be played face up or set face down. However, a face down monster

cannot hold face up power cards. And a face up card cannot be returned face down.

Always take note of your monster's power card slots displayed in its lower left. This is the maximum amount of power cards that may be stacked to this monster. Overriding the power card slot limit may result in a 'faulty play' (see chapter: 'Advanced Player Rules - Faulty Play').

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. A stack can only move away from the same rival's stack once in a row. So when your rival decides to follow your stack by moving its stack accordingly on the followup turn, your stack has to face it.

In case your board is empty at the very start of your play phase, and you are not able to play a monster card, you can choose to show your hand to your rival. Then return the cards to your deck and draw 5 new cards. This sequence may be repeated. Make sure to assemble a balanced deck of monster and power cards to prevent the necessity of this mechanic resulting in a rival's insight in your deck.

Battle

Monster battles

At the end of your turn you can initiate attacks on your rival's facing stacks with your stacks (that did not move during this turn). When you initiate an attack your stack's monster card turns face up. The power cards stacked to your monster are turned face up in the order you desire. Then your rival's attacked stack's monster card is turned face up. Your rival 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. The owner of a destroyed in battle stack loses one life.

Open attack

If your rival's board is completely empty and one of your stacks can still perform an attack, you can execute an 'open attack' on your rival, costing your rival one life. After the open attack, your turn ends.

After the battle phase your turn ends.

Your rival's turn

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



Game summary

In this chapter, we break down the key steps of your turn in order.

The game begins

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

Your turn

Draw until you hold 5 cards.

Play monster cards & power cards to your board either face up or face down, forming stacks. You can also move your stacks one spot to their left or right.

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

The battle sequence

- 1. Attack a facing stack.*
- 2. Your stack's monster card is turned face up. Then your stack's power cards are turned face up.*
- 3. The rival's stack's monster card is turned face up. Then your rival's stacked power cards are turned face up.*
- 4. The destroyed stack's owner loses one life.*

When your rival's board is completely empty and you still have a stack able to attack you can perform an open attack costing your rival one life and ending your turn.

Your turn ends

Your rival's turn

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

Terms dictionary

In this chapter, you'll find some commonly used terms in a game of Monster Club.

Play

A card is played when it is placed face up on the board or flipped from a face down to a face up state. A play triggers a monster or power card's special effect in case it has one. But only if it does not describe a specific effect trigger condition.

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. A stack is allowed to move to a free spot on its left or right. A moved stack loses the ability to attack during the same turn. On the next turn the stack regains the ability to attack.

Attack

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

Stack

Power cards can be stacked onto monster cards to together 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 - Faulty Play'). 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 in position on the board are considered 'facing'.

In battle

When a player attacks a rival's stack, both 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 / your rival's / 'any' & 'the'

'Your' stands for everything you can interact with. Like 'your deck', 'your turn', 'your board', etcetera. Special effects often refer in this way. The same goes for 'your rival's' as in 'your rival's deck', 'your rival's turn', 'the rival's board', etcetera.

When a special effect uses 'any,' such as 'any board' or 'any grave,' the special effect targets all elements specified. So, 'any board' means that the special effect interacts with any game board present in the game, including your board and your rival's board.

When a special effect uses 'the', for instance, 'the board' or 'the grave,' it can lead to confusion regarding which board is being referenced to. Please see chapter 'Advanced player rules - Retro Monster Club TCG wording' to learn all about special effect consistency regarding the usage of 'the' in special effect wording.

Owner

The player who controls a card is considered its 'owner'.

Original owner

The owner of the deck from which a specific card originates is considered its 'original owner'.

When cards move across various boards due to a special effect, we recommend keeping them in their original orientation. This ensures that the original owner of the swapped card is always clear and prevents confusion.



Monster cards 3

Monster cards form the main attack force of your deck. With monster cards you attack and perform special tricks to outsmart your rival.

Name

Every monster card has an unique name. In *Monster Club* names are often used to refer to certain monsters and archetypes. Also during a game the monster's name is often used to refer to a specific stack.

Original score

The original score is the score written on the monster card itself before calculation unless stated otherwise. It is not affected by anything 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 at 1000.

Score

The score is the stack's monster's original score plus score altering effects of itself and/or other cards currently in play.

Power card slots

In the bottom left of each monster card its power card slots 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 - Faulty Play').

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 in battle both monsters are destroyed.

Normal monsters

A normal monster has all the basic properties of a monster card, like a name, original score, power card slots and type. Normal monsters do not have special effects of themselves but often can hold more power cards than monsters with effects of their own.

Effect monsters

If not stated otherwise an effect monster's special effect is triggered when it is played (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 played unless stated otherwise. Like when an effect monster states that you 'can' do something you can decide to dismiss the special effect. A special effect only affects cards that are on the playing board unless stated otherwise.

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 set face down. If a sacrifice monster is accidentally set face down this is considered a 'faulty play' (see chapter: 'Advanced Player Rules - Faulty Play'). 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 successfully 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 'Dragon' monster in hand or on its board the conditions cannot be met and Dragon Of The Shimmering cannot be played.



Power cards **P**

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 altering power cards

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



Special effect power cards

If not stated otherwise an effect power card's special effect is triggered when it is played (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 power card is played unless stated otherwise. Like when a special effect power card states that you 'can' do something you can decide to dismiss the special effect. A special effect only affects cards that are on the playing board unless stated otherwise.

Advanced player rules

The relaxed nature of Monster Club is what makes it unique. However, given the advanced skill level of some players in Monster Club, there are additional rules for advanced players. When playing at an advanced level, such as in a tournament, please ensure to agree on whether or not to use these rules before the game begins.

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.



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 unless your rival allows for it.



Retro Monster Club TCG Wording

The Monster Club Corporation is committed to creating clear and consistent special effect wording. In the retro Monster Club TCG, the terms “the board” and “the grave” are frequently used, leading to potential confusion in card effect targeting. To maintain clarity within Monster Club, ‘the’ is considered synonymous with ‘any.’ Therefore, a special effect referencing ‘the board’ can be interpreted as ‘any board’ (your board and your rival’s board). Please note that you can only play cards to ‘your board’ in whatever way.

However, if you intend to use a card with this retro Monster Club TCG wording differently, always establish the rules for that specific card with your rival before the game begins.

Please be aware that community tournaments may have different rules regarding retro Monster Club TCG wording. When participating, ensure to check the specific tournament rules related to retro Monster Club TCG wording.

Faulty Play

A faulty play occurs when a player performs an action that is not allowed in Monster Club. 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.

Archetype name targeting

Some special effects or sacrifice monsters target specific words in the names of cards. These particular card effects impact only those cards that contain a precise word in their name. In such cases, the card's effects apply only if an exact wording, divided by a space or followed up by 's, is present in the card's name. For example, consider the power card Dragon Neutralizer, which states: 'The original score of all 'Dragon' monsters on every board is reduced to 0. Its special effect affects all monsters on any board with 'Dragon' in their name.



“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 such power cards is therefore impossible.

“This card only works on” / “This card only affects”

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

“This card” & “That card”

‘this card’ always refers to the card itself. ‘That card’ refers to a card specifically targeted in the card’s text.

Monsters functioning as power cards and vice versa

Some cards possess the special ability to be played as either a monster card or a power card. However, these special cards can never be identified as both a monster card and a power card simultaneously.

When such cards are played as a power card, they can only be identified as a power card. The same applies when such a card is played as a monster card. In hand these cards function in their default state for their special effects aren’t yet activated.



“You can”

Some cards grant you the choice of utilizing their special effects by stating that “you can” make use of it. However, you can only make this decision when such card is played unless stated otherwise.



“If attacked”

Some card effects solely trigger when the stack is attacked. This effect triggers when the facing stack attacks your stack. Even when the attack is canceled as a result of a special effect, the trigger for the special effect is activated.

Other card effect triggers

A card’s special effect by default triggers when it is played (face up).

But in many cases card effects specifically state when they trigger. For an example when they are attacked. Or when the stacks move positions.



“The board” / “The grave”

When a special effect uses ‘the’, for instance, ‘the board’ or ‘the grave,’ it can lead to confusion regarding which board is being referenced to. To maintain clarity within Monster Club, ‘the’ is considered synonymous with ‘any.’ Therefore, a special effect referencing ‘the board’ can be interpreted as ‘any board’. Please see chapter ‘Advanced player rules - Retro Monster Club TCG wording’ to learn all about special effect consistency regarding the usage of ‘the’ in special effect wording.



Playing to “The board”

In Monster Club, you can only play cards to your own board. This means that even if a card permits you to play a card from your rival’s grave to ‘the board,’ you can only play the card to your own board unless the special effect explicitly states ‘any board’ or ‘rival’s board.

Print instructions

We have made it easy for you to print this rule book. When you download this file and choose to print it, please make sure to print all pages.

Let the games begin!

