

Monstar Combat Rules

Background Story:

“Monstar Masters” are a group of humans who can communicate with Monstars from Otherworld, make contract and fight together with them. In the annual “Monstar Combat”, you, a beginning Monstar Master, will flexibly use your Monstar’s skills to defeat your opponent and win the combats.

Number of players: 2 people

Content: 8 Elementary Monstar Cards, 8 Upgraded Monstar Cards, 20 Ability Cards, 6 Equipment Cards, 6 Event Cards, 8 Evolution Cards, 54 Value Tokens, 35 HP Tokens, 2 Dices, 1 Combat Board

Set Up

Get your Monstar

Before the game starts, you need to have your own Monstar. Please complete the following survey. A Monstar will be assigned to you based on your choices.

Survey

1. Which of the following is your favorite thing to do in your free time?

- A. Listening to music - Go to question 3
- B. Taking a journey - Go to question 4
- C. Playing games - Go to question 2

2. Which of the following games do you like most?

- A. Werewolf - Result 1
- B. Cyberpunk 2077 - Result 2
- C. Final Fantasy - Result 3
- D. I don’t like any of the games above - Go to question 3

3. Which type of music do you like most?

A. Electric music - Result 2

B. Classical music - Result 3

C. Rock music - Result 4

D. None of the music types above - Go to question 4

4. Which of the following places would you like to travel to in your vacation?

A. Forest - Result 1

B. Another country - Result 3

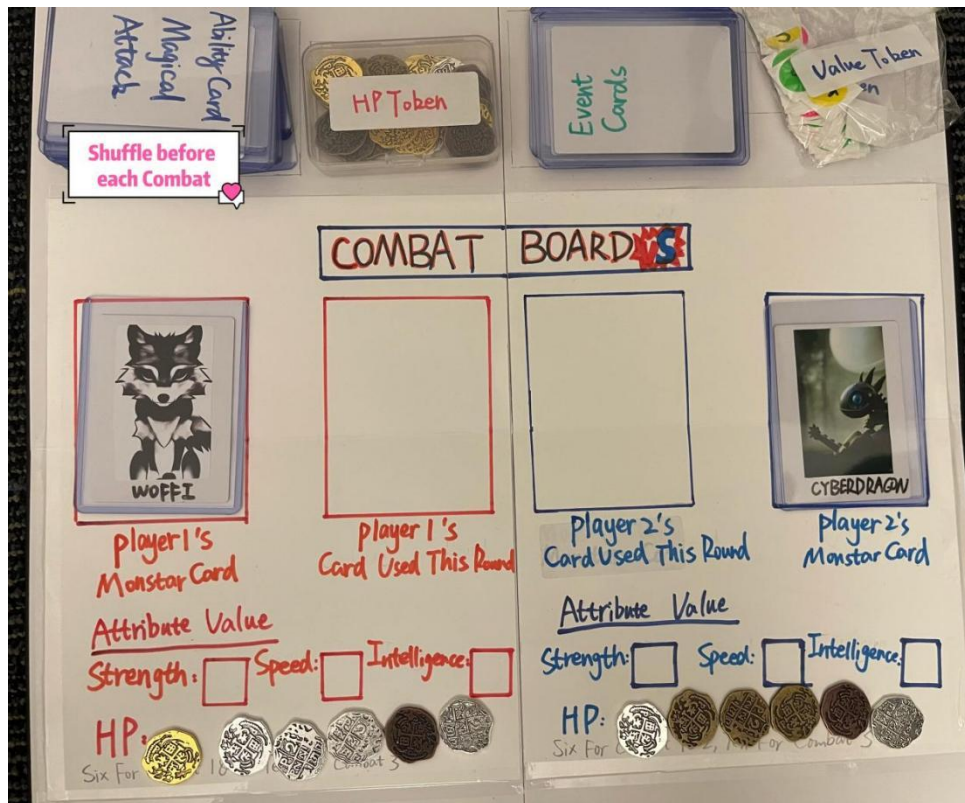
C. Home sweet home - Result 4

D. None of the places above - Go to question 2

Results: 1-Woffi, 2-Cyberdragon, 3-Muse, 4-Shadowy

Make sure one Monstar is assigned to you. If none of the choices above fits for you, you may randomly pick one from the four Monstars provided. You should then find your corresponding Monstar Card in the Elementary Monstar Card pile and put your card in the Monstar Card area on the game board.

Example of Combat Board after Set Up:



Next, shuffle Ability Cards and Event Cards. Put them into the corresponding area on the Combat Board. You need to shuffle Ability Cards before every combat.

Put HP Tokens and Value Tokens into the corresponding area on the Combat Board. Give 6 HP Tokens to each player.

Gameplay Instruction

The game has three 1v1 combats in total. Each combat has different instructions.

Combat 1

1. Each player's Monstar has three attributes: Strength, Speed, and Intelligence. Before the combat starts, players should take turns to throw the dice. The first throw decides Strength, the second decides Speed, and the third decides Intelligence. The number on the dice is the value of each attribute. After the values are decided, players should put the corresponding Value Token into the Attribute Value area.

3. Each player should then take 4 cards from the Ability Card pile. Attribute Value decides which Ability Card you could use. If the value requirement on the Ability Card is less than or equal to the corresponding Attribute Value, you are able to use the

card. Otherwise, you cannot use the card.

4. The combat starts! The player with the lower total value of Attribute Values starts first. If two players have the equal total value, they can decide by themselves who goes first.

5. Initially, each player has 6 HP Tokens. A player can use one Ability Card in each round. If you can't use any Ability Card, skip this round. Put used Ability Card off the Combat Board. Following the instruction on the Ability Card, the HP value may change in every round. If you lose HP Tokens, put the tokens into the HP Token pile. If you gain tokens, take new ones from the HP Token pile. Your HP should never be larger than the maximum value, even if you used Ability Card.

6. Each player should take 2 new Ability Cards once every round until all the cards are taken. The ability cards you took in past rounds could still be used.

7. Repeat step 5-6 until one player loses all the HP Tokens. The other player then wins Combat 1.

Combat 2

1. In Combat 2, player can take Equipment cards before the Combat starts. Equipment cards make your Monstar more powerful by changing the Attribute Values. The player who loses Combat 1 has the advantage to choose Equipment Cards first. Each player can take 2 Equipment Cards.

2. 6 Event Cards are added in Combat 2. Event Cards are more powerful, but have higher value requirements for Attribute Values. In each round, players can take one Event Card in addition to the 2 Ability Cards. However, Event Card and Ability Card cannot be used at the same time. The player can only use one card in each round.

3. Each player has 8 HP tokens in Combat 2.

4. Repeat step 3-6 until one player loses all the HP Tokens. The other player then wins Combat 2. Remember, always take 4 Ability Cards in the first round, and take 2 Ability Cards and 1 Event Card in the following rounds.

5. If one player wins both Combat 1 and 2, this player is the final winner. The game ends. If each players only wins one Combat, they should go to Combat 3.

Combat 3

1. In Combat 3, both players' Monstars have evolved. Replace Elementary Monstar Card with Upgraded Monstar Card.

2. Each player now has 10 HP Tokens.

3. Evolution Cards can be taken in this Combat. Evolution Cards are designed specifically to each Monstar, so find the two cards for your Monstar. However, you can only choose one Evolution Card from the two cards. If two players have the same Monstar, the player who loses Combat 2 chooses first.

4. The combat process is the same as Combat 2.

Win Condition

Any player who wins two Combats first is the final winner.