

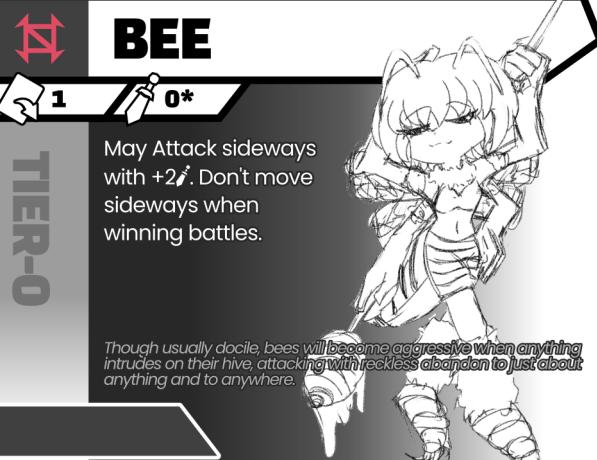
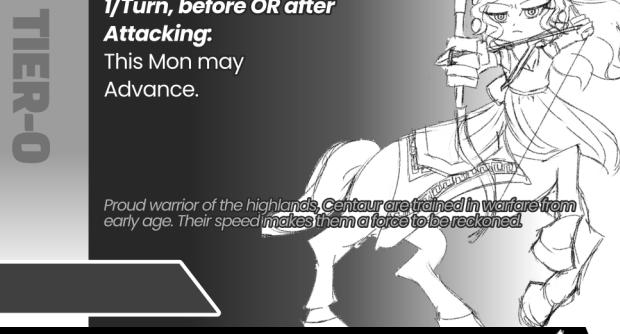


## CENTAUR

1 1

1/Turn, before OR after  
Attacking:

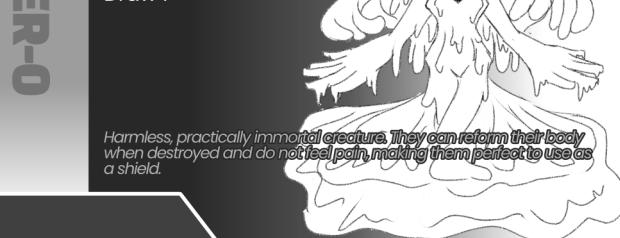
This Mon may  
Advance.



## SLIME

0 0

When this Mon is  
Defeated:  
Draw 1



## CENTAUR

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Advance.

Proud warrior of the highlands, Centaur are trained in warfare from early age. Their speed makes them a force to be reckoned.



## SLIME

0 0

When this Mon is  
Defeated:  
Draw 1

Harmless, practically immortal creature. They can reform their body when destroyed and do not feel pain, making them perfect to use as a shield.



## BEE

1 0\*

May Attack sideways  
with +2. Don't move  
sideways when  
winning battles.



## SLIME

0 0

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## SLIME



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TIER-0



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## GOBLIN



**Gain +1\*** when you control 3/More ♣ Mons and HOBGOBLINS on the field.

TIER-0



(Including this Mon)

Numerous and weak, yet relentless and brave. With enough of them, even they are a force to be reckoned.



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## GHOST



**When Attacking a Mon:**  
You may place this Mon under it to take control of it; unless they ▲ 2.

TIER-1



It is said that remnants of those who died with unfulfilled duties becomes ghost. True or not, their ability possess other Mons is a boon for the summoners.



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# SPIDER

1

2

**1/Turn, during Action Phase:**

You may move another Mon in the next Row to the space in front of this Mon.

*With their ability to manipulate webs as strong as diamonds, they are formidable opponents that can rearrange their opponents formation at a whim.*



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# MAD HATTER

1

2

**When battling a Mon with equal/greater ⚡:**

Play Rock-Paper-Scissors. Gain +3⚡ for the turn on a win, otherwise ⚡1.

*Mad Hatters are a curious, moody bunch. They can be the strongest warrior you can employ, or an angsty Mon that needs extra incentive.*



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# HOBGOBLIN

2

3\*

**All your X and Y Mons gain +1⚡.****(Including this Mon)**

*Hobgoblins are said to be an evolution of the goblins. They carry all of a Goblin's virtue while shedding their vices.*



## HOBGOBLIN

2    3\*

All your ♀ and ♂ Mons  
gain +1.

(Including this Mon)

TIER-2



## VENUS

2    4

This Mon's Row counts  
as your Deploy Zone.

TIER-2



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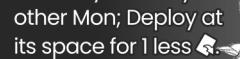
TIER-2



## DRAGON

2\*    4

**When Deploying:**  
You may Defeat your  
other Mon; Deploy at  
its space for 1 less



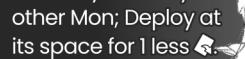
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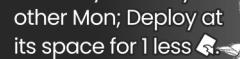
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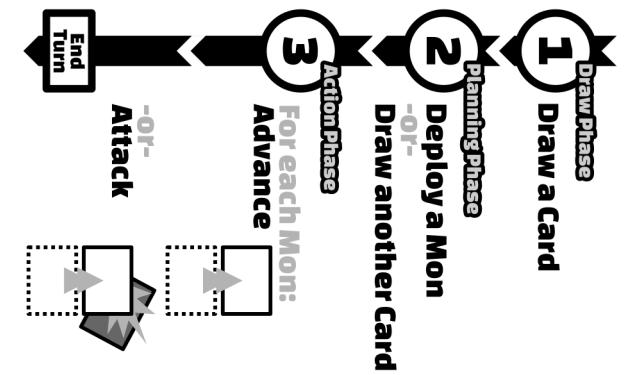
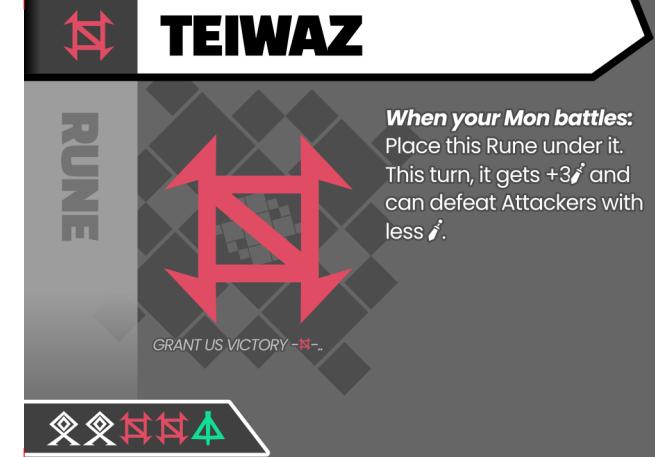
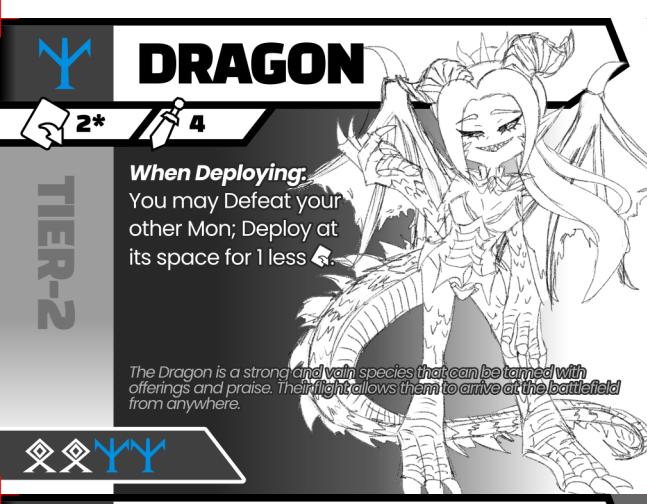
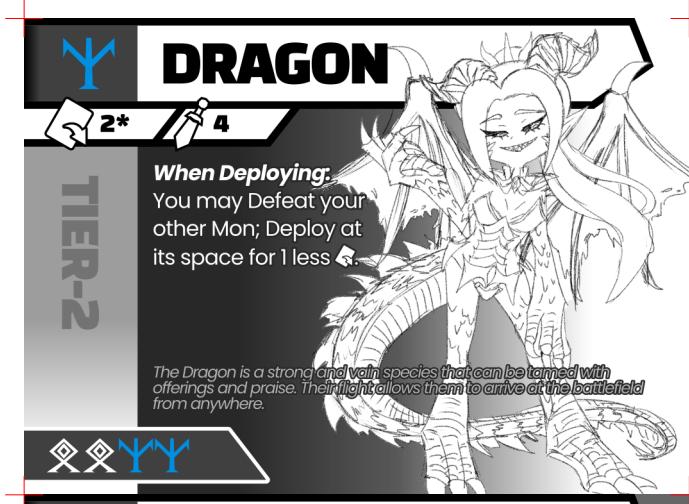
TIER-2



A plant species that can manipulate its root and branches. They can make all kinds of accommodation for other Mons, but who knows if that's just to lure them in.

The Dragon is a strong and vain species that can be tamed with offerings and praise. Their flight allows them to arrive at the battlefield from anywhere.

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**Reload your deck by performing ANY actions below, ANY number of times by returning card(s) from your grave:**



**Don't forget to resolve the pending draw after reloading the deck!**

### 1 Draw Phase

### 2 Planning Phase

### 3 Action Phase

#### Deploy a Mon

-OR-

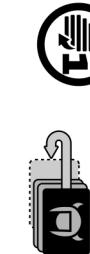
Draw another Card

-OR-

Attack

End Turn

**ANY actions below, ANY number of times by returning card(s) from your grave:**



**Don't forget to resolve the pending draw after reloading the deck!**



#### 1/Turn, When your Mon attacks:

Defeat your other Mon to gain their  $\downarrow$  for the turn.  
Afterwards; it may Attack another Mon.



#### 1/Turn, When your Mon attacks:

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#### 1/Turn, When Deploying a Mon:

You may Deploy another Mon behind it or normally (at your Deploy Zone).



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#### 1/Turn, When your Mon Advances:

$\blacktriangleleft$  1; in this Advance, it may hop over up to 2 consecutive Mons directly in front of it.



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