

# MONSTER PONTOON 21



[Content] Cards: 39 Rulebook:1

Players: 2~4

Play time: 5~15 min

Ages: 9 year old+

## ◆ Game Introduction

"Monster Pontoon" is an adaptation of "Blackjack".

Players take on the role of a heroic warrior on a quest with legendary weapons and friends from the **guild**.

The winner of the game is the first player to complete a number of difficult quests and earn at least 5★.

## ◆ Types of cards and how to read them

### EQUIPMENT CARDS



① CARD NAME	The name of the card
② TYPE	There is 1 type of equipment.
③ COMBAT POW	Number used for battle.
④ ABILITY	Some equipment cards have special effects.
⑤ SUB COMBAT POWER	Equipment cards using their ability will refer to this Combat Powee when their ability is used. When using this number, the card is turned upside down.



Equipment cards have black backs and depict the weapons held by the heroes.  
There is one card of each Combat Power from 1 to 10. Some Equipment cards have special abilities.

### GUILD CARDS



① CARD NAME	The name of the card
② TYPE	Two types: Adventurer and Monster.
③ COMBAT POW	Number used for battle.
④ ABILITY	Some guild cards have special effects
⑤ SUB COMBAT POWER	Guild cards using their ability will refer to this Combat Power when their ability is used. When using this number, the card is turned upside down.



These cards have white backs and depict adventurers and monsters.  
There are two cards of each Combat Power from 1 to 10. Some guild cards have special abilities.

### QUEST CARDS



① CARD NAME	The name of the card
② DEFEAT CONDITION	The combat power of the <b>party</b> required to accomplish the quest.
③ PRIORITY ORDER	If there are multiple heroes with the highest combat power, the order of priority is here.
④ REWARD	The rewards that can be obtained by accomplishing the tasks. Rewards range from 1★ to 3★.



◀ Quest Cards (8 cards)



◀ A Quest Card marked [ Warning ] (1 card)

Quest cards are sideways cards, with the conditions under which they are earned and the rewards for earning them.

The Quest card marked [ Warning ] is used under special conditions.

## ◆ Game Objective - Victory conditions

In this game, the players become heroes and defeat monsters to earn rewards. The hero who collects a total of 5 or more ★, as written on a quest card, wins the game.



Accomplish multiple quests and become the strongest hero!

## ◆ Game Flow

### 1. PREPARATION

- ① Randomly reveal a Quest Card except for the [Warning] one.
- ② Decide on a starting player (Afterward it'll change clockwise). Shuffle all Equipment and Guild Cards in their respective deck.
- ③ Each draw one Equipment Card face down in clockwise order, starting with the starting player. These cards remain secret from others.
- ④ Draw a card from the **Guild**, face up, in clockwise order from the starting player. The drawn Guild Card (adventurer/monster) is visible to all players.

Afterward, move on to the next phase, [ 2. Turn Move ]

- ① Reveal Quest Card > ② Start player & Shuffle > ③ Draw Equip Card > ④ Draw Guild Card



### 2. TURN MOVE

Turns are played in clockwise order, Starting Player first.

On their turn, a player declares either ► **Hit** or ► **Stay**.

#### ► HIT

Draw a card from the **Guild**, turn it face up, and add it to your party.

If the Guild Card says "on hit", the ability is resolved.

If there are 5 or more members in, your party, **Stay** immediately.



#### PARTY

Your Equip card and companions.

Equipment Card

Adventurer

Monster

Companions  
Your own adventurers and monsters.

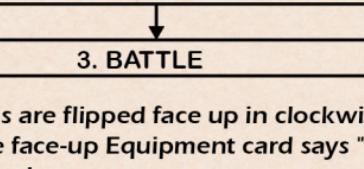
#### ► STAY

Turn your Equipment Card clockwise.

If one of your companion card says "on stay", resolve their ability. Once you declare "Stay", your "2. Turn Move" ends.

#### STAY

Turn the Equipment Card clockwise.



When all players have ► **Stay**, the game moves on to [ 3. Battle ] phase.

### 3. BATTLE

- ① The Equipment Cards are flipped face up in clockwise order from the Starting player. If the face-up Equipment card says "In Battle", the ability is immediately resolved.
- ② If multiple players fulfill the conditions, the Quest Card's priority table is used to resolve the winner. If no one has fulfilled the victory conditions, the Quest Card is returned to the deck.
- ③ Sum up the ★ of the Quest Card's reward and proceed ;
  - If a player has 5 or more ★ they win the game.
  - If there are no players with 5 or more ★, all Equipment and Guild Cards are returned respectively, and start again from phase [ 1. Preparation ]. If there are no more Quests, turn over the Quest marked [Warning] and start from phase [ 1. Preparation ].

## ◆ Glossary of Terms

Heroes    Players

Companions    A player's own adventurers and monsters.

Party    A player's own Equipment cards and companions.

Equipment    A deck of Equipment cards in random order.

Guild    A deck of Guild cards (adventurers and monsters).

Quest    A deck of Quest cards in random order.

**Hit**    To draw a card from the guild and add it to your party.

**Stay**    To declare that you have completed all actions in your turn and will not do anything until phase [3. Battle].