HOW TO WIN

Level up your character and play monster, item, and tactic cards to battle your opponent. Reduce your opponent's character to zero HP (hit points) to win the game!
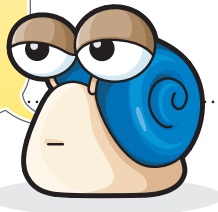
SET-UP

You and your opponent each need your own deck and character card. You can use the HP Counter to track your hit points.

• Your character starts the game in play. Put it on the table face up in front of you.
• Shuffle your deck.
• Flip a coin. The winner chooses to play first or second.
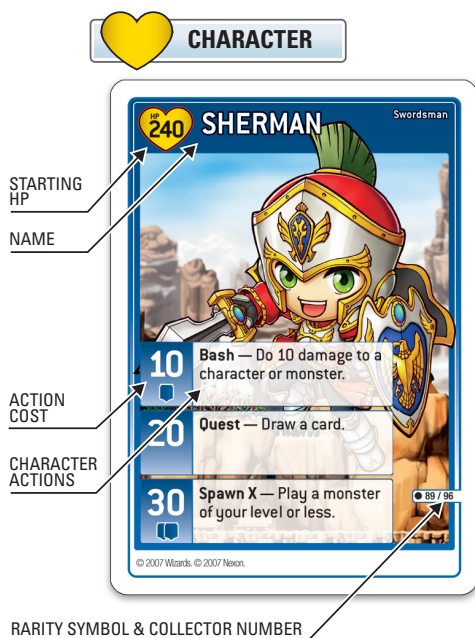• If you're playing first, draw 5 cards. If you're playing second, draw 6.

USING THE STARTER DECK

Pick a character to play and use all the non-character cards as your deck. If you only have one Starter for 2 players, each player takes a character card and then makes a deck from all the cards that are the same color as that character.
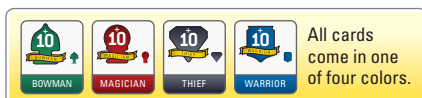
CARD TYPES

The **MapleStory** iTCG features four types of cards:

CHARACTER   MONSTER   ITEM   TACTIC

CHARACTER card (SHERMAN):
- HP 240
- SHERMAN — Swordsman
- STARTING HP
- NAME
- ACTION COST
- CHARACTER ACTIONS
  - 10 — Bash — Do 10 damage to a character or monster.
  - 20 — Quest — Draw a card.
  - 30 — Spawn X — Play a monster of your level or less.
- RARITY SYMBOL & COLLECTOR NUMBER
- © 2007 Wizards. © 2007 Nexon.
- ● 89 / 96

ONLINE CODE *See the other side of the Rules for information on how to redeem your code.*

MONSTER card (TWEETER):
- 39 — CARD LEVEL
- MONSTER — CARD TYPE
- 20 — ATTACK
- 40 — HP
- TWEETER — Drops: Dark Brace, Soft Feather
- TYPE SUBTYPE LOCATION — *Monster • Flying Bird • Eos Tower*
- RULES TEXT — **Revenge** — Whenever your opponent plays a monster, item, or tactic, do 20 damage to his or her character.
- FLAVOR TEXT — *Don't get near their eggs, or they'll peck your eyes out.*
- © 2007 Wizards. © 2007 Nexon. — ♦ 24 / 96
- ACTION COST — 60
- CHARACTER ACTION — **Tricky Shot** — Do 20 damage to a character or monster.
- CARD COLOR — 10 BOWMAN

ITEM card (EVIL TALE):
- 58 — EVIL TALE — *** ***** ***** ******
- How to redeem code: www.maplestorycardgame.com
- ...tactic, do 30 damage ...ster.
- ...truth just by looking at ...r of El Nath
- ...ip 70 — ...em of level — 10 MAGICIAN — ♦ 29 / 96

TACTIC card (AVENGER):
- 70 — AVENGER — Use MP to make an enormous throwing star.
- ...ers.
- ...monster in front . . . and — ...Play a ...or less. — ★ 49 / 96 — 10 THIEF

Characters are different than the other cards. You don't include them in your deck. Instead, your character starts the game in play on your side of the battle.

All cards come in one of four colors.
10 BOWMAN · 10 MAGICIAN · 10 THIEF · 10 WARRIOR

FOCUS card:
- 20 FOCUS
- 1
- Get +50 on damage you do with your character action or monster attack this turn.
- 2
- ...y a ...tactic of le... — 10 or less.

Each monster, tactic, or item card has two different parts, which allows you to use it in one of two ways:

1. The top part of the card shows what you get if you **play** it as its card type (monster, tactic, or item).

2. The bottom part of the card shows what you get if you **level up** your character with it.

3 ATTACK WITH YOUR MONSTERS

One at a time, each of your monsters in play may attack once per turn.

A monster can attack your opponent's characters or monsters and does damage equal to its attack number to whatever it attacks.

A defending monster doesn't damage the attacking monster.

After you attack with your monsters, your turn ends.

HOW DAMAGE WORKS

The way damage works depends on whether you're damaging a monster or a character.

Damaging a Monster

Whenever a monster takes damage, that damage stays on the monster until the end of the turn. Once a monster has taken a total amount of damage equal to or more than its HP, the monster is destroyed.

Example: Alan has a Fire Boar in play with 50 HP. Jill does 20 damage to it with Nixie's Tricky Shot. Alan marks the Fire Boar to show that it has taken 20 damage so far this turn.

Later in the same turn, Jill attacks it with a Stirge for 30 damage. The Fire Boar is now destroyed because it had already taken 20 damage from Jill's character action.

Damaging a Character

Whenever a character takes damage, subtract that amount of damage from the character's HP.

However, each monster that you have in play prevents 10 damage each time your character would be damaged. (The monster doesn't take any damage itself.)

Example: Jill has two monsters in play when Alan hits her with an action for 20 damage. Each of Jill's monsters prevents 10 of that damage, so she takes no damage from Alan's action.
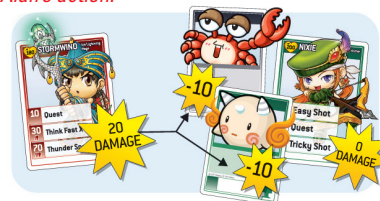
Later, Alan uses a tactic card that would do 50 damage to Jill. Her monsters each prevent 10 of that damage, so Jill only takes 30 damage from Alan's tactic.
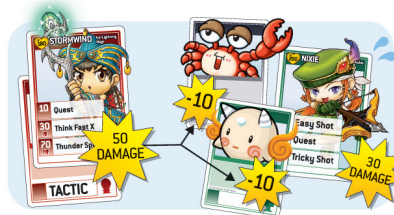
BUILDING YOUR OWN DECK

One of the great things about the **MapleStory** iTCG is that you get to build your own deck. You can build your deck however you like, as long as you follow these simple rules:

1. Your deck must have at least 40 cards in it.
2. Your deck can't have more than four copies of any card.

It's tricky to build a good deck, but a good way to start is to pick a character first and then choose cards that go well with that character. Put in lots of cards of that character's color, and try not to put in cards of more than two other colors. Use mostly monsters, since it's hard to win without them.

You should probably include a mixture of low-level cards and high-level cards. Be sure you have enough character actions that will let you play the cards you're including in the deck.

After you build a deck, play it a lot. Replace cards that don't help you or that you can rarely play. Keep working on your deck and soon you'll be able to defeat all your opponents!

How to redeem code: www.maplestorycardgame.com

It's time to log on to MapleStory and redeem your code!

HOW TO USE THE CODES!

Every time you open a **MapleStory** booster pack, you'll find at least one card with an online code. When you see a yellow bar on a card, you've found a code!

Here's what to do when you find a code:

1. Log on to your character in the *MapleStory* online game.
2. Enter your code at the Cash Shop. A virtual card will appear in your inventory that matches the real card.
3. If you have questions about code redemption, go to: www.maplestorycardgame.com

400

300

200

100

90

80

70

60

50

40

30

20

10

0
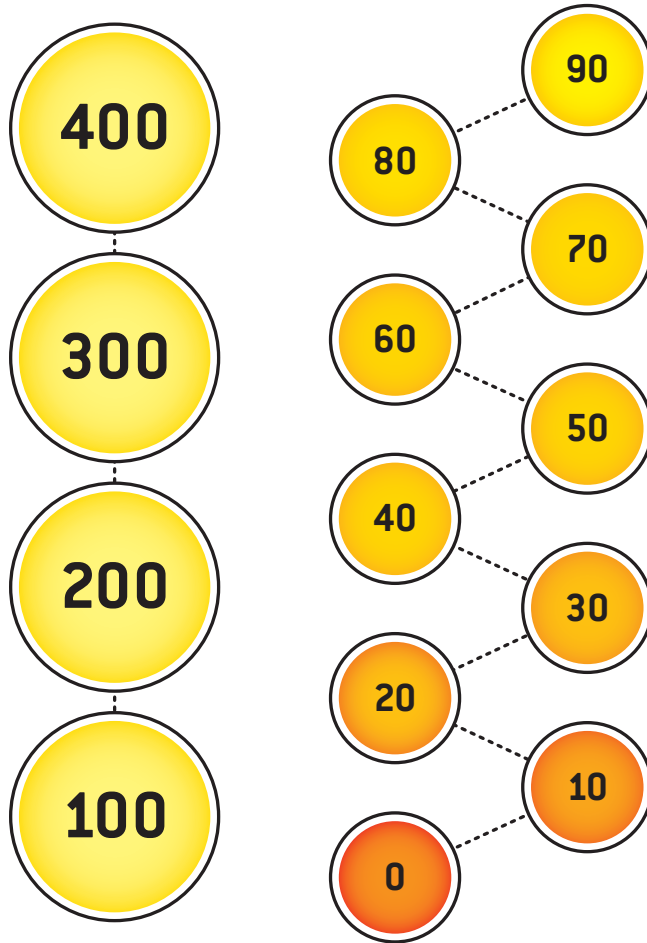
DON'T FORGET!
Each time you level up, add +20 to your HP total!

Use two markers to track your HP.
For example, if you have 260 life, put
one marker on the 200 and one marker on the 60.