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-2-

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-3-

### Introduction

Anathema is a high fantasy world with a little bit of pseudo technology thrown in. We go with a logical approach over a fanciful one. If we have Magic lights, why would you invent electricity. If I can enslave a fire elemental, why would I need an electric water heater? Fantasy Los Vegas, all magical neon lights, Anti magic zone to discourage cheating etc. Mass transportation ran on gravity magic (grav train) etc.

There are 11 Major sentient races on the planet Rinaria. In each of those races there is a saint, a widely acknowledged spiritual leader of their people carrying a powerful artifact (scroll), very similar in popularity to a pope. In addition to this, each race has members with the potential to be the catalyst. A person who through force of will, tenacity and conviction can and will make global changes that will affect the world of Rinaria and beyond. The catalyst prophecy is something that only survivors of the first Rinarian war will recall, they are few and far between. This catalyst will carry a spark of life from a long forgotten source.

Through a series of entwined events, these potential catalysts will set in motion a second Rinarian war, old allies and foes will awaken, lines will be crossed, alliances forged and broken. External forces desperately searching for the catalyst to have a hand in Rinaria’s salvation or doom. Your decisions will shape the world!

-4-

**Equipment**

**Main Deck –** Your main deck, It is made up of the following card types: Quests, Units, and Equipment. The minimum deck size is 60 cards. You can have no more than 2 of a single card.

**Location Deck –** This forms a separate Library of cards from your main deck (different card backing). It consists of the locals you can visit in Anathema. You may freely browse this deck at any time. It is recommended that you posses all location cards up to the most recent expansion. This deck can be any size.

**Token cards -** Some quests, units, equipment, scenarios will ask for you to put specific tokens into play. These should remain off to the side, in a freely browsable pile when not in use.

**Dice –** 2D6 used in combat and various card mechanics.

**Counters –** It is mandatory that you have a way to visually track a Units HP and AP. It is recommended that you have tokens that stand for different intervals (Penny = 1, Nickel = 5, Quarter = 25)

-5-

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| --- |
| Alpha Rulebook |
| Playing Your First Game You've just bought your first two decks of *Monad Wars*, and you're ready to play. You should probably read through the rules first, and then come back to this page. Most of the basic information you need to play the game is right here. Page numbers in parentheses tell you where to go for more information on each topic.  Game play starts by setting aside 7 levels worth of Unit cards. In addition to your "Catalyst" hero card. Also set aside your Hero's chosen class card. Place a marker on the class card to select your starting class ability. This also represents your hero's level as well as the one ability of your choice you gain per level. Each player also sets aside their scenario card and places it face down in front of their deck.     Players each roll 2D6. The player with the highest roll plays first. The player who plays second chooses a location that is marked with the starter Icon "star" and places their units in a formation (see formation section) of their own choosing at that location. This continues counter clockwise until the player who goes first does the same. Players cannot choose the same starting location. All Players now flip their scenario cards face up. Players now draw a hand of 8 cards and play starts with the player who had the highest roll.  Begin your turn by removing 1HP and 1AP counter from each non-token unit. You'll want to look at your hand for any quest cards you posses. You will then choose a location card that shares at least one region symbol as your current location as your destination. Put that card on the table in front of your party. After moving, The closest opponent to your right (Encounter Player) may play Units and equipment equal in total level to the encounter rating of your current location. Resolve combat as you would normally. If there are no enemy units at the active parties current location, the active player may play a quest card that is equal to or less than the hazard rating of the location in level. The closest opposing player on your left (Quest Handler) plays units and equipment equal to or less in level to the level printed on the quest card. Resolve combat as you would normally. If you chose to resolve your active scenario instead, then follow the directions printed on the Scenario card. Upon the successful completion of a quest, you move the quest card into your completed quest pile. From there you will be able to use them to generate gold and after you have completed enough quests you can turn them in to increase your catalysts level.  You are now able to use non-combat abilities and abilities on your current location card. Finally, resolve any remaining effects in play. The active player may choose to discard one card, then all players draw up to their maximum hand size of 8. The next player clockwise begin their turn and you become the “Encounter Player”.  Play proceeds this way until one player accumulates 5 VP.  Remember, *Monad Wars* is a game of action and reaction, planning and improvisation. But in the beginning, it's simply a matter of doing what you can. You'll probably have to play through a duel or two before you get the hang of it. Once you figure it out, though, you'll see that the rules are simple; it's the interactions between cards that are complex and interesting.  -5- |

### Game Description

*The players will move from location to location resolving quests. In doing so, they will earn experience and gold (rin). With these they can purchase new abilities, levels, equipment and units. As well as pay certain location based costs (use an Inn, safe passage through a location, etc). The locations that these quests take them to will have unique properties as well as shards of the overall story hidden inside.*

The core game content will be broken into Acts. The base game will be relegated to only act 1 content. In each act there are major events that the catalyst are involved in. The objective of the game is to gain 5 VP by completing scenarios.

Each scenario has an objective that must be met and is stated on the scenario card. Each scenario grants a certain amount of VP. *See the Scenario section for further detail*.

-6-

### Victory Points

The objective of Monad Wars it to complete *scenarios* to gain VP (victory points)*.* Along side of the VP you gain, each scenario also produces a powerful effect that alters the state of the game. A game is won by the first player to get five VP. It is in your best interest to prevent your opponents from completing scenarios any way you can, while still making progress towards the completion of your current scenario. If players would like a shorter or longer game, they can choose any number of VP as the win condition.

### Setting Up

Game play starts by setting aside 7 levels worth of Unit cards. In addition to your "Catalyst" hero card. Also set aside your Hero's chosen class card. Place a marker on the class card to select your starting class ability. This also represents your hero's level (you gain one ability of your choice per level). Each player also sets aside their scenario card and places it face down in front of their deck.   
   
 Players each roll 2D6. The player with the highest roll plays first. The player who plays second chooses a location that is marked with the starter Icon "star" and places their units in a formation (see formation section) of their own choosing at that location. This continues counter clockwise until the player who goes first does the same (Note: players cannot choose the same location). All Players now flip their scenario cards face up. Each player now draws 8 cards and play begins with the player who had the highest roll.

-7-

### The Playing Area

[Play Area Diagram]

**Figure 1—Table Layout.**

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Current Deck -

Location Deck -

Completed Quest Pile -

Front Row -

Mid Row -

Back Row -

Current Location -

Class Card -

-8-

will retrieve all the cards that you began with, except for the ante, which is taken by the winner. Be sure to note when you play a card in your rival's territory. Ideally, you should mark these cards in some way, like with a coin or paper clip, so you don't accidentally lose one after the duel.

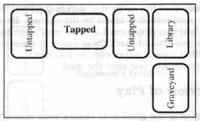
### Overview of Play

The object of the game is to reduce your rival's life points to zero, forcing him or her to flee the plane in which you are dueling. If you both are reduced to zero simultaneously, then the duel is a draw, and both players retrieve their contributions to the ante. You also win if your rival's library becomes so depleted that he or she cannot draw a card when required.

The cards represent lands and spells. Lands generate mana, which is required to cast spells. Spells can be used to summon creatures and artifacts, or generate Monad Warsal effects.

To play a card, take it from your hand, and place it face up in the playing area. Many cards, such as creatures, and some artifacts, can only be used once per turn. If you have already used such a card during the current turn, you must turn it on its side. This is a procedure called *tapping* the card. At the start of your next turn, you return your tapped cards to the upright, *untapped* position (see Figure 2).

-9-



**Figure 2—Tap/Untap.**

You and your rival play in turns. Each pair of turns is called a round. Turns follow the sequence of events described below in "Game Turn".

During the course of play, you will reduce your rival's life by successfully casting certain spells and by attacking successfully with your creatures. The upper right-hand corner of each spell card shows the cost of casting the spell. This cost is in mana, which you get from your lands, and occasionally from other sources. One of the vital concerns during a duel is getting enough of the right type of land into play to generate the mana you need to cast your spells.

-10-

### Game Turn

Both your turn and your rival's turn follow the same pattern. A game turn consists of the following phases:

1. Untap. Untap all your previously tapped lands, creatures, and artifacts.
2. Upkeep. Deal with any enchantment, creature, or artifact that requires upkeep or has an effect at the start of a turn. The card will tell you if a given item requires upkeep.
3. Draw. Draw one card from your library.
4. Main. You may do several things during the main phase. In no particular order:
5. (a) You may put any one land from your hand into play. Mana from this land may be used during the current turn.
6. (b) You may make one attack against your rival with any or all of your creatures in play except those that came into play this turn. Newly summoned creatures cannot be used until the next turn.
7. (c) You may cast any spells in your hand, provided you have enough mana. You can cast spells before and after taking other actions.
8. Discard. If you have more than seven cards in your hand, discard until you again have only seven.
9. End. Let your rival know you are finished.

Unless an action described above includes the word *may*, you must perform this action.

-11-

You and your rival may cast certain spells known as *instants* and *interrupts* at any time, even if it isn't your turn. You can also use your artifacts, enchantments, or special powers of creatures in play. These are called *fast effects*. Interrupts take place more quickly, actually being resolved before actions in progress, whereas instants don't take effect until both players have finished reacting to one another. At this point, they take effect simultaneously. Fast effects are always considered instants, unless they say otherwise. For more details, see "Timing" on pp.29-32.

### Casting Spells

As mentioned earlier, you need mana from lands to cast spells. There are five different types of mana—one for each basic type of land. Red mana comes from mountains, blue mana from islands, green mana from forests, black mana from swamps, and white mana from plains. However, some spells can change the type of land a card represents. In this case, the changed land provides mana appropriate to the new land type. Occasionally, mana comes from other sources, in which case it may be of no color. If a spell doesn't explicitly call for a particular color of mana, then any color mana, or any colorless mana, can be used.

The chart on page 13 explains the mana symbols, and the relationships between the five colors of Monad Wars.

-12-

### Mana Chart

 **Black Monad Wars**: The black Monad Warsian's power stems from the swamps and bogs. Black Monad Wars is the Monad Wars of death. The often self destructive lore of black Monad Wars is regarded by most as best left unknown. The traditional enemies of black are white and green.

 **Blue Monad Wars**: The blue Monad Warsian taps the islands for energy. Blue Monad Wars is mental in nature. The fortes of the blue Monad Warsian are artifice, illusion, and deception, as well as the elemental forces of air and water. The traditional enemies of blue are red and green.

 **Green Monad Wars**: The green Monad Warsian draws energy from the forest. Many Monad Warsians have been lulled into complacency by green Monad Wars's peaceful exterior, the Monad Wars of life, and have been caught unaware by the vast destructive capability of its nature. Green's traditional enemies are blue and black.

 **Red Monad Wars**: The red Monad Warsian gets power from the mountains. Red Monad Wars is a destructive Monad Wars, the Monad Wars of earth and of fire, of chaos and of war. The traditional enemies of red are blue and white.

 **White Monad Wars**: The white Monad Warsian draws energy from the plains. Spells of healing and protection are the white Monad Warsian's specialty, though chivalrous war Monad Wars is not unfamiliar. White's traditional enemies are red and black.

-13-

Each of your lands provides one mana of the appropriate color at the beginning of your turn. If you choose to use this mana, you must tap the land until the start of your next turn. Otherwise, you may keep this mana in reserve for use during your rival's turn. Mana does not accumulate from round to round, however. If you choose not to use a land's mana during a given round, that land still gives you only one mana at the start of your next turn.

Mana drawn from any source is put in your *mana pool*, which is simply the mana you have ready to use. Most of the time, you simply remember what mana you have in your pool, though you can write it down if you have a large series of spells being cast. Adding mana to your mana pool is always considered an interrupt. You lose all of the mana in your mana pool if you do not use it before a phase ends. The mana pool is also cleared when an attack begins and when an attack ends. You lose a life point for each mana lost in this manner. However, you cannot be deprived of a chance to use the mana in your pool. If a card provides more than one mana, you must draw the full amount into your pool when you use it.

The cost to cast a spell, listed in the upper right-hand corner of the card, is shown in the form of a number and/or mana symbols. The mana symbols indicate the amount needed of a particular mana color, while the number indicates how much additional mana, which can be any color or no color, is also required. For example,  means the spell costs 2 white mana

-14-

plus 1 mana of any or no color. The *total cost* of a spell is the total number of mana needed to cast the spell—in this example, 3. If the cost includes an X, you can choose what number X will be by spending that much mana from your mana pool.

*Example: A player casts Fireball, which costs X* *and does X damage to one or more targets. The player spends one red mana plus three mana for X, thus doing three points of damage to the targets.*

### Spell Types

There are six different kinds of spells: artifacts, enchantments, creature summonings, instants, interrupts, and sorcery. A card is only considered a spell until it is successfully cast, after which it becomes an artifact, enchantment, or creature, or has its effect and is then put in the caster's graveyard. Artifacts, enchantments, and creatures are called *permanents* since they remain in play until destroyed or removed by a spell effect. The only spells that can be cast during your rival's turn are instants and interrupts, though you may also use permanents that are already in play. Permanents may not be removed from play by choice, but only as a result of some card effect.

Some permanents have costs associated with them. In this case, the spell description will contain the cost, or the effect will be preceded by a colon and the

-15-

cost. For example, *3: Do one damage to any target*, would mean that for three mana (of no particular color), you could do one damage to any target. Sometimes these effects may require you to tap the permanent as well.

You cannot cast a spell or use a fast effect if a target is needed and is not available. For example, the effect : Destroy a black card in play cannot be used if no black cards are in play.

The term "you" on a spell always means the person currently controlling the spell. The controller is usually the person who cast the spell, but this occasionally can change through a card effect. If a spell has a cost associated with it, only the controller of the spell can pay that cost.

If a spell affects a creature, land, or other item, and the card doesn't specifically say "of your opponent's" or "of yours", then you may choose either as the target. If the card says "player", you may take that to mean either player.

**Artifacts**: Artifacts never require any particular color of mana to put into play, and they may be used during the turn in which they are played. If an artifact becomes tapped, you may not use it again. Even its continuous effects cease until it is untapped. Artifacts often have a cost to use, which is listed on the card.

-16-



**Figure 3—Artifact Cards.**

There are four types of artifacts:

1) *Mono*. These artifacts have one charge each round, and are tapped when used, making them unusable until untapped.

2) *Poly*. These artifacts may be used many times each turn and so are not tapped after use.

3) *Continuous*. These artifacts have a continuous effect on the play environment. They never have a cost to use, and the effect cannot be stopped unless the artifact is removed from play or tapped by a spell effect.

4) *Creature*. Treat artifact creatures as both artifacts and creatures; see "Creatures" on pp.21-22.

**Enchantments**: Enchantments are called either *enchantment* or *enchant [something]*, where "something" is another card type, such as a creature. They have a lasting effect on the game after they are cast. You may only cast an enchantment during the main phase of your turn. Some enchantments have a cost listed before the effect; this is the cost to use. An enchantment with a cost may only be used and paid

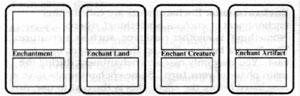
-17-

for by the controller (usually the caster). If the enchantment has no cost, it is constantly in effect. An enchantment may be used more than once each turn, and it is never tapped.

An enchantment can even be used more than once at a time. For example, if an enchantment costs 1 red mana to add 1 to a creature's power, you can spend 3 red mana and give an extra 3 power to the enchanted creature.

If the spell enchants something, put the enchantment card on top of the card you wish to enchant. You can enchant your rival's cards, but be careful to retrieve your enchantment cards when they are removed from play. If an enchanted card is put out of play, the enchantments cast upon it are discarded.

If the spell just says "enchantment", put the card face up in front of you. Such an enchantment will either affect the environment of the game or give you a special power. Both players are subject to the effects of an enchantment unless the card says otherwise.



**Figure 4—Enchantment Cards.**

-18-

**Instants**: An instant can be played at any time, and is always discarded afterwards. You cannot interrupt your rival with an instant, but your rival's spells do not take effect until after you have had a chance to respond with instants and other fast effects. Once you have responded, your rival can respond to you, and so forth. After all responses are finished, all spells take place at the same time.

**Interrupts**: Interrupts can be played by either player at any time. Many interrupts modify the effects of spells; you cast them just as you or your rival are playing a spell you want to change. Although you must discard the interrupt immediately after you play it, its modification to a spell such as a summoning can be permanent. If you are not sure if you want to cast an interrupt, ask your rival to wait while you think. After your rival casts another spell, it is too late to interrupt the first. You may interrupt your own spells, and you and your rival can play more than one interrupt at a time. If you interrupt your own spells, your interrupt happens before your rival's. You may also interrupt an interrupt.

**Sorceries**: These spells are discarded after use and can only be played during your main phase.

**Summonings**: Summoning spells, which can only be cast during the main phase of your turn, bring creatures into play. A creature cannot attack, or use a special ability that would tap it, until you begin a turn with it in play.

-19-

### The Color of Spells and Effects

For the purposes of certain spells, a card is considered the color of the mana required to cast it. Land has no color, and neither do artifacts. If a card has an effect, that effect is considered to have the same color as the card. If a creature has its toughness or strength changed by a card of a different color than the creature, the color of the creature does not change. However, a card may change color as the result of a spell. Remember, though, that a card can only have one color at any one time.

*Example: Circles of Protection are important defensive cards that cancel the damage done to you by a certain color of creature or spell. Each such defense costs 1 mana. Let's assume you have a Circle of Protection from red Monad Wars, and you are attacked by a Goblin, which is a red creature. The green instant Giant Growth has been cast on the Goblin, which adds to the damage of the Goblin's attack. However, you can still cancel all of the damage with your Circle of Protection for 1 mana, because the actual attack is from a red creature. If all you had was a Circle of Protection from green Monad Wars, you could not cancel any damage. The green spell affects the creature's strength, but does not affect its color.*

-20-

### Creatures

Any cards with numbers in the lower right-hand corners are considered creatures. They are brought into play mainly by summoning spells, but sometimes other spells bring them into being as well. Walls are considered creatures; the only differences are that they cannot attack and are subject to some additional spells. Summons are always *Summon [Creature Type]*. The creature type indicates exactly what sort of creature is summoned.

All creatures have two characteristics listed in the lower right corner: first power, then toughness. A creature's power rating indicates the amount of damage it does when it hits, while toughness indicates how much damage it takes to destroy the creature. Damage done to a creature accumulates throughout a turn, and is healed at the end of the turn.

Some creatures have special abilities that may or may not have a cost associated with them. The cost will be listed preceding the effect, or be included in the description of the effect. If the effect taps the creature the description will say that. Otherwise the ability may be used more than once in a turn.

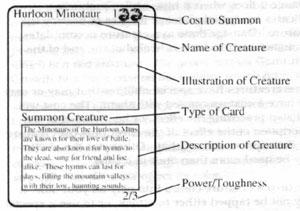
The turn a creature comes into play on your side, it may not be tapped either to attack, or to use a special ability. However, you may use such a creature for

-21-

defense. This restriction ends when you begin a turn with the creature already in play.

Some spells refer to the normal characteristics of a creature. These characteristics include creature type, power, toughness, summoning cost, and special abilities. They do not include any enchantments that may have been placed on the creature.

Occasionally, a card will ask for the sacrifice of a creature. If this happens, you may choose a creature of yours to put out of play. This creature is placed into your graveyard, and it cannot be regenerated (see "Creature Abilities" on pp.27-29).



**Figure 5—Creature Card.**

-22-

### Damage

If a player suffers damage, that player loses one life point for each point of damage suffered. If a creature is damaged, note how much damage it took, in case it suffers more damage later in the turn (you usually won't need counters for this). If the damage done to the creature in one turn is equal to or greater than its toughness, the creature is destroyed and must be put into the graveyard. If a spell does damage but the card doesn't specify a target, the controller may choose to damage either player or any creature.

### Destroyed, Discarded, Countered, and Removed Cards

When a card is destroyed or discarded, it is placed into the graveyard. If a spell is countered as it is being cast, it, too, goes into the graveyard, without ever having its effect. Occasionally, a card will be removed from the game entirely. In this case, it is set aside until the next game.

### The Attack

You may announce one attack during your main phase. After you announce an attack, only fast effects may be used until the end of the attack; no sorcery may be cast and no new enchantments, creatures, artifacts, or land may be put into play.

-23-

Attacking creatures are considered tapped as soon as the attack is declared, so you may not use special abilities during the attack if they require you to tap the creature. Defending creatures are not tapped. It is important to note that attacking creatures can only attack your rival. They may not attack your rival's creatures—though your rival's creatures can attempt to block them. They may not attack each other or you.

The turn sequence for an attack is as follows:

1) Player Declares Attack

2) Opponent Declares Defense

3) Fast Effects

4) Damage Dealing

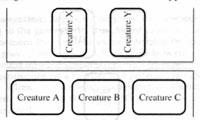
**Player Declares Attack**: To attack, first indicate which creatures are attacking. Walls and tapped creatures may not attack, and creatures that did not start the turn in play in your territory may not attack.

**Opponent Declares Defense**: After you announce your attack, your rival chooses the defense, indicating which defending creature is blocking which attacking creature. Tapped creatures may not block. An attacking creature need not be blocked, and a defending creature is not compelled to block. More than one creature may block a single attacking creature, but one creature may *not* block more than one attacking creature. After the defense has been announced, a blocked attacking creature attacks only

-24-

the creatures blocking it, even if the blockers are somehow neutralized or destroyed before the attack is resolved.

*Example: The player announces an attack with creatures A, B, and C, tapping them accordingly. Defender can elect to block with creatures X and Y. X and Y could both gang up on B; X could block C while Y does nothing; or X could block B while Y blocks A. However, Y could not block B and C, while X blocks A, since one defending creature can only block one attacking creature, or group of banded creatures. Defending creatures which block are not tapped.*



**Figure 6 -- Legal/Illegal Defense.**

**Fast Effects**: After the defender has finished declaring blocking, both the attacker and the defender can use enchantments or artifacts in play, instants, or interrupts to affect the outcome of the battle. You may also use fast effects during the attack and defense declarations, even though this phase is set aside for that purpose.

-25-

**Damage Dealing**: When the attack is resolved, every unblocked attacking creature does its power in damage to the defender, removing that many life points. Blocked creatures will not do any damage to the defender, only to the blocking creatures. A blocked attacking creature receives damage from all the defending creatures blocking it. A blocked attacking creature may distribute its power in damage to the blockers in whatever arrangement the attacker chooses. If a creature became tapped after it was assigned as a blocker, the creature still blocks but doesn't deal any damage. All damage dealt during this round is considered simultaneous.



**Figure 6—Ogre Versus 2 Goblins.**

*Example: An Ogre, with power and toughness 2, attacks. The defense has two Goblins, each with power and toughness 1. The defender may choose any of the following: let the Ogre through unblocked and suffer 2 life points of damage; block with one Goblin, killing the Goblin and doing 1 point of damage to the ogre; or block with both Goblins, killing the Ogre*

-26-

*and both* Goblins. *In the last case, the attacker could also choose to have the* Ogre *do 2 points of damage to one* Goblin, *allowing the other* Goblin *to survive*.

Many creature abilities that affect combat are described in the following section.

### Creature Abilities

Some creatures naturally have special abilities, and any creature with the appropriate creature enchantments may acquire special abilities. Some of the most common abilities are listed below.

**Regeneration**: Regeneration prevents a creature from going to the graveyard. This ability must be used at the moment the creature would normally be removed from play. Creatures that have already been discarded into the graveyard cannot be regenerated. Enchantments on a regenerated creature remain in play. When a creature is regenerated, it is always tapped. A creature that is sacrificed may not be regenerated.

**Evasion Abilties**: Some creatures have the ability *flies*, which means that they can only be blocked by other flying creatures. Other creatures have *landwalk* abilities, such as swampwalk or forestwalk. If the defender has a land of the relevant type in play, such as swamp for swampwalk, the attacking creature cannot be blocked, even by creatures with the same landwalk ability.

-27-

**Bands**: A creature with the ability *bands* has two special powers.

A banding creature may join forces with another attacking creature. The resulting band must be blocked or let through as a unit. If any creature in the band is blocked, the entire band is blocked. There can be more than two creatures in an attacking band, though all but one must have the bands ability.

Anytime a group of your creatures blocks, or is blocked, and one or more have the ability bands, then the damage they receive from your rival's creatures is not distributed among them by your rival as usual, but by you. You may choose to assign more damage to a creature than it can survive.

**Trample**: A creature with *trample* can do damage to the defender even if blocked. Such a creature does a special kind of damage called *trample damage*. If a blocker has sufficient damage to destroy it then any trample damage done in excess of that amount is applied to the defender instead.

**Protection**: A creature with *protection* from one or more colors of Monad Wars cannot be affected by any Monad Wars of those colors. For example, a creature with protection from blue cannot be blocked by blue creatures, dealt damage by blue creatures, or enchanted, damaged, or otherwise affected by blue cards. Damage done by such a creature cannot be prevented using blue cards. Note that the creature

-28-

does not have this ability until it is successfully summoned. If, for example, you are summoning a creature with protection from blue Monad Wars, your rival can still cast a blue interrupt that affects the summoning spell.

**First Strike**: Creatures with *first strike* have the ability to hit their blockers, or the creatures they are attacking, before being damaged themselves. During the dealing damage phase of an attack, first strikers deal their damage first, simultaneously. Afterwards, surviving creatures without first strike deal their damage.

**Mana Enhanced Power/Toughness**: You may be able to increase the power or toughness of some creatures by spending mana. This enhancement lasts until the end of the turn. You may spend as much mana of the appropriate type as you like to increase the creature's characteristic. For example, if a creature's characteristics are listed as ": +1/+0", you could increase the creature's power by 1 for each added black mana, but you could not increase its toughness.

### Timing

In general, you should try and cast as few spells at once as possible, because it makes things simpler. it also gives your rival less information upon which to plan his or her actions. Occasionally, there will be

-29-

conflicts of timing when both players want to use spell effects at the same time. When this happens, the player whose turn it is announces their spells and effects first. Then, the other player can respond to each one with one or more fast effects (instants, artifacts in play, enchantments in play, or creature special abilities). These reactions can be reacted to, and so forth, and nothing happens until both players have finished taking actions. At this point, all spells take effect simultaneously. Usually, the outcome will be clear, but if the timing of any two effects makes a difference, the player casting the later spell gets to choose whether it occurs before or after the conflicting spell. Once it is announced, nothing can stop a fast effect unless it is countered immediately by an interrupt. Once a spell is announced, the mana has been spent, whether or not the spell actually takes effect as planned.

An exception to this are *interrupts*, which are resolved as soon as they are announced, unless the interrupt itself is interrupted. Don't literally interrupt your rival with these; let him or her finish saying just how their spell will be used, and how much mana is being spent on it. Then announce your interrupt before another spell is cast. Your rival must give you the opportunity to do this. Your rival can also interrupt the spell or your interrupt with another interrupt, and so forth. If the same spell has more than one interrupt done during its casting, the caster of that spell does his or her interrupts first, regardless of

-30-

whether it was announced first. Interrupts take effect immediately, unless they themselves are interrupted, in which case you resolve their interruptions first. Interrupts commonly counter the spell being cast, but they sometimes change it in some way or have some peculiar side effect. Effects which take mana into your mana pool are usually interrupts, so you can get mana for your spells quickly enough to respond to your rival's actions.

Though a spell or effect that needs a target cannot be used unless a target exists, it is possible for a target to disappear before the spell affects it. In this case the effect is ignored, though the mana is used, and the spell is still considered cast.

*Example: Your rival uses an artifact. You respond by destroying the artifact with a spell. Since your spell is not an interrupt, the artifact's effect still takes place, though your rival can't use it again.*

*Example: You cast a blue spell, and your rival interrupts with an* Elemental Blast—*a spell that counters blue spells. You announce an interrupt that changes blue cards to green cards, in order to change your original spell to a green spell. Your interrupt goes first since you are the original spellcaster, and changes your spell to a green spell. The target of your rival's spell is no longer legal, so that spell is simply discarded to the graveyard.*

-31-

*Example: Your rival casts a spell that would kill your creature. You respond by casting* Unsummon, *which puts the creature back into your hand. You cannot have a creature simultaneously go to the graveyard and into your hand, so the outcome depends on the timing of the spells. You may choose whether the* Unsummon *comes before or after the damage spell, since you cast your spell last. Naturally, you choose to have it come first and the creature is safely in your hand when the damaging spell takes effect. The damaging spell may not be redirected, and since its target is no longer in play it must simply be discarded. If your rival had responded to your* Unsummon *with another damage-dealing spell, your rival could have opted to have that last spell take effect before your* Unsummon*, giving your creature the deep-six.*

### Variations of Play

You can play *Monad Wars* with only one deck if it is large enough. Just divide it between the players. One way to play in this case is with antes, continuing until one player wins enough cards to render the other's deck unplayable (though, of course, the owner gets all the cards back afterwards). This can take a while if the deck is large.

By mutual consent, players may agree not to play for ante. This is recommended until you get a feel for the game. You can also agree to reduce the stakes. For example, you could agree that one card goes to the

-32-

winner of a full set, rather than risking your ante for each duel. You can also agree not to "play for keeps" but exchange ante anyway, keeping track of won and lost cards on paper so they can be returned afterwards. After all, it's fun to try to work with new spells and a shifting distribution of cards.

Rules for multiplayer *Monad Wars*, tournament *Monad Wars*, and league *Monad Wars* are forthcoming.

### About the Rules

If a card contradicts the rules, the card takes precedence.

Be prepared to encounter house versions of this game when you play someone you haven't played before. These rules are a framework from which to start; after you know how to play, your play group may develop local rules, new ways to play particular cards, or other variations. Just be sure before you start that everyone is playing the same game.

During the course of a game, a dispute that you cannot solve by referencing the rules may occur. If both players agree, you can resolve the difference for the current game with a coin toss. After the duel, you can come to a decision about how you want to play such a situation in the future.

-33-

### Some Questions and Answers

Q:

A:

-35-

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| Beta Rulebook |
| Clarification to Rules **Substitute**: All damage and effects apply to the substitute user instead.  **Gauging Difficulty**: A majority of the cardss you will find in Monad Wars have no level requirements. It is up to you as a player to gauge weather or not your lvl 1 catalyst can complete that level 10 quest by his lonesome.  **Discarding**: By default a player can discard  **Combat Modifiers**: Keeping track of modifiers  **Combat Movement**: When there are no units in a row, all units in the next row are moved up to the empty row.  **The Graveyard**: Removed from game? Items with a powerful effect are removed from game, as are all units  **Making choices**: Checking all effects in play each combat.  **Special Costs**: Paying costs “3 Cultist tokens : Do effect X”  **Playing cards outside of shop**: Bringing items into play outside of spending gold  -37-  **Exhausting**: Exhausting to show that gold has been spent  **Timing of Special Abilities**: Defensive actions, quest rewards that affect combat.  **Other Questions**: monadwars@gmail.com  -38- Important References  |  |  | | --- | --- | | Units  Artifacts | Instants and interrupts,  differences |   -38- |

**With Art By:**