

REFERENCE SHEET, PAGE 1:

Monster-Part Stats:

Defense Stat: A Monster-Part's resistance (marked in blue). If an attacker's attack result is greater than or equal to this stat, then the Monster-Part is destroyed.

Attack Roll & Attack Mod Stat: A Monster-Part's lethality (marked in red). The number on the left of the letter 'd' is the amount of 6-sided dice you roll for your attack (ex: 2d6 = roll 2 6-sided dice). The number on the right of the '+' sign is the amount you add to the sum of all your die rolls for your attack.

Energy Cost Stat: A Monster-Part's Energy Cost (marked in green). For each one of these triangles, you must discard an Energy Token to use the Monster-Part for an attack or Ability.

Torso Part Stats:

Torso's Defense: "The bigger they are, the harder it is to kill them." A Torso's Defense Stat is equal to $10 + \# \text{ of}$ Monster-Parts that the Monster still has (not counting Monster-Parts in Inventory or Graveyard).

Torso's Attack & Energy Cost: "Up close and personal." A Torso's Attack stat is $5d6 + 0$, while the Energy Cost of attacking is 5 Energy.

Attaching:

To attach two Monster-Parts, they must be "sewn together." That means that their stitch marks at the edge of the cards must be adjacent to each other. As seen below:



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Abilities:

Ability descriptions are located on the bottom half of a Monster-Part card.

Not all cards have an ability; if the text is surrounded by quotation marks ("") then the text doesn't describe an ability

Some abilities can be used when it is not the Monster's turn; the ability description will specify when an ability can be used.

If a card has an Energy Cost of 0, then it has a passive ability; meaning the ability is always in effect.

Outer-Cards:

Outer Cards are the only Monster-Parts that can be targeted. If a card has only one edge with stitches, then it is always an Outer Card. Otherwise if a card has an edge with stitches that isn't adjacent to another card, then the card is an Outer Card, too.

Cutting Limbs:

A chain of Monster Parts is a **limb**. Some cards have more than 2 edges with stitches, allowing for multiple limbs or the extension of a limb.

If a Monster-Part within a limb is destroyed (not at the end of a limb) then just remove the part and attach its previously adjacent Monster-Parts to each other through their stitches.

If there are more than 2 limbs stemming from the destroyed Monster-Part, then keep the limb that is attached to the Torso Card and choose one other limb to keep. Attach these 2 limbs together and place all the Monster-Parts of the remaining limbs in the Graveyard.

Graveyard:

Each player keeps a Graveyard pile near their Monster. The Graveyard is where destroyed Monster-Parts go. When you lose a Monster-Part, place it face-up on the top of the Graveyard Pile. Obviously, you don't have any Monster-Parts on the pile until your monster loses a Monster-Part, so you can place the first destroyed Monster-Part anywhere you want the Graveyard to be.