

Mad Monster Ring

GOAL

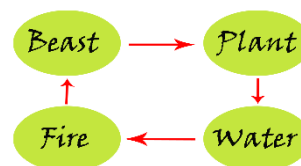
You are a mad scientist competing in a worldwide monster-fighting competition. Your job: to create the ultimate monsters to battle it out in a massive free-for-all arena. Players will have the chance to build two different monsters, and when both are killed, their creator is eliminated. The last player standing is the winner! (For 3-4 players)

SETUP

1. Divide each card type into their own piles and shuffle them.
 2. Each player draws two cards of each **slot** (head, body, limbs, accessory), which make up the player's hand. Players keep their hands hidden from other players.
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CARD INFO

1. There are FOUR TYPES OF CARDS that make up a monster:
 - a. **Body cards:** Contain a health value that represents both starting and max health (a monster can't gain health past its max health).
 - b. **Limbs cards:** The main attacking part.
 - c. **Head and Accessory cards:** Utility cards that can have various effects.
2. **Potion** cards are played from a player's hand and provide one-time utility effects.
3. **Elements:** Each monster part has its own element.
 - a. Each element has a weakness to another element. When an attack or ability deals damage to a monster, it deals 1 extra damage for each part that monster has that is weak to the element of the attack/ability.
 - b. Elemental Chart:
 - i. **BEAST** is strong against **PLANT**
 - ii. **PLANT** is strong against **WATER**
 - iii. **WATER** is strong against **FIRE**
 - iv. **FIRE** is strong against **BEAST**
4. Attacks, Active/Bonus/Passive/Reactive abilities.
 - a. During their turn, a player can use an attack **or** activate an active ability.
 - b. Additionally, they can activate a bonus ability.



- c. Passive abilities have a constant effect.
 - d. Reactive abilities occur in response to something. A reactive card's effects always occur immediately after the thing that triggered them.
 - 5. **Health:** When a monster is dealt damage, it loses that amount of health. When its health reaches zero, that monster dies.
 - a. If a monster's max health becomes lower than a monster's current health, its current health becomes its new max health.
 - b. If a monster somehow gets two bodies, its max health becomes the higher of the two.
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CREATING INITIAL MONSTERS

1. To create their monsters, each player chooses one card of a slot that they've not already chosen from their hand.
 2. Players then place their chosen cards face-up on the table and read them aloud to the other players.
 3. This continues until every player has placed a card of each slot.
 4. The placed cards make up each player's initial monster.
 5. After the initial monsters are created, each player draws an additional card of each slot.
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CREDITS

Each player is given 12 credits at the start of the game. These can be spent during monster creation or in the match to provide a beneficial effect. Credits can be spent on the following options:

- a. **2 Credits – Monster Part Vendor:** If there are still cards in the deck, the player may draw another monster part card of a slot of their choice.
 - b. **3 Credits – Potions Vendor:** If there are still cards in the deck, the player may draw a potion card.
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COMBAT

Optional method for deciding starting player using only provided materials. If players prefer to choose among themselves, roll a die, or use another method, they are free to do so.

- a. One person chooses a card and conceals it. They then list one slot type for each player in the round, one of which is the slot of the concealed card. Each player except for the one

who has concealed the card guesses one of the types. The concealed card is then revealed, and whoever guessed right gets to go first. If no one guessed right, the player who concealed the card goes first.

Spending Credits: At the start of their turns, players have the opportunity to spend their credits. They can use either of the options above, plus one additional option:

- a. **1 Credit – Transmutation:** The player may switch a part from their monster with another part in their hand of the same slot. Players can't switch a part with an empty slot.

Perform Game Actions: Then, players may use any attacks or abilities that they are able to.

End Turn: The player ends their turn and the player to the left begins their turn.

MONSTER DEATH

1. When a monster is killed, all its parts go to its creator's discard pile.
2. Any cards that were attached to the monster return to their original owners.
3. If it was the player's initial monster, that player may create a new monster using the parts in their hand (the monster must still have exactly one body, head, limbs, and accessory card).
4. The player is eliminated when their second monster dies.
5. If a monster dies while its creator is performing game actions and a new monster is created, players are still limited to one attack/active ability and one bonus ability per turn.

CARD RULINGS

1. **Rabies Affliction:** Rabies Affliction's effects apply if the card is a part of that monster or if the card is attached to that monster. If Rabies Affliction is a part of a monster and that monster is attacked, Rabies Affliction will attach itself to the attacking monster before it is considered for elemental damage or other effects.
2. **Assimilating Body:** Stolen parts are considered a part of the monster that stole them and go to that monster's discard pile if it dies.
3. **Interchangeable Parts:** You can't switch parts unless both monsters have a part of the chosen slot.
4. **Psychic Brain, Berserker Rage:** You lose the health before the attack occurs.
5. **Ignited Shell, Beartrap Ribcage, Sea Urchin Body, Self-Destruct Button:** Your monster takes the damage and potentially dies before the reactive ability occurs.

6. **Ten Tentacles, Bouquet of Heads:** If you have an additional attack, you can use two attacks or one attack and one active ability. If you have an additional ability activation, you can use two active abilities, one attack and one active ability, or two bonus abilities plus your normal attack/active ability.

GLOSSARY

Activate (an ability): Using an active or bonus ability is activating it.

Attach: Place the attached card next to the monster it's attached to. When a card is attached to another monster, it is not considered part of its original monster or the monster it's currently attached to.

Discard: Put discarded cards in your discard pile. They are no longer parts of your monster.

Effect: Everything an attack or ability does.

Gain Health: Increase your monster's health by the specified amount, up to its max health.

Reaction Damage: Damage dealt from a reactive ability.

Revive: Return all the parts that made up the monster to play as a new monster.

Slot: The four slots are body, head, accessory, and limbs.

Negate an ability: the ability would not occur

