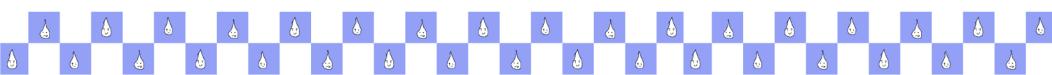


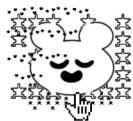
*Mario  
Super  
Metal  
Mons*



SUPER METAL MONS! PLAYER'S GUIDE ★♥

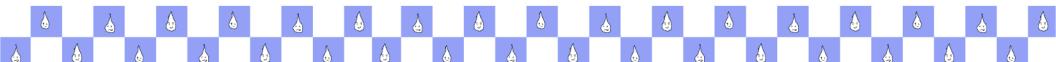
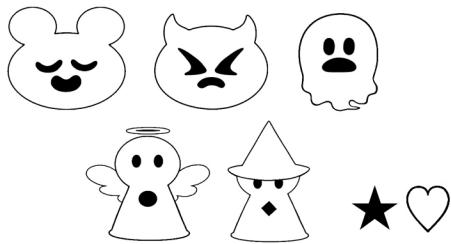






## [Super Metal Mons! player's guide](#)

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# Super Metal Mons!

rocks that fell from the clouds long ago.



These rocks were mined and within contained precious materials. And often these materials formed into incredible sculpted mini figures consisting of gems, metals, gum, rock and mana. Metal mons became very sought after for their unique forms and wonderful colors!

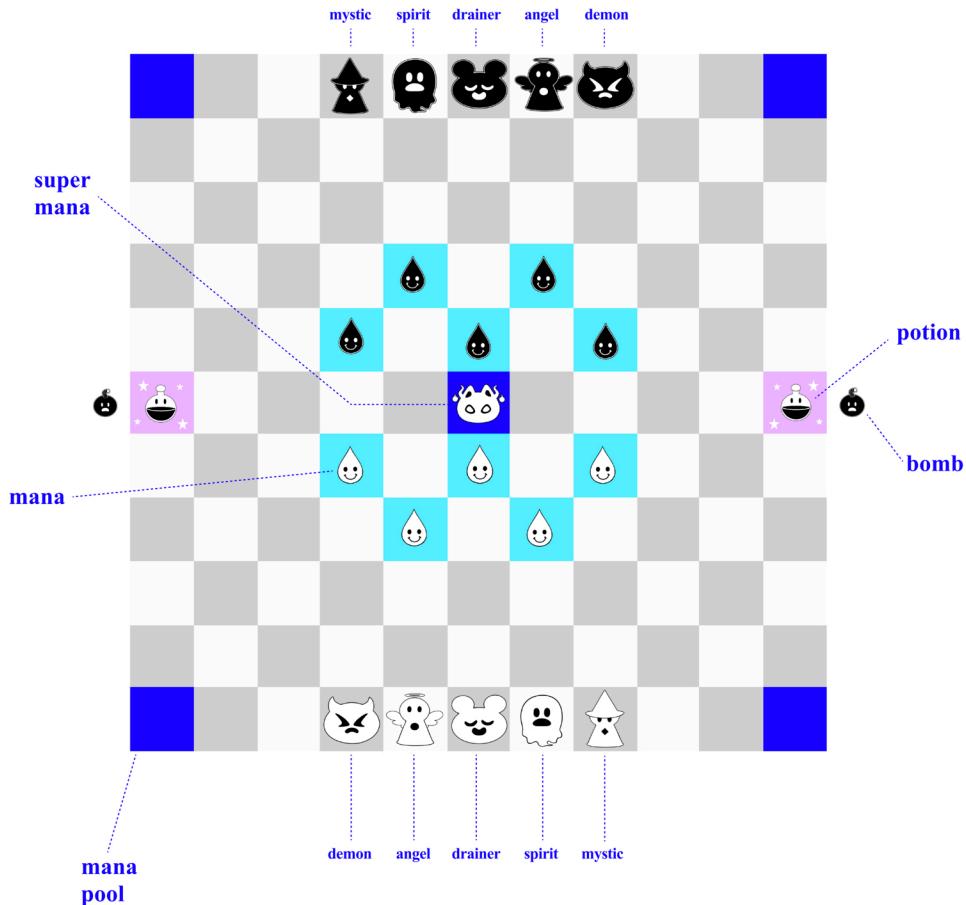




These mons were traded and battled between friends and were used in a strategy game created by mons nobles and art scholars. Each type of mon has a specific role to play in a party, and players would collect and curate them to make the most effective and/or aesthetically pleasing team.

## game setup

Each player starts with five unique mons: Drainer, Demon, Mystic, Angel, and Spirit, along with five mana pieces. The board also starts with a super mana piece in the center and a potion and bomb piece on each side.



## goal of the game

The aim is to be the first to score five mana points. These points can be earned by moving your mana pieces into any of the four mana pools at the corners of the board. Each regular mana piece scored earns you one point, while scoring the super mana piece and your opponent's mana are each worth two points.

## game flow

In the app/digital game the player that starts with the white pieces will go first, while in the physical game the two players will determine who will go first by random with either rolling a dice or playing rock, paper, scissors.

On your turn, you can:

- 👉 Move your mons up to a total of five spaces.
- ⭐ Activate one action ability (passive abilities do not apply).
- 💧 Move one of your mana pieces by one space.

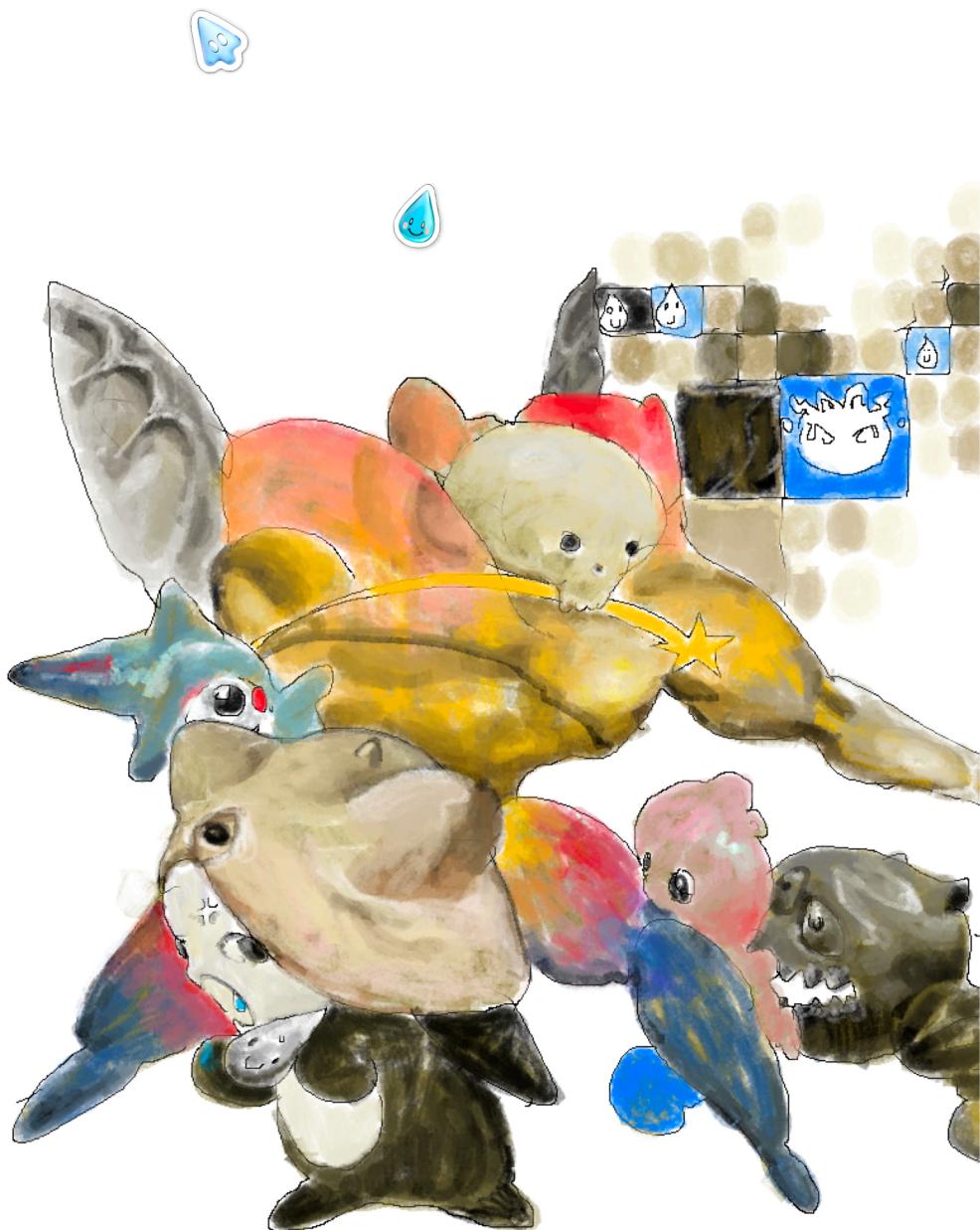
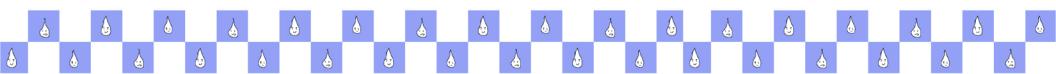
### **Using your one mana move concludes your turn.**

However, on the first player's first turn, they can only move their mons.

## abilities

In base set 1 mons have two types of abilities.

- ⭐ Action ability: an ability you must activate by using your one action ability per turn or using a potion. Some action abilities can faint an opponent player's mon. In this case the fainted mon is placed on its spawn point sideways or laying down and cannot be used on the ensuing turn.
- Passive ability: an ability that is applied without the use of your one action ability per turn and can always be in use/effect as long as the mon is not fainted.

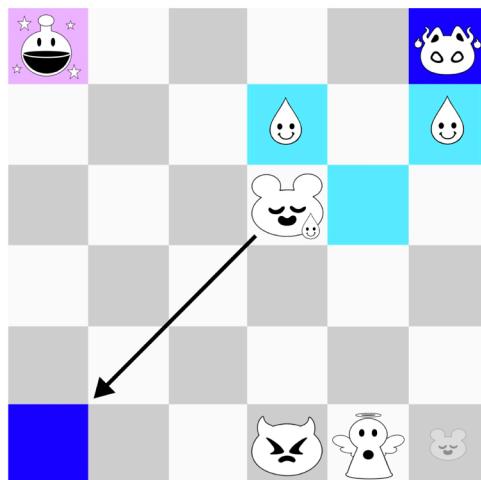






### drainer

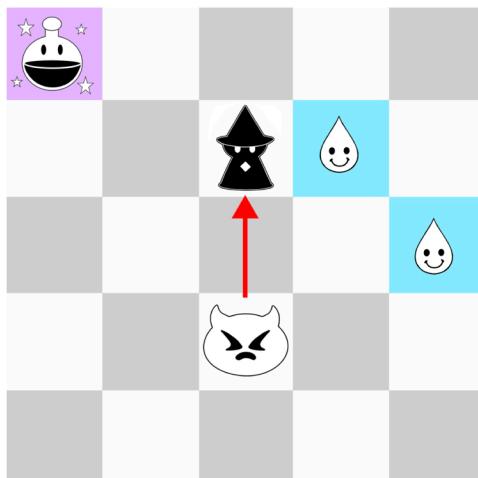
Passive ability to pick up and carry any mana on the board including your opponent's. Drainers can land on the same space as a mana piece and occupy that space “carrying it”. As your drainer moves spaces, the mana moves with it. Once the drainer brings it to a mana pool (primary blue squares in corners) and lands on it, the mana is immediately collected and counts towards your 5 mana goal.





### demon

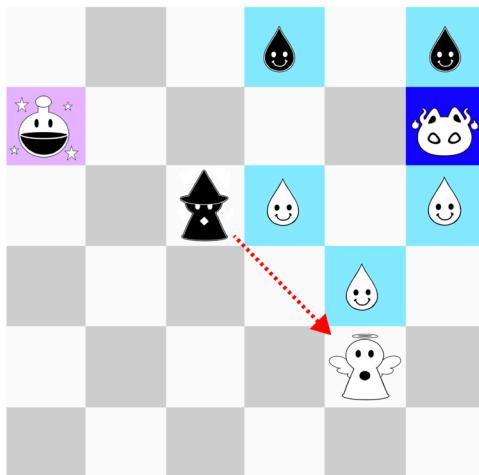
⭐ Action ability to move exactly 2 spaces in a straight line horizontally or vertically to faint another mon. In this case the demon takes place of the fainted mon. It cannot jump over another piece using this ability. Also if your demon faints a drainer holding a mana or a mon on its spawn point, the demon must move 1 space as to not occupy the same space as the mana or the spawn point (this does not count as a move just as your action ability for the turn).





### mystic

★ Action ability to shoot diagonally exactly 2 spaces to faint another mon. It can also shoot over other pieces.





### angel

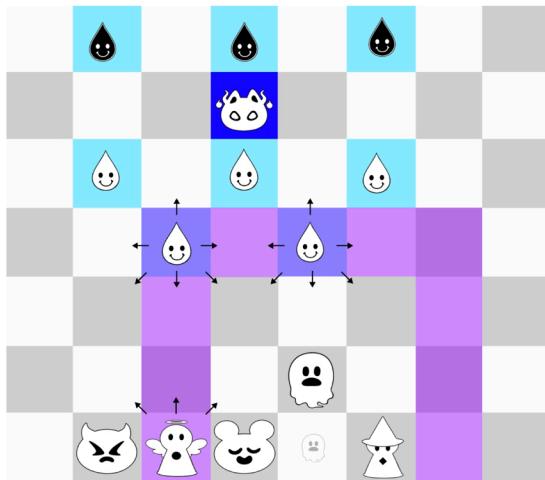
Passive ability to protect any mon 1 space around it from demon and mystic action abilities.





### spirit

★ Action ability to move any piece that is 2 spaces away 1 space including mana and your opponents pieces.

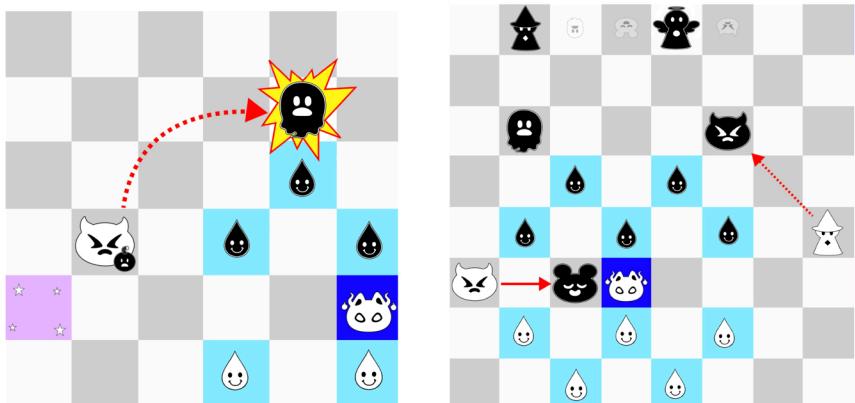




### potion/bomb

In the game, there is a special item space. The items in base set 1 are a bomb and a potion. When your mon lands on a special item space, you can choose which one to take:

- Bomb: Any mon can pick up and throw the bomb up to three spaces away in any direction. The bomb faints the targeted mon. In the case of a demon attacking a mon holding a bomb, the demon is also fainted.
- Potion: The potion grants a one-time use that allows an extra action ability on your turn. The potion can be collected and saved to use at any time on your turn and can be held for several turns.



### additional rules

- Each space can only be occupied by one mon.
- Mon spawn points can only be occupied by the mons assigned to them.
- Mons can be fainted while on their spawn point.
- Mons cannot perform action abilities from their spawn point.
- Only a drainer can share a space with a mana piece and it can carry only one item at a time.
- Mana cannot be scored if the mana pool space is occupied.
- If a drainer faints while holding the super mana, the super mana is then returned to the middle space. But if it is holding a regular mana piece, the mana remains on that same space.
- The central space of the board is exclusively reserved for the super mana and can only be accessed by the drainer, which is capable of moving onto it to pick it up.
- A drainer cannot drop a mana it is carrying but can jump from one mana to another by dropping the piece it's holding and moving a space to pick up another including the super mana.
- A drainer carrying a mana can pick up a potion but not a bomb.



♡Super Metal Mons base set 1 kit!!★

mons vary per kit with 25 obtainable mons. Find them all and look for rare glaze and metal variations!



Packs of mons available soon!!!!



### contents

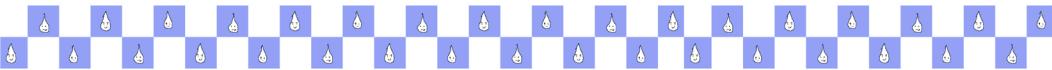
- 2 mons of each typing (packed randomly)
- 10 mana metal pieces
- 1 super mana
- 2 potions and 2 bombs
- cloth playmat
- redeemable certificate of authenticity nft



\*photos for reference purposes only  
these specific mons may not be included\*



\*glazes and colors may vary\*



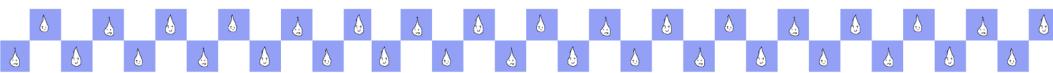
★ illustrations by pangchiucowboy ♡

♡ mons app by 0xkek.eth ★

★ special thanks to turtle, zack, kory, brady,

mandy, akua, nicole and robbie! ♡





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