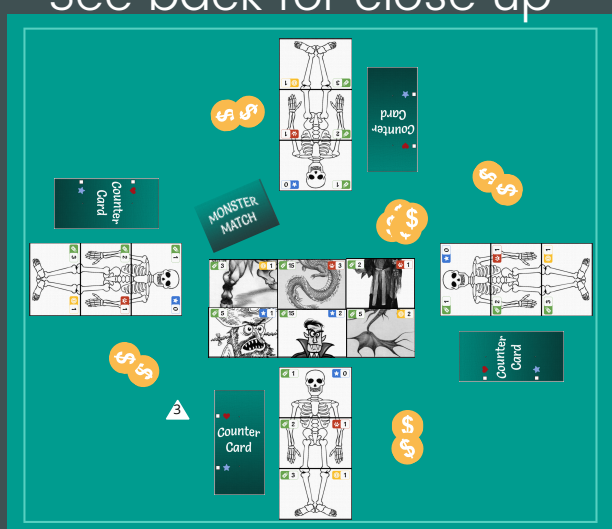


MONSTER MATCH RULES



Quick-start for Monster Match

See back for close up



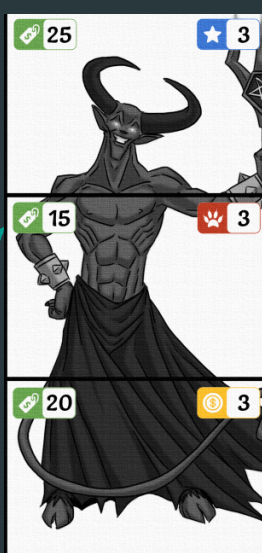
Step 1

Give each player:

- A skeleton: head, body, and legs
- 2 Coins (poker chips)
- 1 Counter Card
- Turn Counter: set heart to 12 and star to 0

Card Use

Cost of Card
Buy with coins



Gain Stars

Attack
Opponent Loses Hearts

Earn Coins

Play

- Roll the Die
- Number on Die is how many cards you can use
- You may use one card multiple times
- Use a card to: Gain Stars - Attack - Earn Coins
- After playing cards, you may buy new cards from table
- Replace card bought on the table from the deck
- Player loses if they have 0 hearts



To Win



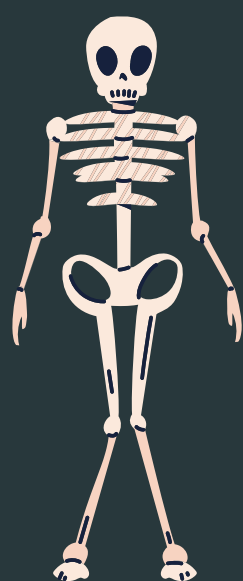
Gain 20 stars
OR



Be the last one standing

Change Cards Rule

- Don't like the cards Displayed?
During your turn, pay 3 coins to replace 1 row of cards on the table with cards from the deck.

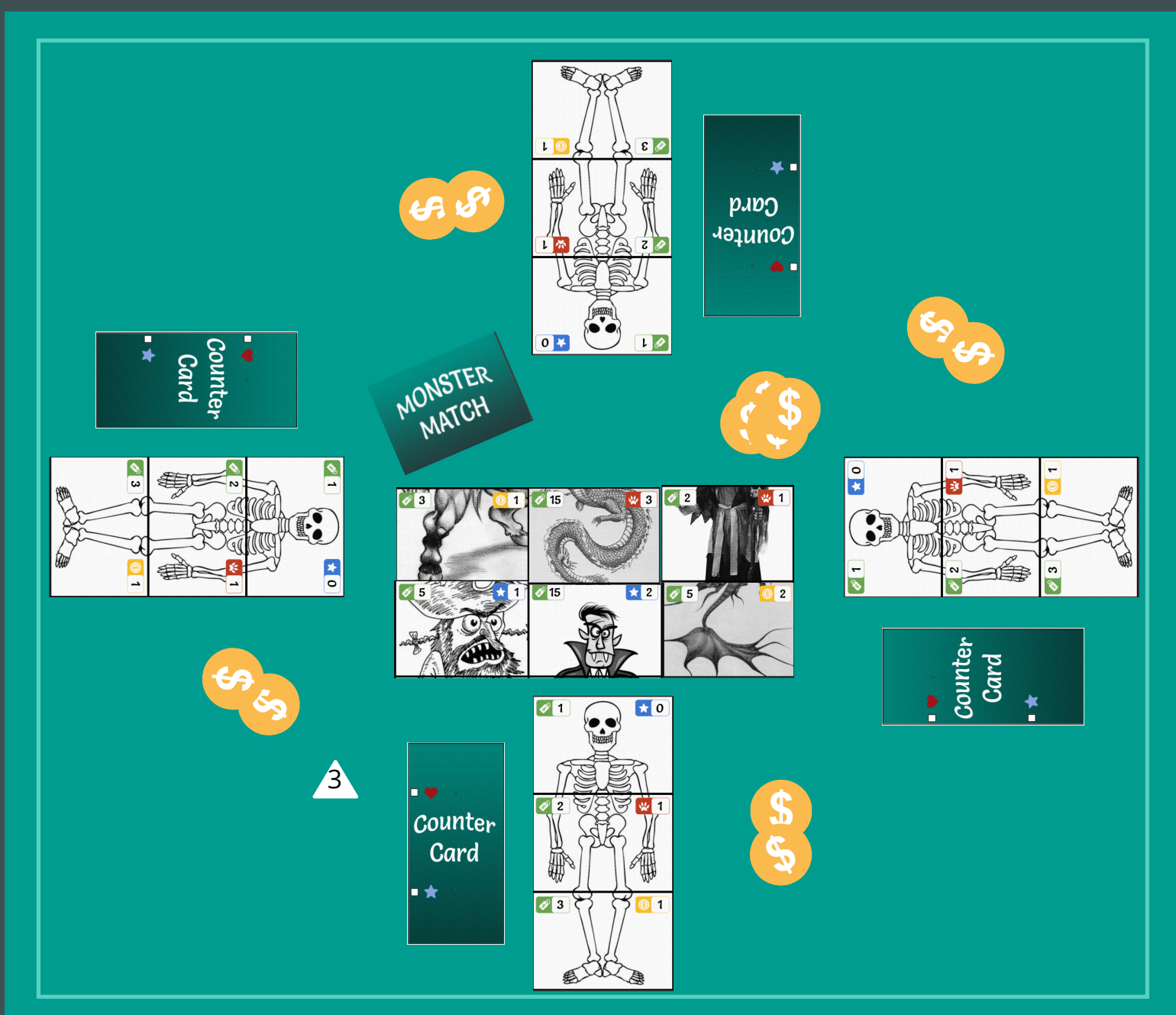


MONSTER MATCH RULES



More Info

Game Setup



The Details

- Shuffle Monster Match cards deck before starting
- After buying a new card, put the old card back in the deck. If its a skeleton, discard it.
- Leg cards allow you to gain coins
- Head cards allow you to gain stars
- Core cards allow you to attack other monsters.
- You can attack anyone, and they lose the number of hearts you attack them for.

Cards Store

- The middle of the table is the store
- The store consists of 6 cards from the deck
- Replace cards bought by cards from the deck
- Players may change a row of the store with 3 coins