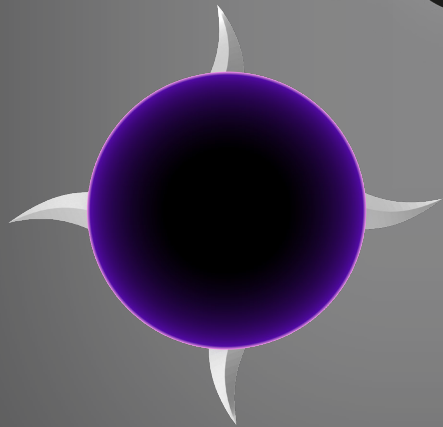
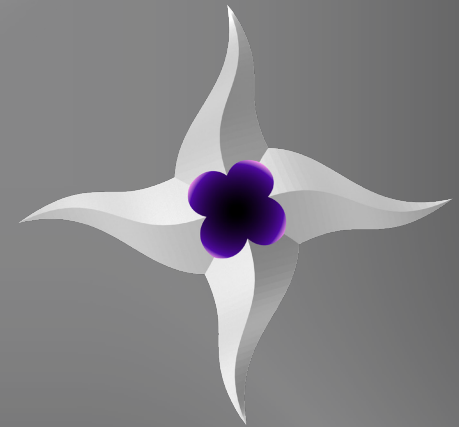


Chess MONSTERS



Rulebook V003



Illustrations and Game Design by Laslo Hohenwald

The Arena

In Chessmonsters 2 players choose their team of monsters, combine their unique traits and command them wisely in the arena to KO the opponents monsters. Each KO you achieve earns you a lootcard with a powerful effect that you can use to tweak the game in your favor.

Monstercare card



Trash card



Victory card black



Victory card white



The arena consists of 36 fieldmarkers that are placed in a 6x6 tile.



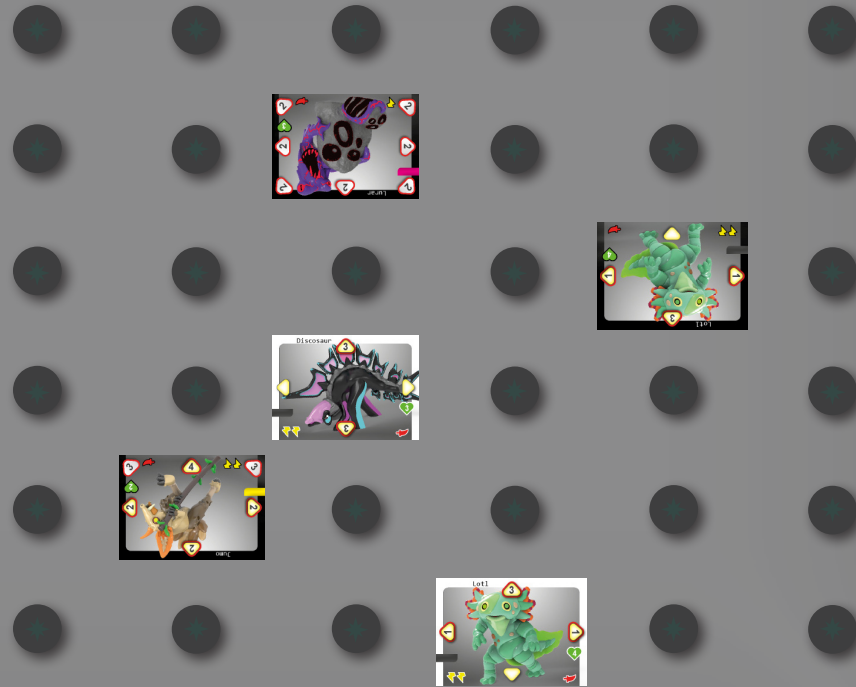
The fieldmarker marks the location a monster can enter the arena to or move to during the game.

PLAYER BLACK

Ability cards of the black monstercards in the arena.



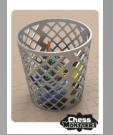
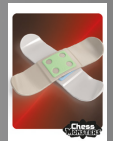
The Arena



Ability cards of the white monstercards in the arena.

PLAYER WHITE

place your 20x Hitpoints here



The Monstercard

The monster card gives information about the directions a monster can move and attack to, how much health, power and energy it has and which ability types it can use.

Shows all possible attack and movement directions and the accuracy of an attack in this direction.

Move: Before a movement the monster has to use 1 energy: It can move now for 1 field in the chosen Direction. Fields that already have a monster on them are blocked fields. Monsters can not move over blocked fields.

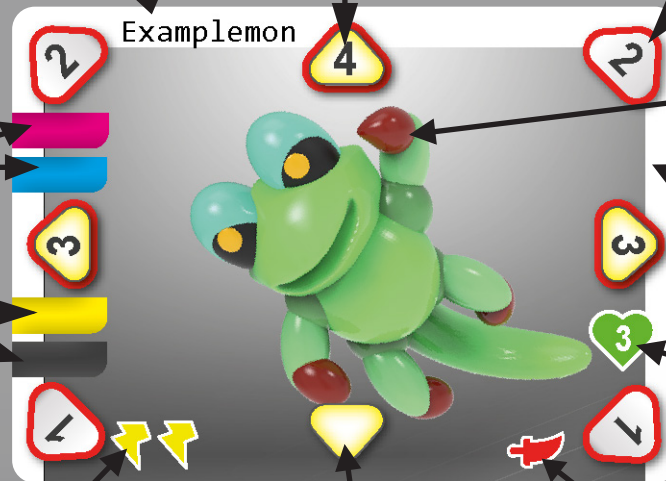
Attack: Before an attack, the monster has to pay 1 energy: Attack an enemy monster that is in contact with 1 of your possible attack directions, the attacker is now exhausted. A monster that is exhausted can not perform any further actions but can be attacked. In contact meaning that there is no field between attacker and its target.

Accuracy. The number tells you the accuracy value for an attack in this direction. Each time you attack, you need to roll a D6. For an attack to be successful the dice roll needs to match or be lower as the number on the attack direction. Rolling a 6 is always a successful attack regardless of the accuracy value! (if a monster would attack in this direction its accuracy value is 4, its attack would be successful if the dice roll result is 1,2,3,4 or 6).

Abilities: These symbols show the type of the ability the monster has. You will find the specifics of the abilities on the monster's ability card.



The Name of the Monster.



Only Attack: The monster can not move in this direction, it can only attack.

The Picture of the Monster. Because you can take each monster 2 times in your team there are 2 versions of every monstercard with different colors to differentiate them.

The white border tells you that this monstercard belongs to the white player. A black border tells you that the card belongs to the black player.

Health: If a monster takes hits equal to the amount of the monster's health points during a single or a team attack, the monster is KO. Take a monster that is KO out of the arena onto the monstercard.

Energy: A monster uses energy for different interactions. If a monster uses up all energy rotate the card for 30 degrees (or put a black marker on it) to show that it is exhausted. If during the turn of a monster, that monster does not use up all of its energy, it recovers all used energy at the end of its turn. An exhausted monster can not perform any interactions.

Only Move: The monster can not attack in this direction, it can only move.

Power: Tells you the amount of hits a monster can inflict with a successful attack. Excess Hits of an attack reduce hitpoints as well.

The Monsters Abilitycard

Every monster consists of a monster card and a ability card. If a monster enters the arena its ability card has to be placed face up next to the arena. If a monster is KO the ability card has to be placed on the trash card.

Action Abilities


A action ability can only be used during the monsters turn and if the monster has enough energy left to perform it.

If you want Jumo to perform its action ability Pole Jump, it needs to use up 1 energy.

Jumo

Pole Jump Action

👉: Jumo moves for up to 3 fields in attack direction, ignore blocked fields for this movement, roll a D6, on 1 white takes 2 hits, on 2 white takes 1 hit.




Passive Abilities

Passive abilities are always triggered if the condition mentioned in the effect text are met, if there is no condition mentioned it is always active.

Lotl

Regrowth Passive

Hits that Lotl receive do not reduce whites hitpoints.




Reserve Abilities

A Reserve Ability can only be used while the monster is in reserve. All monsters that are on your hand are in reserve.

Sword Ling

Parasitic Sword Reserve

When Sword Ling enters the arena put a Parasitic Sword marker on it.




Interrupt Abilities

When a interrupt ability is used, the effect of the ability resolves directly. The previous interaction is paused and is resolved after the interrupt effect. If the paused interaction is not possible anymore the owner of that monster can choose to do a different interaction instead if possible. Interrupt effects do not use up a monsters turn and can also be activated during the opponents turn.

Worbin

Sandtrap Interrupt

As long as Worbin is in reserve: If a black monster starts a movement that movement is denied, place Worbin on a field in that monsters movement direction, the monster and worbin are both exhausted.



1. Preparation of the Game

Both players sit in front of each other and decide who plays white and who black. Both players each pick secretly 6 monstercards with matching ability cards and 8 Lootcards of their color. Place the 36 fieldmarkers on the table between both players, this is going to be the arena. Both Players place their own and opponents victorycard, their own trash and monstercare cards to the right of the arena. Each player shuffles and places its 8 loot cards face down on its victory card and takes 2 of them onto the hand. Each player places 20 hitpointmarker onto the second enemys victorycard. Both players roll a dice. The player that rolled the higher number starts the first turn.

2. A Players Turn

The player chooses between **Summon** and **Interact**, In the first turn of the game the player has to choose **Summon**.

Summon: Place a Monster card on a fieldmarker within a range of 2 markers starting closest to the player that is on its turn. Your turn ends. If a turn ends the turn of the opponent player starts.

Interact: Choose 1 of your monsters it can use its energy for interactions like movement, abilities or attacks. The monster can perform 1 or more of these Interactions in its turn. If a turn ends the turn of the opponent player starts.

Possible interactions the chosen monster can perform in a turn:

Move: Use 1 ⚡: move for 1 field in movement direction, may repeat until exhausted.

Single Attack: Use 1 ⚡: attack a monster in attack range, the monster is now exhausted.

Team Attack: Use 1 ⚡: attack a monster in attack range, all of your active monsters that could attack the target as well, may do so, exhaust all attacking monsters.

Ability: use a ability.

Wait: The monster uses all energy, it is now exhausted.

3. Recovery

After the first player manages to exhaust all of its monsters that players opponent has 1 last turn. After that turn, the recovery happens: All monsters are no longer exhausted, rotate them for 30 degrees back (or collect all black marker from the cards) to show that they are active again. The player that exhausted all of its monsters at first before the recovery, has the first turn after the recovery.

Victory

KO:

The player that draws its last Lootcard wins the game..

Hitpoints:

Everytime a players monster or the player itself takes a hit, that player takes 1 hitpointcard from the stack and removes it from the game. If the Victory Card of a player is revealed (after 20 hits) that player wins the game.

No monster in the Arena:

After both players spawned their first monster: if your opponent has no monsters in the arena you win the game.

Loot cards

For every monster a player KO's, that player draws 1 loot card onto its hand. Loot cards that a player has on its hand can be used during the game. After the effect of a lootcard has been used, place the card onto the trash card.

Sniper Glasses



Interrupt

Choose 1 white monster, it gains +1 accuracy for its next attack.

A lootcard that has the interrupt tag can be used at any time during the game, it follows the rules of the interrupt abilities.

Magic Mirror



Action

Use the effect of 1 action ability in the arena as this card's effect.

A lootcard that has the action tag can be used by a monster during its turn after the monster used up the required energy cost.

Marker cards

Marker cards are attached to a monster's ability card. If a monster with an attached marker is KO'd, the marker card has to be placed on the trash card.

Parasitic Sword marker

The owner of this marker gains:

Parasitic Sword *Passive*

+1 and -2 accuracy.

Change host *Action*

: Move the Parasitic Sword marker onto a monster in attack reach.



Some Tips

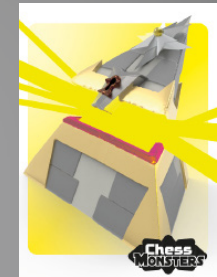
- Try to exhaust your monsters before your opponent does to get the first turn after the recovery.
- Try to do a Team Attack as often as possible.
- Use your Lootcards.

Other cards

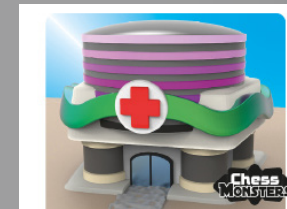
Blacks Victorycard



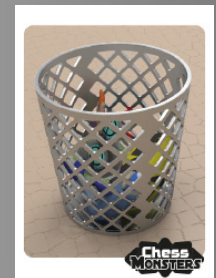
Whites Victorycard



Whites Monstercarecard



Whites trashcard



Whites Hitpointcard

