

BALLERINA EAGLE



DOCTOR DOLL



BULLS EYE



CROCO PANDA



ICICLE SANTA



COW BULB



# THE RULES

**PLAYERS** 2 - 8

**CONTENTS**

200 characters cards  
(100 TOPS + 100 BOTTOMS),  
24 action cards.



**SETUP** The deck is properly shuffled. Each player is dealt with 10 cards to the hands, the rest cards stay on the table as a 'BANK' pile. Each player dedicates space on the table for his army of creatures and for a pile of victory points.

**BASICALLY**, You combine TOP + BOTTOM character cards to create strong creatures to win fights against other players creatures. You get one point after winning a battle. First, who collects six points - wins!

**UNICORN KNIGHT**



10000 Creatures inside. Choose Yours! Choose wisely... 100\*100=10000 😊

All creatures have unique names and set of powers in categories of:

-  Magic
-  Creepiness
-  Cuteness
-  Aggressiveness
-  Speed

Maximum value per category 6, minimum 0.

**HOW IT WORKS**

After the game is set up each player creates an army of creatures out of his hand cards and places them in front of him, face down, BOTTOM card closer to the player, TOP card above the bottom card. As many as a player wants - 0 included. A maximum number of creatures in the army per player is 6 at any game moment. When all players finish the initial building of an army, the game starts - all players make moves in turns clockwise. The youngest player starts.

**MOVE TYPES**

- **Take a card from the BANK.** OR put 4 cards out of your hand to RETIREMENT pile and take 4 cards from the BANK.
- **Create a creature** for your army using cards in your hands. OR if any player has no creatures in the army on the table, you can create one out of your hand cards and place it into the 'empty' players army.
- **Attack** any opponent's creature with yours. The fight goes like this: PREGNANT FAIRY vs SKIRTED KANGAROO

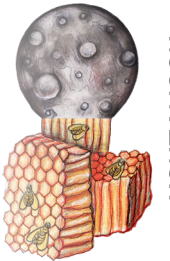
PICKLE ALIEN



UNICORN RAINBOW



HONEY MOON



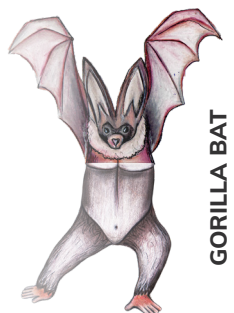
SHARK DOG



SPIDER PRINCESS



GORILLA BAT



BALLERINA STAR



GHOST BALL

you count and compare how strong creatures are in each category of power (best of five).

Magic 6 vs 3; Creepiness 5 vs 4; Cuteness 5 vs 4; Agressiness 1 vs 5; Speed 3 VS 3

PREGNANT FAIRY is an overall winner by winning 3, losing 1, drawing 1 category. The winner creature cards go into the RETIREMENT pile. Winner player takes both cards of the lost creature and puts one into victory points pile and another to hand cards without showing the opponents which goes where. In case of a DRAW, both creatures go back to original armies and stay there face up, no one gets the point.

- **Use an action card.** Show it and perform a described action. After the move, action card goes to RETIREMENT pile (except the 'victory point' card)

BURGER HEAD



SHOE SAM

LIBERTY TIME



VICTORY POINT. put it to the pile of victory points.



STEAL 2x. Steal two cards from any opponent hand cards (you can steal one card each from different opponents).

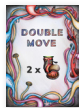


SWAP. You can swap one card from your hands with any opponent's creature cards - top card with the top or bottom with the bottom. This is the way a creature is mutated usually to a weaker one. 😊

MERMAID BEE



REVEAL 2x. You can turn any two creatures on the table face up, and they stay that way (either opponent's, either yours).



DOUBLE MOVE. Right away make two moves in a row. (only one 'Double move' action card can be used per turn).



SHIELD. Once you are attacked, you can avoid the fight by using 'Shield' action card. In this case, the attacker creature goes back to its original army staying face up.

ICICLE MUFFINS



THREESOME. Using one of your creatures, you can attack any two opponent creatures on the table at once. Each creature fights the other two in separate duels. For a win, the creature gets 1 point, for a draw 0,5, for a lose 0.

For example: SPIDER DNA vs BALLERINA ZAURUS vs YOGA VIKING



- SPIDER DNA gets 1,5 points (win against YOGA VIKING, draw with BALLERINA ZAURUS)
- BALLERINA ZAURUS gets 1,5 points (win against YOGA VIKING, draw with SPIDER DNA)

COW HELMET



FINAL MOJI

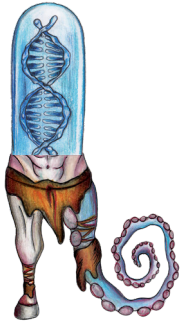


CAPTAIN CLOPS



CHICKEN PHOENIX

MUTANT DNA



- YOGA VIKING gets 0 points (lost both to BALLERINA ZAURUS and SPIDER DNA).

There are three possible outcomes of a THREESOME fight:

- **Clear winner creature** (2 vs 1 vs 0 **or** 2 vs 0,5 vs 0,5 **or** 1,5 vs 1 vs 0,5). Winner takes both lost creatures cards, keeps two in hand, puts two in winning points pile without showing the opponents what goes where. Winner creature goes to RETIREMENT pile.
- **two winners, one loser** (1,5 vs 1,5 vs 0) two winner players take one card each from the lost creature and put it to their winning points pile. Winner creatures go back to their original army positions and stay face up.
- **three-way draw** (1 vs 1 vs 1) All creatures go back to their original army positions and stay face up. Nobody gets the points.

#### ADDITIONALLY

- Only the owner can turn his creature face up before a fight, doesn't matter if a player is an attacker or a defender.
- Player can always peek into his faced down army creatures.
- If the BANK pile is fully used, just shuffle the RETIREMENT pile and use it as a bank( very rare occasion 😊)

OGRE FAIRY



#### TEAM PLAY MODE

This game type is a lot more versatile, intense and emotional - it is a massacre 😊 . Recommended when players understand how to play a standard individual play mode described above. The game is played exactly the same as individual mode except for these additional rules:

- Only an opponent team creature can be attacked.
- possible team combinations: 2 vs 2 **or** 2 vs 2 vs 2 **or** 2 vs 2 vs 2 vs 2 **or** 3 vs 3 **or** 4 vs 4!
- First team to collect 12 points wins.
- Team members cannot sit next to each other but instead be at the opposite side of the table - you get it 😊

**HAVE FUN!!!**

SKIRTED KANGAROO



WASP EGG



CHICKEN HAIR



DISCO SHRMP