

## Concepts

The Meytamons are mysterious and powerful creatures. It is said that they have arrived on Earth on a meteorite that collided with Earth millions of years ago. What ended the reign of the dinosaurs would have started the era of the Meytamons! Although we have been around them since the beginning of time, they still hold many secrets to us. In their benevolence, the Meytamons have always remained close to us and with their combative spirit, the duels of Meytamons have become the preferred activity to practice with their trainers friends. The relationship between a Meytamon and his trainer is very powerful and allows to grow and learn many things. Take part in this duel and find out who will be the great winner!!

## Goal

Get all Meytamons of your opponents knocked out. A Meytamon is K.O. when it has no more health points.

## Contents

- 4 Meytamon cards
- 4 Health Points cards
- 44 attack cards
- 8 colour cubes
- 36 effect cards

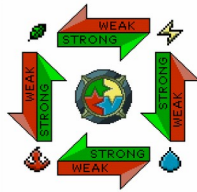
## Type of card

There are 4 types of Meytamons creatures, Water, Fire, Leaf and Electricity.



Each of these types has a strength and a weakness over another type:

- The **Water** type is strong against the **Fire** type, but weak against the **Electric** type.
- The **Fire** type is strong against the **Leaf** type, but weak against the **Water** type.
- The **Leaf** type is strong against **Electric** type but weak against **Fire** type.
- The **Electric** type is strong against the **Water** type, but weak against the **Leaf** type.



Attack cards have two possible sides, representing strengths and weaknesses, as well as the number of health points lost. If a leaf attack is thrown against a leaf or water Meytamon, it inflicts regular damage. But if it is thrown against an Electric or Fire Meytamon, the card is used upside down and the reduced or amplified damage is inflicted depending on the type.

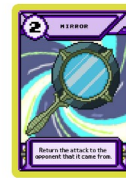
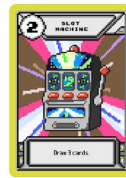


The effect cards have 3 colors.

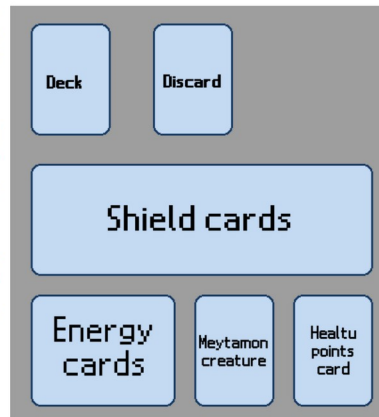
The grey cards are played during your turn and are then put in the discard pile.

The orange cards, the **Shields**, are played during your turn and they are placed in the shields zone.

Purple **Mirrors**, are played during your opponent's turn and are put in the discard pile.



## Zones



The deck: It is placed in the centre of the table and shared by all players.

The discard pile: All players put their cards after the effect is executed.

Shield cards: Once played, put your **Shield** in this area.

The Energy cards: Accumulate your energy cards in this area.

Meytamon creature and Health Points Card: Area where to place these respective cards.

## How to play

The youngest player starts. Each player chooses his Meytamon creature, the Health points card and 2 corresponding cubes. Place your Meytamon, Health points card and place a cube on the number 20. Shuffle the deck and each player is dealt seven cards. The game can begin!

## Parts of a turn

- 1) Initialize your energy cards.
- 2) Draw a card.
- 3) Convert a card from your hand into energy (optional).
- 4) Play a card (optional), your turn is over.

## Actions during your turn

### 1) Initialize your energy cards.

All energy cards used in the previous turn must be untapped and available.

### 2) Draw a card.

Draw a card. If there are no more cards in the deck, shuffle the discard pile and place it as a deck.

3) **Convert a card from your hand into energy (optional).** You can, if you wish, choose a card from your hand and place it face down in the energy zone. Each card in this area has a

### 4) Play a card (optional), your turn is over.

You can play a card from your hand. Each card has an energy cost that must be paid in order to play it. Energies can only be used once per turn. Turn the used energy cards to the side to track their use.



If you don't have enough energy cards available at this turn, don't panic, you can use an **Hypercharge** card to get 3 extra energies and one more action during that turn!

## Evolve your Meytamon!

Evolving your Meytamon will allow you to unlock the ability to play 2 cards per turn, each attack of the same type of your Meytamon costs 1 less energy to play and gain 5 extra health points. There are 2 different ways to evolve your Meytamon.

- 1) Fill the Ultracapacitor. Each time you play an attack of the same type as your Meytamon, move the marker on its card. When you throw the forth attack, evolve your Meytamon!
- 2) Play a **Meyta Stone** card and evolve your Meytamon on the spot!



## Actions during your opponent's turn

The **Mirror** is the only card that can be played during your opponent's turn. However, you must have spared enough energy from your previous turn to be able to pay the cost! Pay attention to your opponent's remaining energies... they may have a little surprise in store for you!

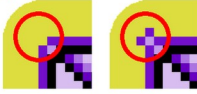


## Advanced game modes

When you are familiar with the basic game mode, you will find several other ways to play, some offering a more competitive level.

### How to split the deck in 2

Some game modes require splitting the deck into 2 equal parts. To do this, separate the cards into two piles using the separation marker. There are 2 types of borders on the cards. Make a pile for each marker.



### 1 vs 1 Mode

Split the cards into 2 piles. Each player has their own 40-card deck. In addition to the basic rules, if a player runs out of cards in his deck, he loses the game.

For players who want an extra challenge, spread the cards out on the table and in turn, each player chooses one. This will allow you to choose each of your 40 cards, but watch out for the cards you leave to your opponent!

### Competitive Mode 1 vs 1

2 copies of the Meytamon game are needed, as each player has to build a custom deck. This deck must contain 40 cards that are selected from the 80 cards in a game. All combinations are allowed. And as in the 1 vs 1 mode, if a player runs out of his deck, he loses the game.

### Solo Mode Gotta Draw 'em All How to win

The 4 Meytamons are mixed in the deck. You must find the 4 Meytamons, put them on the table, have them evolved and equipped with their respective shields before you have accumulated the 4 **Prepare for trouble** cards, otherwise you lose the game.

### Zones

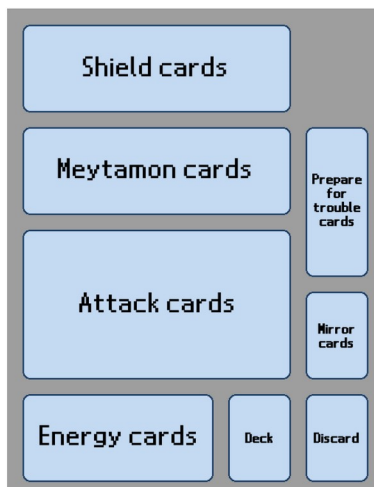
The Deck: The deck area.

The discard pile: pile where you put your cards after it is played.

Shield cards: Once played, put your shields in this area.

The Energy cards: Accumulate your energy cards in this area.

Meytamon creature: Area is where place the Meytamon cards.



Prepare for trouble and Mirror cards : Make separate piles for those two cards types.

### Specific action cards

Some cards have a different effect than the one described on the card in the Gotta Draw 'em All mode.



**Mirror:** This card blocks a **Prepare for trouble** card. If you draw a **Prepare for trouble** and you have a **Mirror** in your hand and enough energy to play it, put the **Prepare for trouble** back into the deck, then shuffle it. The **Mirror** is then placed in the **Mirror** area.

**Prepare for trouble:** As soon as you draw this card, one of the following 2 effects must be executed.

1- Play a **Mirror** to counter the **Prepare for trouble**.  
2- Put the **Prepare for trouble** card in the **Prepare for trouble** area. If you have reached 4 **Prepare for trouble** in the area, you have lost the game. Otherwise, mix your hand in the deck and draw 7 cards. If you have a **Prepare for trouble** card in your hand, put it aside and draw again until you have 7 cards. Put the **Prepare for trouble** cards back into the deck and shuffle it.



**Energy Drainage:** As soon as you draw this card, mix your energy cards up side down, choose one randomly and put it back in the deck, then shuffle it.

### Parts of a turn

Draw 7 cards at the beginning of the game.

- 1) Draw a card.
- 2) Convert a card from your hand to energy (optional): Choose a card from your hand and put it face down in the energy cards area.
- 3) Perform one of the following actions:
  - Put a Meytamon creature on the table.
  - Play an effect card.
  - Play an attack card to accumulate one of the 4 distinct attack cards (-1,-2,-3,-4) of the same colour. Cards must be put on the table in order from -1 to -4.

Accumulating an attack card of each damage of the same type allows you to perform one of the following 2 actions:

- Look in the deck for the Meytamon creature or the **Shield** card of the same type and put it in your hand. Shuffle the deck.
- Evolve the Meytamon creature of the same type.



Watch out! You can only accumulate one serie of each type per game, so you will only have the option to perform one of these actions per type, per game, so make sure you make the right choice!



### Credit

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