

# Monquest

Trading Card Game



# Monquest Rules

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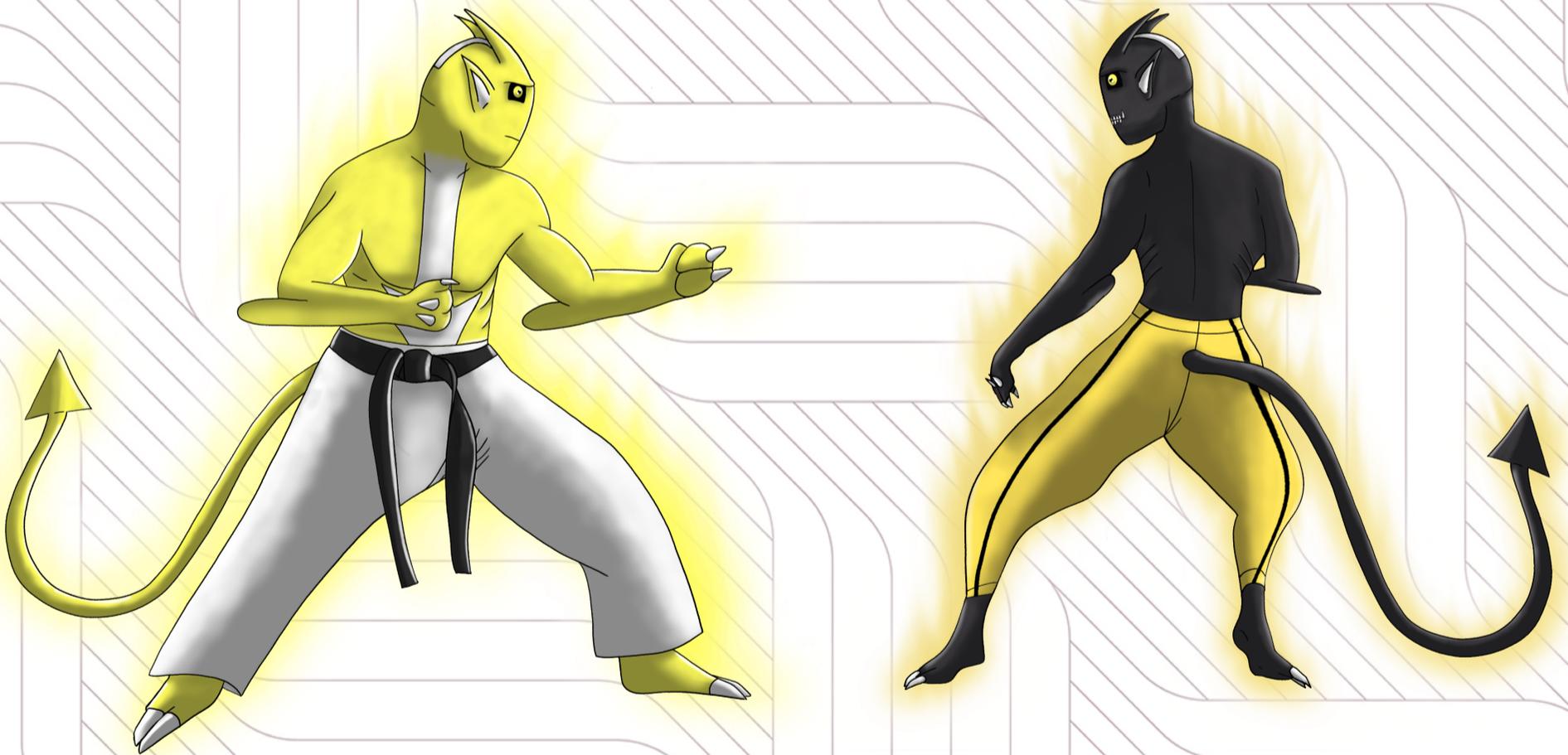


# Introduction

## How to win

### How to Win

In Monquest TCG, players engage in battles between their respective mons. The objective is to reduce the opponent's battle points to zero, with the first player to achieve this goal declared the winner. Additionally, a player wins if their opponent is unable to draw any more cards from their deck.



# Game Overview

## Brief history of Monquest

Monquest is a trading card game that draws inspiration from turn-based RPG games. Its battle mechanics are heavily influenced by popular RPG video games such as Final Fantasy, Dragon Quest, Persona, and Shin Megami Tensei. The game's creator, Lazarus, was inspired to create Monquest as a child while playing other trading card games like Yu-Gi-Oh! and Pokémon.

Initially started as a hobby, Lazarus eventually developed the game's battle mechanics and created a rich lore and story that set Monquest apart from other trading card games. His vision was to challenge players to approach battles more strategically, making them more akin to a turn-based RPG rather than just a simple card game.

With a creative imagination and a passion for drawing, Lazarus developed Monquest into a game with deep lore and unique mechanics. The game has evolved over time, from the battle mechanics and card abilities to the overall look and feel of the cards.

Today, Monquest offers players an immersive experience unlike any other trading card game. With its rich story, challenging battles, and unique mechanics, it promises to be a thrilling adventure for anyone who dares to take it on.

Monquest is a turn-based RPG-style trading card game. Players take actions only during their own turn unless a card explicitly states otherwise.



## Brief overview of gameplay

Monquest is a turn-based trading card game that combines elements of RPGs and strategy games. In each game, players use mons to battle each other, aiming to reduce their opponent's mons' HP to zero and take away their opponents' battle points. Battle points represent a player's life, separate from their mons' HP, and each player starts with 1000 battle points at the beginning of the game. Losing all battle points results in defeat.

During battles, players can utilize item cards to deal damage to their opponent's battle points or mons' HP, as well as to heal their own attribute pools or HP. Items also play a role in removing status effects, while mon abilities and equipment abilities can have similar effects.

Each mon in Monquest possesses its unique set of HP, defense, and attack, and takes its turn in the game. Players can equip their mons with three equipment cards, such as weapons, armor, or accessories, to enhance their stats and grant bonus abilities.

Attribute cards play a crucial role in creating a mon's ability pool, and the mon's abilities draw from this pool. Attribute cards can also be used to upgrade equipment cards, resulting in a vast array of card combinations and strategic possibilities.

With a deep lore and intricate battle mechanics, Monquest challenges players to be strategic and creative in their gameplay. Whether engaging in one-on-one battles or team battles with up to four players, Monquest offers a unique and exciting experience for players of all levels. Remember that players have 1000 battle points at the start of each game, so protecting and managing these points is crucial for staying in the game and achieving victory.



# Gameplay Mechanics:

## Turn Structure:

Monquest follows a turn-based structure, where players take alternating turns. Each player's turn consists of several phases, including drawing a card, playing Mons and item cards, and executing actions.

## Attacking and Defensive Positions:

**Attacking:** To initiate an attack, a player pushes their Mon forward, indicating that it's in an attacking position. This action allows the player to target an opponent's Mon and attempt to reduce its HP.

**Defensive:** Alternatively, a player can turn their Mon sideways to indicate a defensive position. In this stance, the Mon focuses on defense, reducing the damage taken from incoming attacks.

## Mon Abilities:

Mons have unique abilities that can trigger various effects during battles. Some abilities can deal direct damage, inflict status effects, or heal your team. Mon abilities add depth and strategic options to the gameplay, encouraging players to leverage their Mons' strengths effectively.

## Attribute Cards and Ability Pools:

Attribute cards are used to create ability pools for your Mons. Each Mon has a specific attribute pool, and abilities draw from this pool. Using attribute cards strategically can optimize your Mons' abilities and provide a tactical advantage in battles.



## Equipment Cards:

Equipment cards allow players to equip their Mons with various items like weapons, armor, and accessories. Equipping the right items can boost a Mon's stats and grant bonus abilities, enhancing their combat prowess.

## Item Cards:

Item cards offer diverse effects, such as damaging opponents, healing attribute pools or HP, removing **status** effects, and providing temporary stat boosts. Carefully using item cards can sway the tide of battle in your favor.

## Battle Points:

Each player begins the game with 500 Battle Points (BP), which represent their life in the game. BP is lost each time one of your Mons is defeated. Revived Mons cause BP loss again if defeated.

Mons' HP and Battle Points are separate entities, and some abilities can directly target and reduce Battle Points. If a player's Battle Points are reduced to zero, they lose the game.

## Summoning Mechanics:

Monquest offers three types of summoning: Form Summoning, Equipment Summoning, and Level Summoning. Form Summoning allows Mons to evolve into more powerful forms over time. Equipment Summoning requires specific equipment cards to summon particular Mons. Level Summoning involves sacrificing Mons of certain levels to summon higher-level Mons.

## Status Effects:

Various abilities can inflict status effects on Mons, hindering their performance. Status effects like poison, paralysis, or confusion can impact battles significantly, and players must be prepared to counter or cure these conditions.



With a comprehensive understanding of these gameplay mechanics, players can delve into the world of Monquest, exploring the rich lore, crafting unique strategies, and engaging in thrilling battles that will test their tactical prowess and strategic thinking.



# Highlights and Innovation

Welcome to Monquest, where innovation meets excitement in the world of trading card games! Get ready to experience a TCG like never before with these unique mechanics and highlights:

## 1. Unique Battle Mechanics:

- Each mon has its own turn, creating a strategic battlefield.
- Actions that heal or damage Battle Points end a mon's turn.
- Adds a new layer of strategic decision-making.

## 2. Evolution and Customization:

- Various methods to unlock a mon's true potential.
- Form summons, level summoning, and equipment summoning.
- Offers deep customization and personalization of mons.

## 3. Equipment System:

- Equip mons with weapons, accessories, and armor cards.
- Provides lasting buffs and strategic advantages.
- Enhances the unique playstyle of each mon.

## 4. Status Effects and Dynamic Healing:

- Comprehensive range of status effects (e.g., poison, blindness, sleep)



- Strategic management of effects using item cards and abilities.
- Dynamic healing options to cleanse mons and turn the tide of battle.

### 5. Strategic Decision-Making:

- Every move is critical and requires careful consideration.
- Impactful decisions regarding Battle Points and mon turns.
- Outsmart opponents through strategic planning and tactics.

## Number of players and Game Time

Monquest TCG can be played with 2 or 4 players. One-on-one battles can happen between two players, or four players can team up for a two versus two team battle.

The game duration is about 40 minutes to an hour, depending on the number of players and their experience level.

## Deck Composition

In Monquest TCG, A legal deck must contain at least 44 cards. Decks may contain up to 70 cards, but larger decks reduce consistency and increase the risk of deck-out. Decks include MON cards, item cards, and equipment cards. Each player must also prepare six Attribute Card piles, with no more than 15 cards in each pile. Attribute Cards are not included in the deck.

While optional, status counters can be helpful in tracking the status effects of your mons during gameplay. Additionally, players may use a coin to resolve certain in-game effects or abilities.

**Item, mon, and equipment**

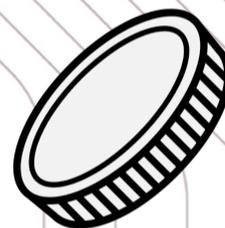
**Status Counters**





Attribute Cards

Coin



## Copy Limits

### Copy Limits Per Deck

Low-Level Mons (1–40):

Up to 3 copies of the same card allowed

Mid-Tier Mons (41–70):

Up to 2 copies allowed

Boss Mons:

Only 1 allowed per deck

Items:

Up to 2 copies of each item card

Equipment:

Up to 2 copies of each equipment card

## Minimum Mon Requirement

A deck must contain at least 16 Mon cards.



A deck may include only one (1) Boss Mon.

Boss Mon classification is defined in the Boss Mons section.

## Other Game Components

- Rulebook explanation
- Playmats
- Counters
- Storage
- Accessories
- Online communities

# Cards

## Card Types

### Mon Tiers by Level

Tier 1: Levels 1–30

Tier 2: Levels 31–40

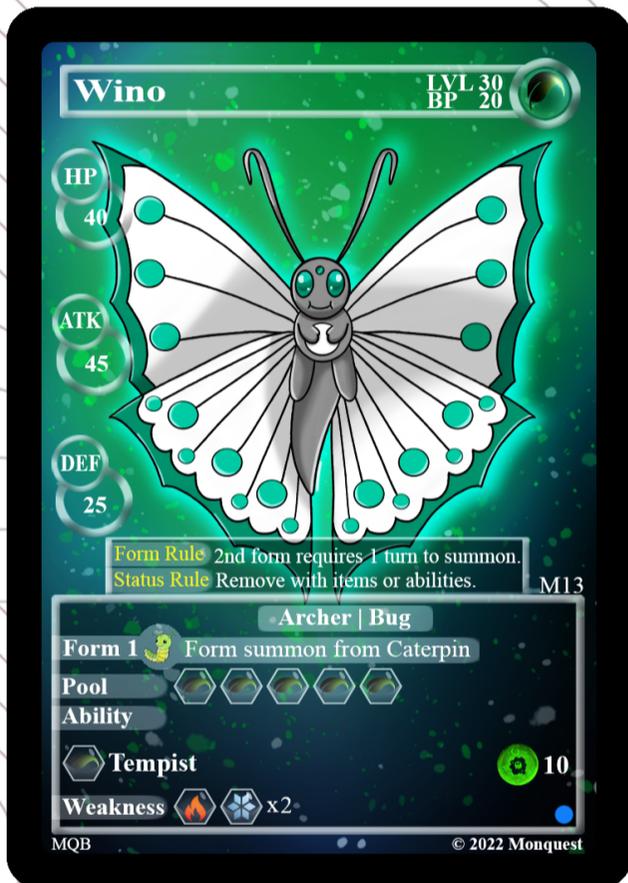
Tier 3: Levels 41–50

Tier 4: Levels 51–80



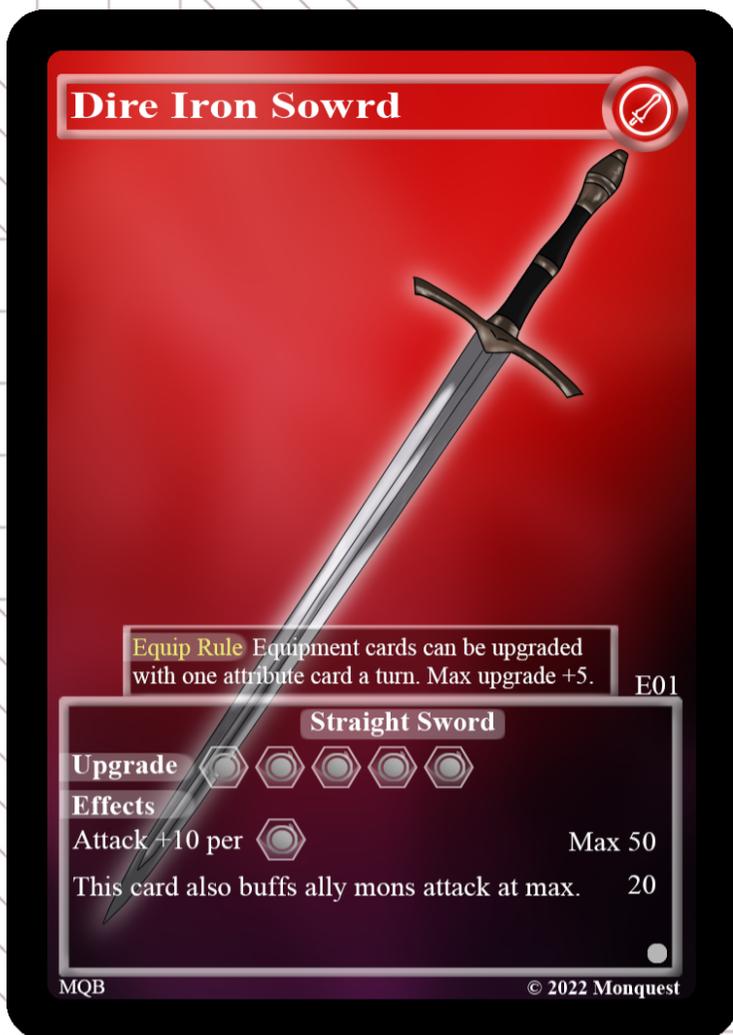
Tier 5: Levels 81–100

**Mon cards:** MON cards are the core component of Monquest, representing the unique creatures that players summon and control in battles.



**Equipment Cards:** These cards represent weapons, accessories, and armor that can be equipped to mons. They provide buffs and strategic advantages.





**Item Cards:** These cards have various effects, such as damaging battle points, healing attribute pools, removing status effects, and damaging mons and more.





**Attribute Cards:** Attribute cards are vital for upgrading equipment cards and fueling mon's abilities. These cards are drawn from a separate pool consisting of six piles, each representing a specific attribute type. Attribute cards enhance equipment and power mon's abilities, with different attributes associated with each mon or equipment. These cards are valuable resources for optimizing gameplay strategies and achieving success in Monquest battles.





# Abilities And Card Interactions

## Equipment and Ability Interactions

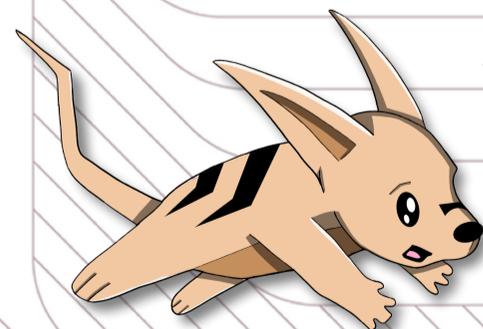
- Equipment cards in Monquest can be attached to Mons to enhance their stats, abilities, and provide additional effects.
- When equipped, these cards boost various aspects of a Mon, such as their HP, defense, or attack power.
- Equipment cards have their own unique abilities or effects that the Mon gains in addition to its inherent abilities.
- Upgrading equipment cards can further enhance these abilities, buffs, or effects, up to a maximum of +5.
- Additionally, there are equipment cards that come in sets, which can be placed on a MON but cannot be upgraded.
- Equipment sets offer different abilities, effects, or buffs, and can stack together to provide additional benefits.
- Unlike individual equipment cards, equipment sets can add new abilities along with their buffs.



- Equipment Passive Effects
- Equipment cards may grant passive abilities
- These effects remain active while the equipment is attached.
- Examples:
  - Status immunity
  - Defense boost
  - Damage reduction
  - Passive healing
  - Effect reflection
- If equipment is destroyed or removed:
  - All passive effects from that equipment immediately end.

By strategically selecting and attaching equipment cards to mons, players can customize and optimize their mons' performance in battles. Upgrading equipment and utilizing equipment sets can unlock even more powerful effects and abilities, allowing for greater strategic depth and customization options in gameplay.

**Item Cards:** Describe the different types of item cards and their effects, such as damage-dealing, healing, or status effect removal.



## Attribute Cards and Interactions

- Attribute cards play a crucial role in Monquest, as they are used to upgrade equipment cards and fuel mons' ability pools.



- Attribute cards are pulled from a separate pool of six piles, with each pile containing 15 cards of a specific attribute type.
- The attribute cards are used to enhance and upgrade equipment cards that have upgrade options available.
- Additionally, attribute cards are important for fueling the ability pools of mons.
- Each mon or equipment has different attribute types associated with them, such as fire, water, grass, wind, ice, rock, normal, dark, light, and lightning.
- The attribute cards are pulled from the attribute pool based on the attribute cost required to use a particular ability.
- It's important to note that attribute cards are not put in the discard pile; instead, they have their own separate section with six piles of 15 cards each.
- These attribute cards are crucial resources for using mons' abilities effectively and upgrading equipment cards that have upgrade options available.

By strategically managing and utilizing attribute cards, players can enhance their equipment cards, unlock powerful abilities, and optimize their mons' ability pools. Understanding the attribute system and effectively using attribute cards is key to success in Monquest.

## **Item Card Effects and Interactions**

### **Item Cards: Enhancing Your Battle Strategy**

Item cards in Monquest play a crucial role in expanding your tactical options and providing valuable effects during battles. They are diverse tools that can

turn the tide of a confrontation, grant temporary advantages, and provide strategic support to your Mons. In this section, we will explore two main categories of item cards: potions and miscellaneous items.

## **Potions: Restoring Health and Boosting Attributes**

### **Healing Potions:**

Healing potions are essential for restoring the health of your Mons during battles. These potions offer restoration based on the level of your Mons, allowing you to heal them and keep them in fighting shape. The restoration values for healing potions are as follows:

#### **Small Healing Potions:**

These potions restore a specific amount of HP to your Mons based on their level. The restoration values for small healing potions are as follows:

- Level 1-30: Mons regain 10 HP.
- Level 31-40: Mons regain 20 HP.
- Level 41-50: Mons regain 30 HP.
- Level 51-80: Mons regain 50 HP.
- Level 81-100: Mons regain 100 HP.

#### **Medium Healing Potions:**



Medium healing potions restore half of the maximum HP to your Mons, regardless of their level. These potions provide a reliable means of restoring health during battles.

### **Full Healing Potions:**

Full healing potions restore all the HP of your Mons, bringing them back to their maximum health capacity.

### **Attribute Potions:**

Attribute potions provide a boost to the attribute points of your Mons, enhancing their capabilities in battles. These potions grant attribute point restoration based on the level of your Mons. The restoration values for attribute potions are as follows:

#### **Small Attribute Potions:**

These potions restore a specific amount of attribute points to your Mons based on their level. The restoration values for small attribute potions are as follows:

- Level 1-30: Mons regain 1 attribute point.
- Level 31-50: Mons regain 2 attribute points.
- Level 51-80: Mons regain 3 attribute points.
- Level 81-100: Mons regain 4 attribute points.

#### **Medium Attribute Potions:**

Medium attribute potions restore half of the attribute points to your Mons, regardless of their level. These potions provide a reliable means of enhancing Mons' abilities during battles.

#### **Full Attribute Potions:**



Full attribute potions restore all the attribute points of your Mons, maximizing their potential in battles.

**Revival items:** These items revive Mons at half of their maximum HP and restore half of their attribute points, regardless of their level. A reliable means of bringing Mons back into the battle and restoring their abilities.

Revival potions are powerful tools for bringing defeated Mons back to life and restoring their health and attribute points. These potions offer restoration based on the level of the Mons being revived.

### Revived Mon Action Rules

When a Mon is revived by an item, ability, or effect:

The Mon that performed the revive:

- Its action phase immediately ends after the revive resolves
- It cannot attack or use additional abilities that turn

The revived Mon:

The revived Mon enters the field with its own action phase

However, on the turn it is revived:

- It cannot attack
- It cannot deal direct Battle Point damage
- It cannot use abilities that deal damage

It may:

- Use non-damage abilities
- Apply status effects



- Use support or passive abilities
- Be used for summoning requirements next turn

This prevents instant revive attack combos while still allowing tactical recovery.

## **Miscellaneous Items: Versatile Tools for Battle**

In addition to potions, Monquest offers a wide array of miscellaneous items that provide unique effects to enhance your strategies. These items serve multiple purposes, such as damaging battle points, removing status effects, damaging Mons, or providing temporary boosts to MON's stats or abilities. They can be employed offensively, defensively, or for temporary enhancement, allowing you to adapt to different battle scenarios and gain an edge over your opponents.

By strategically using item cards, such as healing potions, attribute potions, and revival potions, along with the versatile effects of miscellaneous items, players can support their Mons, restore their health and attribute points, and turn the tide of battle in their favor.

This comprehensive guide to item cards provides detailed information about their effects, including healing, attribute restoration, and revival. Players can leverage the power of these items to optimize their Mons' performance and overcome challenges in Monquest.



## Item Card Usage & Action Phase Interaction

Item cards do not require a Mon on the field to be used.

A player may use item cards:

- Even if they control no Mons
- Even if no Mons attack that turn
- At any point during their turn unless card text states otherwise

**Item cards function independently from Mon action phases.**

### Action Rule — What Ends a Mon's Action Phase

Only item cards or abilities that include the Action Rule will end a Mon's action phase.

If a card states:

Action Rule:

“Using this item or ability that alters AP, BP, or HP ends the Mon's action phase.”

**Then:**

- The Mon whose turn it is immediately ends its action phase after resolution
- No further attacks or abilities may be used by that Mon that turn



## Item Cards That DO NOT End Action Phase

If an item card:

- Does NOT alter AP, BP, or HP
- Does NOT state “Ends action phase”
- Does NOT state “Ends turn”

Then it:

- May be used freely
- Does NOT end a Mon’s action phase
- Does NOT end the player’s turn

Examples:

- Blockade
- Card draw items (ex: draw 2 cards)
- Field manipulation without damage
- Status setup item

These may be used even if:

- You have no Mons on the field
- A Mon has already attacked
- You are setting up for later turns

No Mons on Field — Item Usage

If a player has no Mons on the field:

- They may still freely use item cards



- Item cards may be used to recover, draw, stall, or set up plays
- Action phase rules only apply if a Mon is currently taking an action

If no Mon is active:

Item usage never ends a turn unless the card specifically states it

## Abilities

### Mon Abilities

Mons in Monquest possess a variety of abilities that enhance their performance in battles. These abilities range from offensive and defensive maneuvers to healing and support actions. Let's explore some notable abilities:

#### Healing Abilities:

Some Mons have the power to heal themselves or other Mons. These abilities allow them to restore lost health points (HP) and rejuvenate their vitality. By strategically utilizing healing abilities, players can ensure the longevity of their Mons in battles.

#### Status Cure Abilities:

Certain Mons possess the ability to cure status effects. Status effects are negative conditions that can hinder a Mons' performance, such as poison, paralysis, or confusion. Mons with status cure abilities can eliminate these effects, allowing their team to fight at full strength.

**Revival Abilities:** Revival abilities are incredibly valuable in Monquest. These abilities enable Mons to revive fallen comrades, bringing them back into the battle. When a Mons is revived through a Mons' revival ability, it follows the same restoration values and level scaling as the revive potions mentioned earlier. The restoration values for revival abilities are as follows:



- Level 1-30: Mons regain 10 HP and 1 attribute point.
- Level 31-40: Mons regain 20 HP and 2 attribute points.
- Level 41-50: Mons regain 30 HP and 3 attribute points.
- Level 51-80: Mons regain 50 HP and 4 attribute points.
- Level 81-100: Mons regain 100 HP and 4 attribute points.

## Counter Ability

There is a special ability that is available only to certain Mons known as the counter ability. When a Mons with the counter ability is attacked by an opponent's Mons, the player can choose to activate the counter ability. The counter ability allows the player to flip a coin, with a successful outcome resulting in the opponent's attack being countered. If the coin lands on heads, the counter strike is successful, and the opponent's attack is skipped. However, if the coin lands on tails, the counter fails, and the opponent's attack continues as normal. The counter ability provides a strategic option for players to turn the tables on their opponents and defend against incoming attacks.

In addition to these highlighted abilities, it's important to note that Monquest offers a vast array of other abilities, each with its unique effects and strategic applications. Players can discover a multitude of abilities throughout the game, providing endless possibilities for team compositions, battle strategies, and Mons interactions. By exploring the Mons Abilities during gameplay, players can uncover the depth and complexity of these abilities, adding layers of excitement and tactical decision-making to their Monquest experience.

## Passive Abilities

Some Mons and equipment grant passive effects tied to their identity.



Passive abilities are always active while the card is on the battlefield.

Passive abilities:

- Do not cost Attribute Points
- Do not require activation
- Do not use an action phase
- Do not end a Mon's action phase
- Remain active while the Mon is on the field

Passive effects end immediately if the Mon leaves the field or is knocked out.

### **Passive Effect Examples**

Passive abilities may include:

- Immune to Poison
- Cannot be Burned
- Cannot be Paralyzed
- Cannot be Frozen or Slept
- Takes reduced damage from all attacks
- Defense cannot be lowered



- Status effects last one turn less
- Cannot be destroyed by abilities
- Can attack through Defense Position
- Reflects status effects back to opponent

These effects are always active unless removed by a card effect.

### **Status Immunity Rules**

If a Mon is immune to a status effect:

That status effect cannot be applied to that Mon.

If an effect attempts to apply an immune status:

The effect fails and is ignored.

Status immunity may be:

- Full immunity (immune to all status effects)
- Partial immunity (immune to specific effects only)

### **Examples:**

Immune to Poison only

Immune to Control (Paralyze/Sleep)

Reflect status effects back to opponent

### **Passive Stacking Rule**

A Mon cannot gain the same passive immunity more than once.



If a Mon already has a passive immunity and gains the same immunity again from equipment or another effect:

The effect does not stack.

**Example:**

If a Mon is already immune to Poison and gains Poison Immunity from equipment:

It remains immune, but gains no additional benefit.

**Card Destruction Abilities**

Some Mons and abilities can destroy cards on the battlefield.

These may target:

- Mons
- Equipment
- Item cards
- Attribute resources
- Active orb effects

If a Mon is destroyed by an ability or item:

It is treated as knocked out.

The controller loses the listed Battle Points associated with that Mon.

Destruction effects do not automatically end a turn unless the card text includes an Action Rule.

**Defense Penetration**



Some Mons or abilities may bypass Defense Position.

If an attack states:

“Ignores Defense”

Damage is applied directly to HP  
without comparing ATK vs DEF.

(Heads success | Tails fail) Heads opponent's mon takes Electri's attack. Electri takes 25 extra damage plus the attacking mons attack when it lands on tails.

  **Dust Tornado** Destroy 1 Equipment  
 **Hurricane Punch** Attack 2 mons

 **Bolt**



Paralyzed mons can not attack or change position.



# Status and Damage Counters

Counters play a significant role in tracking various in-game effects and conditions. Here's a breakdown of how counters are used in the game:

## Counters for Status Effects:



**Poison Counter:** Represents the poison status effect on a mon. It indicates that the mon is gradually losing HP over time.



**Sleep Counter:** Represents the sleep status effect on a mon. It indicates that the mon is unable to take actions.



**Blind Counter:** Represents the blind status effect on a mon. It indicates that the mon's accuracy is decreased, affecting their ability to land attacks.



**Confusion Counter:** Represents the confusion status effect on a mon. It indicates that the mon may sometimes harm itself.





**Paralyzed Counter:** Represents the paralyzed status effect on a mon. It indicates that the mon's movement or actions may be restricted, reducing their effectiveness in battle.



**Burn Counter:** Represents the burn status effect on a mon. It indicates that the mon is taking continuous damage each turn.



**Frozen Counter:** Represents the frozen status effect on a mon. It indicates that the mon is temporarily unable to take actions until the ice is thawed.

### **Damage Counters:**

- Damage counters are used to track the accumulated damage on a mon during battles. Each counter represents a certain amount of damage inflicted on the mon, allowing players to easily determine the mon's remaining HP or Battle Points.

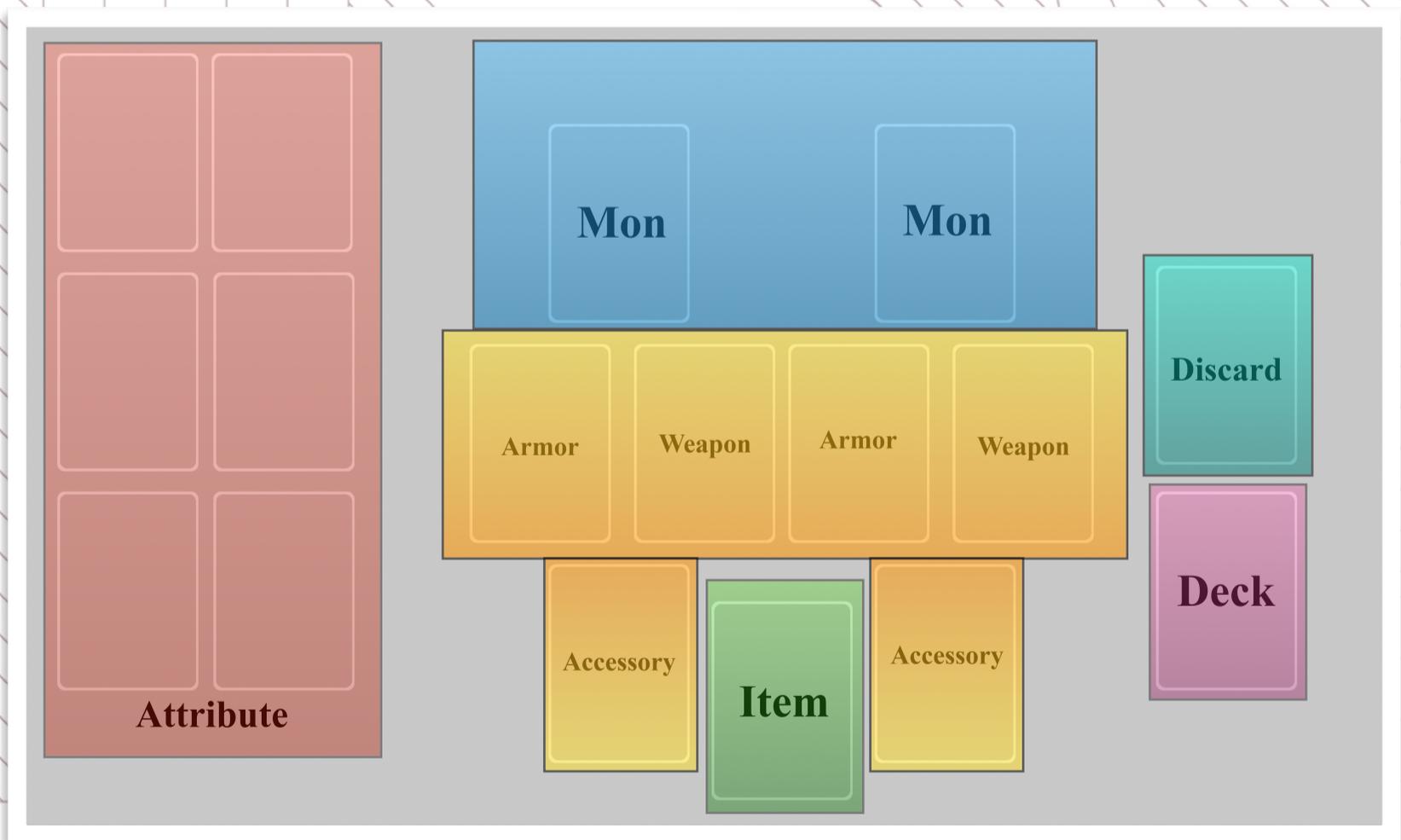
Please note that the specific designs or images of the counters may vary in the actual game.



# Battlefield Zones

## Battlefield

Each highlighted area on the battlefield plays a role in the game. Each one of the spots is vital to where a card is placed within the battlefield. Lets take a look at each highlighted spot and see which cards are used in those spots.



## Attribute Zone

Attribute Zone: The red highlighted area The Attribute Zone represents the Attribute pool on the battlefield. Each player has their own Attribute Zone with six slots, each capable of holding up to 15 Attribute cards. Each slot can only contain cards of the same attribute. Attribute cards from the Attribute Zone are drawn to form a mon's Attribute pool or used to upgrade equipment cards. The Attribute Zone ensures players have the necessary Attribute cards to power mons' abilities and enhance equipment.

## The Mon Zone

The blue highlighted area is the mon zone this is where players place and control their Mons. It is the central stage for battles and strategies.

- **Summoning Mons:** Players can summon Mons to the Mon Zone using three methods: Level Summoning, Form Summoning, and Equipment Summoning.
- **Mon Abilities:** Mons possess unique abilities that can be activated during gameplay, ranging from powerful attacks to supportive skills.
- **Attribute Pool:** Each Mon has its own Attribute Pool in the Mon Zone, used to fuel their abilities.
- **Battles and Interactions:** Mons in the Mon Zone engage in battles with opposing Mons, applying various effects and using their abilities.
- **Status Effects:** The Mon Zone is where status effects can be applied to Mons, affecting their performance and abilities.
- Feel free to let me know if you'd like any further modifications!



## Equipment Zone

The yellow highlighted zone is the equipment zone this is where players can equip their Mons with powerful equipment cards to enhance their abilities and strategic options. The Equipment Zone consists of three slots: Armor, Weapon, and Accessory. Each slot can hold a specific type of equipment card.

- **Armor Slot:** This slot is used to equip Armor cards. Armor cards provide various bonuses to the equipped Mons, including stat buffs, such as increased HP, defense, or attack. Additionally, Armor cards may grant special abilities or unique effects that can influence battles and provide tactical advantages.
- **Weapon Slot:** The Weapon slot is another slot dedicated to equipping equipment cards. Just like the Armor slot, the Weapon slot allows players to equip Weapon cards. Weapon cards offer a range of advantages to the equipped Mons, such as stat buffs like increased HP, defense, or attack. Moreover, Weapon cards may provide unique abilities or special effects that can impact battles and provide advantages.
- **Accessory Slot:** The Accessory slot is the third slot available in the Equipment Zone. Like the Armor and Weapon slots, the Accessory slot is used for equipping Accessory cards. Accessory cards provide Mons with various bonuses, including stat buffs like increased HP, defense, or attack. Additionally, Accessory cards may grant special abilities or unique effects that can influence battles and provide tactical benefits.

Each equipment slot—Armor, Weapon, and Accessory—allows players to enhance the Mons' attributes, such as HP, defense, or attack. In addition to these attribute buffs, each slot also provides additional abilities and effects that can further augment the Mons' performance in battles.

When selecting equipment cards for your Mons, consider their individual strengths, weaknesses, and battle strategy. Choose equipment that



complements their abilities and enhances their performance in the desired areas. Experiment with different combinations to find the best synergy between Mons and equipment.

Remember, equipment cards can significantly impact battles and strategy, so carefully consider the strengths and weaknesses of your Mons when selecting and utilizing equipment.

## Item Zone

- The green section is the item zone is where players can play item cards during battles.
- Item cards provide unique effects and abilities to aid the player's Mons in combat.
- Players strategically play item cards in the Items Zone during their turn.
- Each item card has a specific effect or ability that can influence the battle.
- Item cards are typically single-use and cannot be reused unless obtained again.
- The effects of item cards directly impact Mons and can alter their attributes and abilities.
- Managing item cards effectively is crucial for success in battles.

## Discard Zone

A designated area where used, discarded, or removed cards are placed temporarily. It helps players keep track of cards that have been played or discarded. Cards in the Discard Zone may be facedown or arranged in a discard pile. They can be examined by both players for tracking purposes or potential retrieval. The Discard Zone does not have direct gameplay effects but aids in card management and future interactions.



## Deck Zone

- The Deck Zone represents the player's deck of cards.
- It is a resource for drawing new cards during gameplay.
- Players start the game with their own deck, consisting of various card types.
- During the Draw Phase, players draw cards from their deck into their hand.
- Deck management is important for a balanced and strategic gameplay.
- Cards can be discarded or reshuffled into the deck during gameplay.
- The deck serves as a resource to access cards for executing strategies.
- The deck size is predetermined and impacts gameplay.
- Effective deck management and card utilization are key to success.



# Mon Position & State Indicators

In MonQuest, the physical position of a Mon card helps visually communicate actions and battle states on the battlefield.

## Attack Action Indicator

- When a Mon attacks, slide the card forward to indicate it is performing an attack.
- After the attack is resolved, slide the Mon back to its original position.
- Sliding a Mon forward is a temporary action indicator, not a battle state.

Think of this as a turn-based **RPG character stepping forward to strike, then returning to position.**

## Defense Position

- When a Mon enters Defense Mode, rotate the card sideways.
- A Mon in Defense Position:
  - Cannot perform attacks
  - May still use abilities, items, or effects unless otherwise stated
- Defense Position remains active until the Mon leaves Defense Mode.

## State Clarity

- Players must clearly represent their Mon's current state at all times.
- Attack indicators must be resolved immediately after the attack.
- Defense Position must remain visible while active.



# How to Win

1. Objective: The objective is to reduce the opponent's battle points to zero.
2. Opponent's Inability to Draw: You can win if your opponent is unable to draw any more cards from their deck.



# Turn Structure

## Turn Priority Rule

Players may only play cards or activate abilities during their own turn unless a card explicitly states otherwise.

Exception:

Cards that explicitly state they may be used during an opponent's turn may be activated as written.

## Turn Structure:

1. **Shuffle Decks:**
  - Before the game starts, both players shuffle each other's decks to ensure fairness and randomness in drawing cards.
2. **Draw Phase:**
  - Before determining the first player, both players must draw five cards from their decks to form their starting hands.
  - If a player doesn't have any Mons in their hand during the initial draw, they must reshuffle their hand back into the deck and redraw. This process is repeated until each player has at least one Mon in their hand.
  - The Mons that players have in their starting hands, as well as the Mons they choose to play on the field during the determining the first player phase, are their starting Mons for the first main phase.
3. **Determine First Player:**
  - After both players have their starting hands, each player must have at least one Mon in their hand.



- Players can choose to play one or two Mons on the field from their starting hand. If they only have one Mon in their hand, they can still proceed with the game by playing that Mon on the field. There's no requirement to fill both slots if they don't have two Mons available.
- Both players choose one Mon for each slot from their starting hand. The chosen Mons should be within the level range of 1 to 40.
- Once both players have chosen their representative Mons for each Mon slot, compare the Attack stat of both pairs of Mons. The player whose single Mon has the highest Attack stat among all the chosen Mons gets to choose which player goes first. If there is a tie in the single highest Attack stat, repeat the process until a decision is reached.

#### 4. **Main Phase 1:**

- **Draw Phase:**

- Before entering the Main Phase, during the Draw Phase, you may draw one card from your deck. This allows you to refresh your hand and gain access to new resources and strategic options.

### **Hand & Draw Recovery Rules**

#### Empty Hand Reset

If a player ever has zero cards in their hand, they must:

Immediately draw 5 cards from their deck.

This ensures players always have playable options and prevents game stalls.

### **No Playable Mon Recovery**

If a player has cards in hand but cannot play a Mon,



they must choose one:

- Discard 1 card → draw 1 card

OR

- Lose 10 Battle Points → draw 1 card

This process repeats until:

- A playable Mon is drawn
- Or the player chooses to stop

This rule prevents dead turns and keeps battle flow active.

### **Play MON Cards:**

During this phase, you can play Mons with levels 1 to 40 from your hand onto the field. These are your starting Mons and form the core of your team for the game. Only Mons with abilities that permit them to be played during this phase can be played.

### **Perform Summoning Actions:**

If you have Mons with special summoning conditions like level summoning, form summoning, or equipment summoning, you can perform these actions during this phase if you meet the specific requirements stated on the corresponding cards.

### **Play Equipment Cards:**

Enhance your Mons by equipping them with Equipment Cards during this phase. Each Mon may equip up to one Weapon, one Armor, and one Accessory, unless otherwise stated. Which provides various bonuses and special effects.



- **Attach Attribute Cards:**

Attribute Cards are taken from the Attribute Zone and placed under a Mon to represent its available Attribute Pool. When an Attribute Point is spent, the card is returned to the Attribute Zone unless otherwise stated. **These cards activate your Mons' unique abilities during battles.**

## 5. Action Phase (Mon 1):

- Choose one of your Mons on the field to take its turn in **Action Phase (Mon 1).**

- **Launch Attacks: During a Mon's action phase, choose a target and resolve an attack.**

A Mon may:

- Attack an opponent's Mon on the field
- OR attack Battle Points directly if the opponent has no Mons on the field

If attacking Battle Points directly:

- Deal 20 Battle Point damage
- Each active Mon may attack directly once per turn
- That Mon's action phase ends after attacking (unless a card states otherwise)

Some abilities or item cards may also deal direct Battle Point damage regardless of field state.

- **Activate Abilities:** Utilize your Mon's abilities strategically to heal, apply status effects, or boost your Mon's stats.

- **Play Item Cards:** Use Item Cards to heal your Mons, damage your opponent's Mons, or gain other advantageous effects.



## **Destruction Effects and Action Phase**

If a Mon or card is destroyed by:

- Item card
- Ability
- Effect

This does not end a Mon's action phase.

Only attacking or using an action-ending ability ends that Mon's action phase unless a card states otherwise.

This allows continued strategic plays after destruction effects.

## **Revive Action Interaction**

If a Mon is revived during your action phase:

- The Mon that performed the revive ends its action phase
- The revived Mon cannot attack or deal damage this turn
- The revived Mon may use non-damage abilities only

### **6. Action Phase (Mon 2):**

- **Choose your other Mon on the field to take its turn in Action Phase (Mon 2).**
- The actions in Action Phase (Mon 2) are similar to Action Phase (Mon 1). Use this phase to further strategize and make use of your second Mon's abilities and attacks.

### **7. End Phase:**



- **Resolve End Phase Effects:** Handle any effects or abilities that trigger or resolve at the end of the turn, such as drawing additional cards or gaining resources.
- **Check Win Conditions:** Determine if you have met any win conditions, like achieving specific objectives or reducing your opponent's Battle Points to zero.
- **Clear Temporary Effects:** Remove any temporary or turn-specific effects on Mons or cards to start fresh for the next player's turn.

**Note:** After the initial game setup, players do not need to repeat the process of determining the first player and shuffling the decks or the first draw phase of drawing 5 cards unless they start a new game. Once the game begins, the turn structure will continue without repeating this phase until the game concludes.

By following this turn structure and equipping Attribute Cards during Main Phase 1, you can play Monquest strategically, utilizing your Mons' abilities, launching attacks, playing cards, and making important decisions to outmaneuver your opponent and achieve victory.

Please note that the specific rules, abilities, and effects may vary based on your game's mechanics. Always refer to the rulebook.

## Turn Priority Rule

Players may only play cards or activate abilities during their own turn unless a card explicitly states it may be used during an opponent's turn.

Cards and abilities that do not explicitly allow use during an opponent's turn cannot be activated outside the player's own turn.

## Action Phase Resolution Rule



## During a Mon's Action Phase:

If a Mon recovers HP, deals damage to BP, Hp or recovers Attribute Points, its Action Phase immediately ends.

Non-damaging and non-healing effects do not end the Action Phase.

This rule applies to attacks, abilities, item cards. Unless otherwise stated.

Once a Mon has completed its Action Phase, it cannot act again that turn unless a card explicitly grants an additional action or turn.

## Summoning

Summoning Mons is one of the core mechanics of Monquest, allowing players to bring powerful allies onto the battlefield. There are three methods of summoning in MonQuest:

- Form Summoning
- Equipment Summoning
- Level Summoning

Each method has unique requirements and strategic implications.



## Form Summoning

Form Summoning allows a Mon to evolve into stronger forms over time, representing growth and progression.

- **First Form:**  
When a Mon is first summoned, it enters play in its initial form and may be used immediately.
- **Second Form:**  
To summon a Mon's second form, you must wait one full turn after the first form is summoned.
- **Third Form:**  
To summon a Mon's third and final form, you must wait two full turns after summoning the second form.

Form Summoning rewards careful planning and protection, as a Mon must remain on the battlefield long enough to reach its higher forms.

Some Mons may Form Summon into higher-tier Mons that would normally require Level Summoning. When this occurs, the Form Summoning conditions listed on the card replace standard Level Summoning requirements.

## Equipment Summoning

Equipment Summoning allows certain Mons to be summoned or transformed by equipping specific Equipment cards, such as weapons, armor, or accessories.



- Equipment Summoning requirements are listed directly on the Mon or Equipment card.
- The required Equipment must be equipped in the appropriate Equipment slot.
- Equipment used for summoning cannot be substituted by a different card.

## **Equipment Summoning: Destruction & Reversion**

Some Mons may be summoned through Equipment Summoning, requiring a specific piece of equipment to enter play. When a Mon is summoned in this way, the required equipment becomes an essential part of that Mon's form.

### **Equipment Slot Locking**

- The equipment used to perform an Equipment Summon occupies its corresponding Equipment Slot.
- While equipped, that slot cannot be replaced with another piece of equipment of the same type.
- The required equipment must remain attached for the Equipment-Summoned form to be maintained.

### **Equipment Destruction**

If the required equipment used for an Equipment Summon is destroyed or removed:

- The Equipment-Summoned Mon reverts to its previous form.
- No Battle Points (BP) are lost when this reversion occurs.



- The Mon retains its current HP value, including any damage it has already taken.
- HP is not reset when reverting forms.

### Re-Equipping Restrictions

- Once a required equipment piece used for an Equipment Summon is destroyed, it cannot be replaced with a different piece of equipment to recreate the Equipment-Summoned form.
- To perform the Equipment Summon again, the player must meet the original summoning conditions using the specified equipment card.

### Battle Point Clarification

- BP is only lost when a Mon is defeated.
- Reverting to a previous form due to equipment destruction does not count as a defeat.
- If the reverted Mon is later defeated, BP loss is calculated using the BP value of the current form on the battlefield.

### Design Intent

Equipment Summoning offers powerful strategic options while maintaining clear counterplay.

Destroying required equipment disrupts the summoned form without unfairly penalizing players through automatic BP loss or HP resets.

### Level Summoning

Level Summoning allows players to summon higher-level Mons by sacrificing lower-level Mons.



## Level Summon Chaining

Level Summoning may be performed immediately when requirements are met.

You are not required to wait a turn after placing a Mon on the field to Level Summon.

If summoning conditions are fulfilled, players may

- Level Summon instantly
- Chain multiple Level Summons in sequence
- Continue the chain as long as requirements are met

This allows advanced combo plays and strategic evolution without delay.

## Free Play Levels

- Levels 1–40 may be played directly from the hand without sacrificing another Mon, unless otherwise stated on the card.

## Level Summoning Requirements

- Levels 41–50:  
Sacrifice one Mon from Levels 1–40.
- Levels 51–100:  
Sacrifice one Mon from Levels 41–50.

Level Summoning represents the transfer of power from experienced Mons to even greater ones and enforces strategic progression throughout the match.

## Summoning Priority & Exceptions

- If a Mon lists a specific summoning method (Form, Equipment, or otherwise), that method takes priority over general Level Summoning rules.

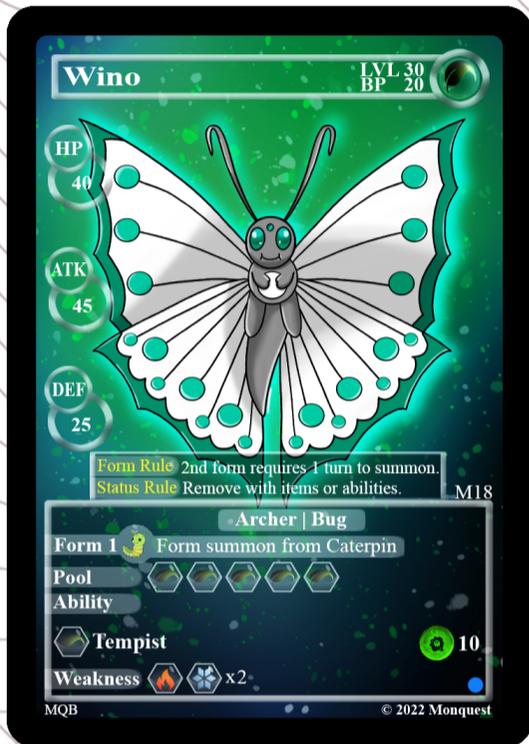


- Card text always overrides general summoning rules unless explicitly stated otherwise.





# Equipment summoning



+



=



# Level Summoning

## Knighwind

LVL 65  
BP 55

HP

550

ATK

500

DEF

480



**Level Rule** Give up 1 lvl 41-50 to lvl summon. M11

**Warrior | Ghost**

**Pool** 6

**Ability**

**Dust Tornado** Destroy 1 Equipment

**Hurricane Punch** Attack 2 mons 50

**Weakness** x2

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## Beaord

LVL 45  
BP 25

HP

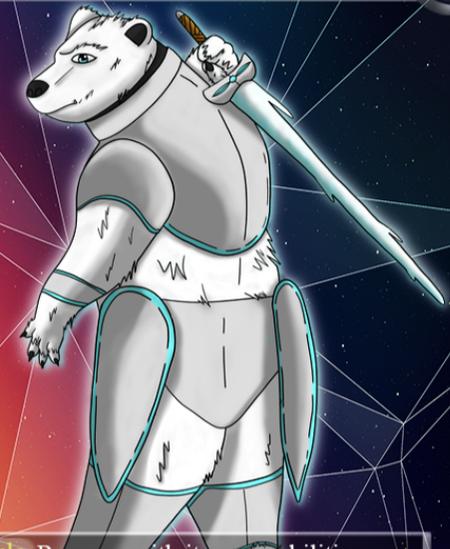
80

ATK

80

DEF

80



**Status Rule** Remove with items or abilities.

**Level Rule** Give up 1 lvl 1-40 to lvl summon. M14

**Warrior | Bear**

**Pool** 5

**Ability**

**Arctic Blade**

**Snowbound Assault** 90

**Weakness** x2

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## Flarkey

LVL 60  
BP 52

HP

260

ATK

330

DEF

200



**Status Rule** Remove with items or abilities.

**Level Rule** Given up 1 lvl 41-50 to lvl summon. M10

**Mage | Bird**

**Pool** 8

**Ability**

**Smoker** Heads success | Tails fail

**Combustion** 2 10

**Weakness** x2

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## Ligon

LVL 90  
BP 80

HP

560

ATK

750

DEF

280



**Status Rule** Remove with items or abilities.

**Level Rule** Give up 1 lvl 41-50 to lvl summon. M12

**Berserker | Dragon**

**Pool** 10

**Ability**

**Illuminate** Heads success | Tails fail

**Light Beam** 225

**Weakness** x2

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## Card Parts

In the Card Part section, we'll explore the detailed information presented on Mons cards, providing essential insights into each Mons' attributes, abilities, and rarity. With this knowledge, we'll then dive into the exciting mechanics of form summoning and equipment summoning, discovering how these unique abilities unlock even more potential for your Mons. So, let's uncover the intricate details of Mons cards and learn how to strategically harness their powers to dominate battles in Monquest!

### Card Parts:

#### **Mons Name, Level, and Battle Points:**

Located in the top left-hand corner of the card, you can find the Mons name, its level, and its battle points.

#### **Attribute Type:**

To the right of the battle points and level, the card indicates the attribute type of the Mons.

#### **HP (Health Points):**

Positioned below the Mons name, the card displays the Mons' health points (HP) with a circle around the abbreviation "HP." A circle below the HP indicates the amount of HP the Mons possesses.

#### **ATK (Attack Points):**

Located below the HP, the card includes the Mons' attack points (ATK) with a circle around the abbreviation "ATK" and the respective number of attack points.



## DEF (Defense Points):

Below the ATK, the card showcases the Mons' defense points (DEF) with a circle around the abbreviation "DEF" and the corresponding number of defense points.

## Rule Box:

Positioned in the middle of the card, the rule box provides specific rules or abilities that apply to the Mons. These rules are designed to provide clarity and ease of understanding for players.

## Information Box:

Located below the rule box, the information box contains additional details about the Mons, including:

**Class:** Indicates the class or type of the Mons (e.g., Werewolf, Dragon, etc.).

**Attribute Pool:** Specifies the attribute pool of the Mons, which determines its attributes and strengths.

**Abilities:** Lists the unique abilities and powers possessed by the Mons.

**Weaknesses:** Identifies any weaknesses or vulnerabilities of the Mons.

**Rarity:** The rarity of the Mons is indicated in the bottom right-hand corner of the information box using color codes. The colors representing the rarities are as follows:

**Gray:** Common

**Blue:** Rare

**Purple:** Epic

**Orange:** Legendary



## **White:** Ultimate Unlimited

**Form Summoning (Form Summon Cards Only):** For Mons with form summoning abilities, the information box displays the name of the form that is used for form summoning. This indicates the specific form that must be summoned first before progressing to higher forms.

**Equipment Summoning (Equipment Summon Cards Only):** For Mons that require specific equipment to be summoned, the information box indicates the required equipment card. This specifies the exact piece of equipment that needs to be equipped to the Mons in order to summon it.

**MON Number:**

Positioned above the information box on the right-hand side, the card displays the MON number, which serves as a unique identifier for the Mons.

**Pack:**

At the bottom left-hand corner, the card indicates the pack from which the Mons originates.

Understanding the different parts of a Mons card, including the specific information displayed for form summoning and equipment summoning, is essential for effective gameplay in Monquest. These details provide players with the necessary information to strategize, build their teams, and utilize the unique abilities and summoning mechanics of their Mons.



# Base

**Name** **Ligon** **LVL 90** **BP 80** **Attribute Type**

**Health points** **HP 560**

**Attack** **ATK 750**

**Defense** **DEF 280**

**Rule**

**Status Rule** Remove with items or abilities.  
**Level Rule** Give up 1 lvl 41-50 to lvl summon.

**Mon Number** **M12**

**Class/ Type** **Berserker | Dragon**

**Attribute Pool** **Pool** [10 star icons]

**Abilities** **Ability**  
**Illuminate** Heads success | Tails fail [coin icon] [lightning icon]  
**Light Beam** [2 star icons]

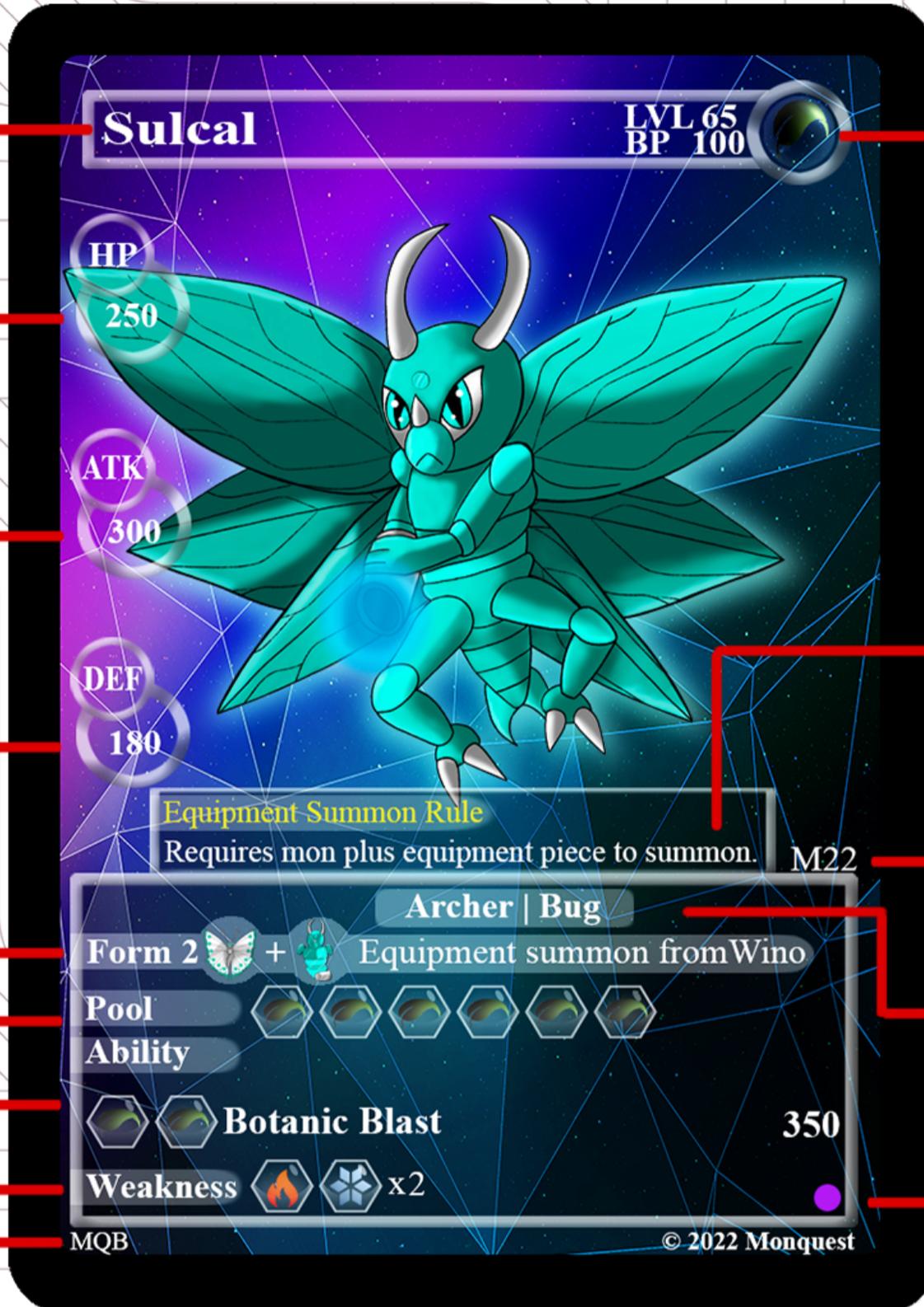
**Weakness** **Weakness** [snowflake icon] [circle icon] x2

**Rarity** [orange circle icon]

**Pack** **MQB** **© 2022 Monquest**



# Equipment



Name

**Sulcal**

LVL 65  
BP 100

Attribute Type

Health points

HP

250

Attack

ATK

300

Defense

DEF

180

Rule

Equipment Summon Rule

Requires mon plus equipment piece to summon.

M22

Mon Number

Equipment Summon

Form 2



Equipment summon from Wino

Attribute Pool

Pool



Ability

Abilities



Botanic Blast

350

Weakness

Weakness



Rarity

Pack

MQB

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# Form

**Name** Quartise **LVL** 75 **BP** 70 **Attribute Type**

**Health points** HP 338

**Attack** ATK 200

**Defense** DEF 375

**Rule** Form Rule 3rd form requires 2 turns to summon.

**Mon Number** M09

**Form** Tank | Turtle **Form 2** Form summon from Dortle.

**Attribute Pool** Pool

**Abilities** Ability **Tsunami** 160

**Weakness** Weakness

**Pack** MQB **Rarity**

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# Boss Mons

Boss Mons represent the most dangerous and influential creatures in Monquest. These Mons are not simply stronger than others — they are high-risk, high-reward threats that require significant commitment to summon and maintain on the battlefield.

Boss Mons are designed to pressure the game state, force strategic responses, and reward careful planning rather than reckless play.

## Boss Mon Classification

A Mon is considered a Boss Mon if it meets both of the following conditions:

- The Mon is Level 75 or higher, and
- The Mon is summoned through Level Summoning or Form Summoning

## Boss Mons typically require:

- Sacrificing other Mons (Level Summoning), or
- Multiple turns of setup and survival (Form Summoning)

Because of this, Boss Mons represent a major strategic commitment.

Equipment Summoning Exception



Mons summoned solely through Equipment Summoning are not considered Boss Mons, even if they have high stats or Battle Point loss.

Unless explicitly stated on the card, Equipment-Summoned Mons do not count toward the Boss Mon limit and are treated as standard Mons.

This distinction allows equipment-based strategies to remain powerful while preserving the unique identity and risk of true Boss Mons.

### **Deck Limit**

- Each deck may include no more than one (1) Boss Mon.
- Alternate versions, forms, or rarities of the same Boss Mon still count toward this limit.

### **Summoning Restrictions**

Boss Mons cannot be played directly from the hand unless explicitly stated on the card.

To summon a Boss Mon, a player must meet all summoning conditions listed on the card, which may include:

- Level Summoning
- Form Summoning
- A combination of both



If a card specifies its own summoning conditions, those conditions always take priority over general rules.

## **Battle Point Risk**

Boss Mons carry substantial Battle Point (BP) risk:

- When a Boss Mon is defeated, the controlling player loses the full BP value listed on the card.
- If a Boss Mon is revived and defeated again, BP loss is applied again.

Improper use of a Boss Mon can quickly cost a player the game.

## **Design Intent**

Boss Mons are not automatic win conditions.

They are intended to:

- Apply pressure rather than guarantee victory
- Be countered through strategy, status effects, equipment, and coordinated attacks
- Reward players who plan carefully and manage risk

Smaller Mons, item cards, and status effects can still effectively challenge and defeat Boss Mons.



# Battle Points (BP)

Battle Points (BP) represent a player's overall endurance and control over the battlefield. Unlike traditional health systems, BP reflects the cumulative cost of losing Mons, making risky decisions, and failing to manage resources effectively.

A game of Monquest is won by reducing your opponent's Battle Points to 0, or by decking your opponent out.

## Starting Battle Points

- Each player begins the game with 500 Battle Points (BP).

This value is intentionally set to allow:

- Long, strategic matches
- Multiple tactical swings
- Meaningful consequences for mistakes
- Room for recovery without infinite loops

## Direct Battle Point Damage from Card

Some abilities, item cards, or effects may deal damage directly to a player's Battle Points.

- Direct BP damage is applied immediately
- This damage does not involve defeating a Mon
- This damage ignores field position unless stated otherwise

If a card effect states a specific amount of BP damage:



→ **Apply that damage instantly**

## **Direct Attacks When No Mons Are Present**

If an opponent has:

- No Mons on the field
- You still control at least one active Mon

You may attack their Battle Points directly.

Each Mon may deal:

→ 20 Battle Points damage

**This occurs during that Mon's action phase.**

## **Multiple Mons on Field**

If you control multiple active Mons:

- Each Mon may attack Battle Points directly once per turn
- Each attack follows normal action phase rules
- After a Mon attacks, its action phase ends (unless a card effect allows additional actions)

## **Conditions Required for Direct Attacks**

Direct BP attacks are allowed only when:

- Opponent has zero Mons on the field
- Your Mon is active and able to act
- No card effects prevent attacking

## **Direct Attacks Are Prevented If**



**Direct attacks cannot occur if:**

- Opponent controls at least one Mon
- Your Mon is affected by sleep, freeze, paralysis (if it prevents action), etc
- A card effect prevents attacking
- The Mon's action phase has already ended

**Reversion Clarification**

- If an Equipment-Summoned Mon reverts to a previous form due to equipment destruction, no BP is lost.
- BP is only lost when a Mon is defeated, not when it changes form.

**Battle Point Scaling by Tier****Battle Point loss is intentionally tied to a Mon's tier and role, not just raw power.**

- Lower-tier Mons have low BP loss and are meant to be expendable.
- Mid-tier Mons carry moderate BP risk.
- High-tier and Boss Mons carry significant BP loss and should be played carefully.

**This ensures:**

- Small Mons remain relevant
- Boss Mons are powerful but dangerous
- Reckless summoning is punished



## Revival & BP Risk

Some item cards and abilities allow players to revive defeated Mons.

- When a Mon is revived, it returns with the specified HP value listed on the card or effect.
- If a revived Mon is defeated again, BP loss is applied again.
- There is no limit to how many times a Mon can be revived, but repeated defeats will rapidly drain BP.

This ensures revival is a strategic decision, not a safety net.

## Game End Conditions

The game immediately ends when one of the following conditions is met:

### Battle Point Victory

- A player's Battle Points are reduced to 0.

### Deck-Out Victory

- A player is unable to draw a card when required to do so.

## Design Intent

### Battle Points are designed to:

- Reward strategic planning
- Punish reckless play
- Prevent infinite stall strategies
- Keep matches tense and decisive



Victory in Monquest is not determined by a single powerful Mon, but by how well players manage risk, resources, and momentum over time.



# Deck Structure (Recommended)

This section provides a recommended baseline deck structure for players learning Monquest or building their first decks.

These guidelines are not mandatory rules, but a proven framework designed to create consistent, interactive, and balanced gameplay.

Players are encouraged to experiment and customize their decks as they gain experience.

## Baseline Deck Size

The recommended baseline deck size is 44 cards, which represents the minimum legal deck size.

A 44-card deck:

- Maximizes draw consistency
- Reduces deck-out risk
- Ensures steady access to Mons and resources
- Allows players to learn core mechanics efficiently

Players may increase deck size beyond 44 cards, but should do so carefully, as larger decks reduce draw consistency.



## Recommended Card Breakdown (44 Cards)

A typical 44-card deck functions best with the following structure:

### Mon Cards (Core of Gameplay)

Mons form the core of battlefield interaction and should make up the largest portion of the deck.

### Low-Level Mons (Level 1–40):

16–18 recommended

17 is the optimal balance

### Mid-Tier Mons (Level 41–70):

4–6 recommended

5 is the optimal balance

### Boss Mons (Level 75+):

Maximum: 1 per deck

Optional for advanced play

### This structure:

- Ensures consistent access to playable Mons
- Supports Level and Form summoning paths
- Prevents item-only or stall-focused decks



- Keeps battlefield interaction constant

### **Most beginner decks should focus on:**

Low- and mid-tier Mons

Balanced attributes

Reliable summoning paths

Total Mons per deck typically: 21–23

### **Item Cards (Support & Utility)**

Recommended: 13–15 Item Cards

Optimal balance: 14

### **Item Cards provide:**

- Healing and Attribute restoration
- Status removal and recovery
- Tactical disruption and control
- Resource management tools

### **Maintaining this range ensures:**

- Players can recover and adapt
- Games remain interactive
- Item overload does not stall gameplay



Too many Item Cards can slow gameplay by reducing battlefield presence.

## **Equipment Cards**

Recommended: 5–6 Equipment Card

### **Equipment supports:**

- Equipment Summoning paths
- Passive bonuses and stat boosts
- Strategic specialization

Because Equipment requires setup and investment, excessive Equipment density may reduce draw consistency.

## **Boss Mons (Advanced Play)**

Boss Mons are optional but limited.

### **Rules:**

- Maximum 1 Boss Mon per deck
- Includes final-form and form-summoned Boss units
- Intended for advanced strategy and risk/reward play

### **Boss Mons introduce:**



- High BP risk
- Powerful abilities
- Complex summoning paths

New players are encouraged to learn core gameplay before including Boss Mons.

## Attribute Piles

Each player uses:

- Six Attribute Piles
- Up to 15 Attribute Cards per pile

Attribute Piles function as shared resource pools and are not part of the main deck.

Players should ensure their Attribute Piles support the Mons and abilities included in their deck.

## Design Intent

**This recommended structure:**

- Encourages constant battlefield interaction
- Prevents stall-heavy gameplay
- Supports multiple viable strategies
- Keeps matches finite and competitive
- Allows gradual mastery of advanced mechanics



Monquest is designed to reward experimentation.

As players gain experience, they are encouraged to adjust ratios, explore alternative builds, and develop their own playstyles.



# Damage Calculation

In Monquest Trading Card Game, damage calculations and status effects play a crucial role in determining the outcome of battles between Mons. When a Mon attacks an opponent's Mon, the damage dealt is primarily subtracted from the defending Mon's HP (Health Points). Additionally, certain abilities and status effects can impact the battle dynamics. Here's how the damage calculation works, considering the status effects that deal damage:

## 1. Normal Attack Damage:

When MON A attacks MON B that is not in Defense Position, the damage dealt is subtracted directly from MON B's HP.

Example: MON A's Attack (80) attacks MON B's HP (100). The attack deals 80 damage, reducing MON B's HP to 20.

## 2. Defense Position Attack:

### Defense Interaction & Damage Calculation

When a Mon is in Defense Position and is attacked:

If the attacker's ATK is greater than the defender's DEF

→ Damage dealt equals the difference between ATK and DEF.



**Formula:**

Damage = Attacker ATK – Defender DEF

This damage is subtracted from the defending Mon's HP.

Example:

MON A ATK: 60

MON B HP: 100

MON B DEF: 50 (in Defense Position)

$60 - 50 = 10$  damage

MON B takes 10 damage → HP becomes 90

**If Attack Is Not Higher Than Defense**

If the attacker's ATK is lower than or equal to the defender's DEF

→ Damage dealt = 0

No chip damage occurs.

The defending Mon takes no HP damage.

This applies to:

- Basic attacks
- Ability attacks that deal damage
- Equipment-modified attacks

Unless a card specifically states:

- "Ignores Defense"
- "True Damage"



- Or any effect that bypasses DEF

Status effects may still apply if the card text says they apply even when damage is 0.

### 3. Ability Attacks:

Some Mons possess abilities that allow them to directly target the opponent's battle points during an attack. When these abilities are used, the corresponding amount of battle points is deducted from the opponent's total battle points.

Example: Mon A's Ability allows it to do 30 points of damage directly to the opponent's battle points (120).

Other than direct attacks on battle points, abilities may also deal damage to Mon's HP.

Example: Mon A's Ability allows it to do 20 points of damage to Mon B's Hp (120). Reducing it to (100).

### 4. Status Effects:

Certain abilities, item cards, or effects may apply status effects that deal damage to the opponent's Mon during an attack.

**Poison:** Represents the poison status effect on a Mon. It indicates that the Mon is gradually losing HP over time. The poison effect deals 10 damage at the beginning of the affected Mon's action phase.



**Burn:** Represents the burn status effect on a Mon. It indicates that the Mon is taking continuous damage each turn. The burn effect deals 10 damage at the beginning of the affected Mon's action phase.

**Confusion:** Represents the confusion status effect on a Mon. It indicates that the Mon may sometimes harm itself or act unpredictably during battles, causing damage to itself. The confusion effect deals 10 damage at the beginning of the affected Mon's action phase.

## 5. Attribute Advantage:

- Some Mons may have attribute types that are advantageous against certain attributes.
- Attribute advantage doubles the damage dealt in battles.

**Example:** Mon A's Attack (90) with the Fire attribute attacks Mon B's HP (100) with the Grass attribute. Since Fire has an advantage over Grass, the damage dealt is doubled. Mon B takes 180 damage, reducing its HP to 0, and it is knocked out.

Understanding the various aspects of damage calculations, including attribute advantages, abilities, and status effects, is vital for formulating effective strategies in Monquest battles. By maximizing your Mons' strengths and leveraging their abilities, you can emerge victorious and become a skilled Monquest player! May your journey in the Monquest Trading Card Game be filled with thrilling battles and triumphs!

## 6. Destroyed Mons Count as Knocked Out

**If a Mon is destroyed by an item, ability, or card effect:**



- The Mon is treated as knocked out
- The owning player loses Battle Points equal to that Mon's BP value
- All normal knockout effects apply

Destruction does NOT bypass knockout penalties.

## Status Effects

Status effects play a significant role in Monquest battles, affecting Mons' performance and adding strategic depth to the gameplay. Here are the various status effects in the game:

### 1. Poison:

Effect: During each affected Mon's action phase, they lose 10 HP due to poison damage.

Removal: Poison can be cured by using specific item cards or abilities that neutralize the poison, stopping the HP loss.

### 2. Sleep:

Effect: While asleep, the Mon cannot perform any actions during its turn.

Removal: Sleep can be removed by a player flipping a coin. If the coin lands on heads, the Mon wakes up and can act normally. If it lands on **tails**, the Mon remains asleep and skips its turn. Sleep can also be cured by using specific item cards or abilities.



### 3. Blind:

**Effect:** While blind, the Mon's attacks may be less accurate, making it more challenging to hit opponents.

**Coin Flip for Attack:** When a Mon affected by the blind status attempts to attack, the player must flip a coin. If the coin lands on heads, the Mon's attack is successful and lands on the intended target. If it lands on tails, the Mon's attack misses, and no damage is dealt.

**Removal:** Blind can be removed by using specific item cards or abilities that cure the blind, restoring the Mon's accuracy.

### 4. Confusion:

**Effect:** While confused, the player must flip a coin. If the coin lands on heads, the Mon acts normally. If it lands on tails, the Mon damages itself by 10 HP during its turn.

**Removal:** Confusion can be cured by using specific item cards or abilities that remove the confusion, allowing the Mon to act normally.

### 5. Paralyzed:

**Effect:** While paralyzed, the Mon may skip its turn or have its actions limited.

**Removal:** Paralysis can be cured by using specific item cards or abilities that cure the paralysis, allowing the Mon to act freely again.

### 6. Burn:

**Effect:** During each affected Mon's action phase, they lose 10 HP due to burn damage.

**Removal:** Burn can be cured by using specific item cards or abilities that extinguish the burn, stopping the HP loss.



## 7. Frozen:

**Effect:** While frozen, the Mon cannot perform any actions during its turn.

**Removal:** Frozen can be cured by using specific item cards or abilities that melt the ice, allowing the Mon to act normally.

These status effects can significantly impact battles, so careful planning, effective item usage, and strategic decision-making are vital for success in Monquest. Understanding how each status effect works and having the right counters or cures at your disposal can give you a competitive edge in the game.



# Conclusion

In conclusion, Monquest beckons you to embark on an exhilarating journey into the world of trading card games. Throughout this guide, we've delved into the core aspects of the game, providing you with a comprehensive understanding of its gameplay mechanics, Mons abilities, card types, and summoning mechanics. Now, let's recap the key points and offer some final thoughts and recommendations for your Monquest adventure.

## 1. Master the Basics:

- Monquest is a turn-based trading card game that combines RPG elements with strategic gameplay.
- Assemble a powerful team of Mons, each with its own unique attributes and abilities.
- Engage in thrilling battles to reduce your opponent's Mons HP to zero and take away their battle points.
- Collect cards, build decks, and explore a vast array of abilities and strategies to conquer challenges.

## 2. Emphasize Strategy and Creativity:

- Strategy and creativity are the cornerstones of success in Monquest.
- Embrace different themes and build synergies in your deck to catch opponents off guard and secure victory.
- Be open to experimenting with devastating card combinations and thinking outside the box.



- Your creativity will be rewarded with exciting gameplay and triumphant moments.

### **3. Embrace the Adventure:**

- Monquest invites you to immerse yourself in a world filled with rich lore and intricate battle mechanics.
- Dive deep into the Monquest universe and witness the boundless possibilities it offers.
- Engage in battles, quests, and tournaments, forging lasting memories as you explore this enchanting realm.

### **4. Foster Good Sportsmanship:**

- Approach each game with good sportsmanship and respect for your opponents.
- Enjoy the camaraderie with fellow players, share experiences, and create a positive gaming environment.
- The true essence of Monquest lies not only in the battles but also in the connections you forge with others in this vibrant community.

### **5. Embrace Continuous Learning:**

- Monquest is a dynamic and evolving game, offering endless opportunities for learning and growth.
- Stay engaged, keep your curiosity alive, and explore new strategies.
- Adapt to updates and fine-tune your deck to become a formidable player in the Monquest world.



## **6. Leverage Card Advantage and Attribute Types:**

- Maximize the value of each card in your hand by seeking opportunities to draw additional cards.
- Consider Mons weaknesses to certain attribute types and exploit them for strategic gameplay.

## **7. Master the Mons Action Phase and Utilize Equipment Abilities:**

- Make well-thought-out decisions during the Mons Action Phase to gain the upper hand in battles.
- Strategize your actions to maximize the impact of your Mons' abilities and equipment.

## **8. Harness the Power of Status Effect Mons and Equipment:**

- Include Mons with status effects in your deck to disrupt your opponents' strategies.
- Treat equipment as additional abilities for your Mons and look for sets that synergize well together.

## **9. Don't Neglect Deck Thinning and Card Recycling:**

- Include cards in your deck that allow you to remove low-impact or redundant cards for more consistency.
- Look for cards that let you recycle or retrieve cards from your discard pile for a second chance to use valuable resources.



## **10. Mind Games and Bluffing: Outsmart Your Opponents:**

- Master the art of mind games and bluffing to force opponents into making mistakes or playing defensively.
- Outsmart your opponents with unpredictable plays and strategic misdirection.

## **11. Connect and Collaborate on the Monquest Website:**

- Take advantage of the vibrant community on the Monquest website to connect with fellow players, engage in forums, and exchange tips and tricks.

## **12. Embrace the Power of Attribute Cards:**

- Attribute cards can significantly enhance your Mons' stats and abilities.
- Strategically use attribute cards to counter opponents' strategies and strengthen your deck.

## **13. Strategize Your Summons:**

- Carefully manage your summoning mechanics to maintain control over the battlefield.
- Use summoning wisely to adapt to changing situations and surprise your opponents.

## **14. Plan Your Turn Wisely:**



- During your turn, consider the cost of actions, Mons abilities, and equipment effects before making moves.
- Plan your actions strategically to maximize efficiency and gain a tactical advantage.

### **15. Experience the Thrill of Mons Evolution:**

- Evolve your Mons into more powerful forms to gain a competitive edge in battles.
- Strategically plan Mons evolution to optimize their attributes and abilities.

### **16. Stay Updated with Monquest Events and Tournaments:**

- Keep track of the latest events and tournaments in Monquest through the official website.
- Participate in these events to test your skills, win rewards, and connect with other players.

Incorporate these key points into your gameplay, and you'll have a stronger grasp of Monquest's mechanics, making you well-prepared to conquer challenges in this exciting new trading card game. As you progress in Monquest, remember that fair play and good sportsmanship are paramount in fostering a positive gaming environment. Approach each game with respect for your opponents and enjoy the camaraderie with fellow players.

Monquest is a dynamic and evolving game, offering endless possibilities for creativity and strategy. Stay engaged, continue learning, and adapt to



updates to grow as a player. Our heartfelt thank you goes to all readers for using this guide as your gateway to Monquest. Your enthusiasm and passion fuel our excitement to shape this game's future.

So, equip yourself with knowledge, summon your Mons, and let the Monquest adventure unfold. As you explore the captivating world of Monquest, may your cards be powerful, your strategies cunning, and your triumphs legendary. Embrace the joy of creativity and strategy, and let your Mons lead you to victory in the thrilling world of Monquest!



# Weakness Chart

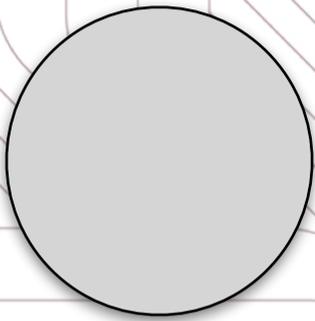
Use this chart to find out any Mons weakness in the game to help you construct better decks to exploit your opponents mons weakness. This can also be useful as it will help you learn the Attribute and Types, in which every mon is weak to.

		Defending Mon									
		Water	Fire	Grass	Ice	Lightning	Wind	Rock	Normal	Light	Dark
Attacking Mon	Water										
	Fire										
	Grass										
	Ice										
	Lightning										
	Wind										
	Rock										
	Normal										
	Light										
	Dark										

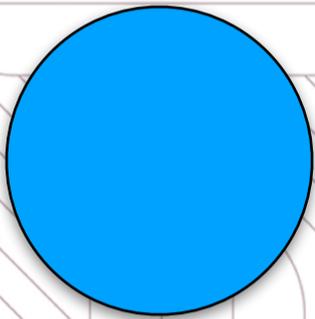
Effective x2 Damage



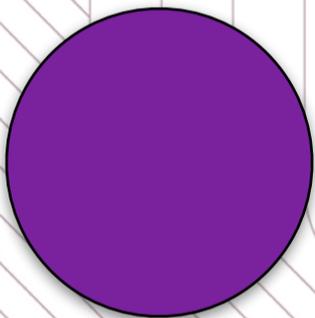
# Rarity Guide



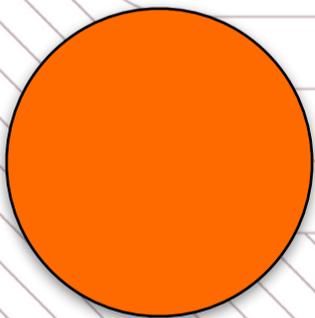
**Common**



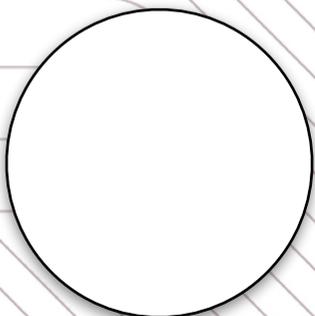
**Rare**



**Epic**



**Legendary**



**Ultimate Unlimited**

