

# Monquest

Trading Card Game



# Monquest Rules

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# Introduction

## Introduction

Monquest is a turn-based RPG-style trading card game where players summon Mons, equip them, use abilities, manage Attribute cards, and battle to reduce their opponent's Battle Points.

## How to Win

Each player starts the game with Battle Points, also called BP. BP represents the player's life in the game.

### You win the game if:

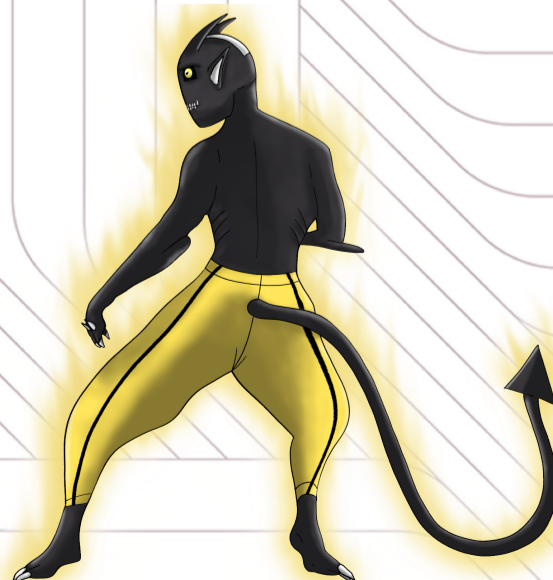
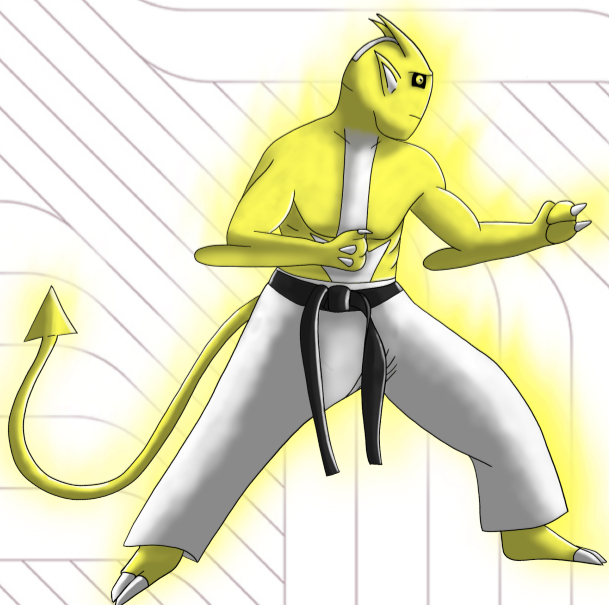
- Your opponent's BP is reduced to 0.
- Your opponent must draw a card but has no cards left in their deck.

### Mons have HP, and players have BP. These are separate values.

When a Mon's HP reaches 0, that Mon is knocked out. The controller of that Mon loses BP equal to the BP value printed on that Mon.

Some cards and abilities can also deal direct BP damage. Direct BP damage lowers a player's BP without needing to knock out a Mon.

The main goal of Monquest is to control the battlefield, protect your BP, and defeat your opponent's Mons while building toward victory.



# Game Overview

## Brief History of Monquest

Monquest is a **turn-based RPG-style trading card game** created by **Lazarus Benson**. The game was inspired by classic RPG video games such as **Final Fantasy, Dragon Quest, Persona, and Shin Megami Tensei**, along with the excitement of creature-based trading card games.

Monquest began as a childhood idea and grew into a full card game built around strategic battles, unique Mons, equipment, abilities, attributes, and deep player decision-making.

The goal of Monquest is to feel like an **RPG battle brought to life through cards**. Each Mon has its own stats, abilities, Attribute Pool, equipment options, and role on the battlefield.

Players must:

- Manage their Mons
- Protect their Battle Points
- Use resources wisely
- Adapt to changing board states
- Build strategies through abilities, equipment, items, and attributes

Monquest is played during each player's own turn unless a card specifically says otherwise. This keeps the game focused on **turn-based decision-making, battlefield control, and tactical planning**.

## Brief Overview of Gameplay



Monquest is a **turn-based RPG-style trading card game** where players battle using Mons, items, equipment, abilities, and Attribute cards.

Each player builds a deck made of **Mon cards**, **Item cards**, and **Equipment cards**. Players also use separate **Attribute piles** to fuel abilities and upgrade certain equipment.

During the game, players summon Mons to the battlefield and use them to attack, defend, activate abilities, equip gear, and control the flow of battle.

Each Mon has its own:

- **HP**
- **Attack**
- **Defense**
- **Battle Point value**
- **Attribute Pool**
- **Abilities**
- **Weakness**
- **Summon rules**, if printed on the card

Mons have **HP**, while players have **Battle Points**, also called **BP**. When a Mon's HP reaches **0**, that Mon is knocked out, and its controller loses BP equal to the BP value printed on that Mon.

Players can also use certain cards and abilities to deal **direct BP damage**, heal Mons, restore resources, apply status effects, remove cards, draw cards, or create strategic advantages.

Equipment cards can be attached to Mons to increase stats, grant passive effects, or add new abilities. Attribute cards are used to fuel Mon abilities and upgrade certain equipment.

The goal is to protect your BP, manage your Mons, use your resources wisely, and reduce your opponent's BP to **0** before they defeat you.



# How to Win

A player wins the game by reducing their opponent's **Battle Points**, also called **BP**, to **0**.

A player also wins if their opponent must draw a card but has no cards left in their deck.

## Battle Points

Each player starts with **500 BP** unless both players agree to use a different starting BP total before the game begins.

BP represents the player's life in the game.

If a player's BP reaches **0**, that player loses the game.

## Mon HP and Player BP

Mons have **HP**. Players have **BP**.

These are separate values.

When a Mon's HP reaches **0**, that Mon is knocked out and sent to the **Discard Zone**.

When a Mon is knocked out, the controller of that Mon loses BP equal to the BP value printed on that Mon.



## Direct BP Damage

Some cards and abilities deal **direct BP damage**.

Direct BP damage lowers a player's BP without needing to knock out a Mon.

Direct BP damage is different from BP loss caused by a Mon being knocked out.

Mons can also attack BP directly when their opponent has no mons present on the battlefield.



## Deck-Out

If a player must draw a card but has no cards left in their deck, that player loses the game.

This can happen during the Draw Phase or from a card effect that requires the player to draw.



# Turn Structure

Monquest is played in turns. Players take turns one at a time until a player wins the game.

Players may only play cards and use effects during their own turn unless a card specifically says otherwise.

Each turn is divided into phases.

## Turn Order

A player's turn follows this order:

- 1. Draw Phase**
- 2. Main Phase**
- 3. Action Phase – Mon 1**
- 4. Action Phase – Mon 2**
- 5. End Phase**

Each active Mon has its own Action Phase. Ending one Mon's action does not automatically end the other Mon's action.

## Game Setup

Before the game begins, each player shuffles their main deck.

After shuffling, players cut each other's decks.

Each player starts with 500 BP unless both players agree to use a different starting BP total before the game begins.

Each player draws a starting hand of 5 cards.



## Legal Starting Mons

Only Mons that are Level 1-40 can be used as starting Mons.

A Mon above Level 40 cannot be used as a starting Mon unless a card specifically says otherwise.

Higher-level Mons must be played by meeting their summon requirements, such as Level Summoning, Form Summoning, or Equipment Summoning.

## Starting Mons

After drawing their starting hand, each player secretly chooses one or two legal starting Mons from their hand and places them face-down in their Mon Zone.

These Mons become that player's starting Mons for the game.

Once both players have chosen their starting Mons, reveal them at the same time.

After they are revealed, the starting Mons stay on the field and the game begins with those Mons in play.

If a player does not have a legal starting Mon in their opening hand, that player returns their hand to their deck, shuffles, cuts, and draws a new hand of 5 cards.

Repeat this process until both players have at least one legal starting Mon they can place face-down.

## Who Goes First

After starting Mons are revealed, compare the highest single ATK among each player's revealed starting Mons.

The player with the highest single ATK chooses who takes the first turn.



Only the highest single ATK matters. Do not add the ATK of both starting Mons together.

### **Example:**

If Player A reveals two starting Mons with 45 ATK and 10 ATK, and Player B reveals two starting Mons with 30 ATK and 20 ATK, Player A has the highest single ATK and chooses who goes first.

If both players reveal starting Mons with the same highest ATK, the starting Mon reveal is tied.

When this happens, both players return their starting hands to their decks, shuffle, cut, draw a new hand of 5 cards, choose legal starting Mons face-down again, and reveal them at the same time.

Repeat this process until one player reveals a legal starting Mon with a higher single ATK.

### **Draw Phase**

At the start of your turn, draw 1 card from your deck.

If you must draw a card but have no cards left in your deck, you lose the game.

### **Empty Hand Rule**

If your hand has 0 cards, draw 5 cards.

This rule helps players recover and prevents the game from becoming stuck when a player has no cards available.



## Recovery State

If you control no Mons on your field during the game, you enter Recovery State.

During Recovery State, your goal is to play a legal Mon onto your field.

While in Recovery State, you may use cards that help you:

- **Draw cards**
- **Search your deck**
- **Reveal cards**
- **Look at cards**
- **Organize your hand or deck**
- **Find a legal Mon**

During Recovery State, you may not use cards that:

- **Deal HP damage**
- **Deal direct BP damage**
- **Reduce AP**
- **Heal HP**
- **Restore BP or AP**
- **Destroy cards**
- **Remove cards from the battlefield**
- **Move cards from the battlefield**
- **Return cards to the hand or deck**
- **Block or skip an opponent's turn**



- **Prevent actions or attacks**
- **Apply status effects**
- **Revive Mons**
- **Attach Equipment**
- **Control the battlefield**

Once you play a legal Mon onto your field, Recovery State ends and you may play cards normally, following all other rules and card text.

Recovery State does not ignore card effects.

If a card prevents you from drawing, playing Mons, searching, taking actions, or using certain card types, that restriction still applies during Recovery State unless a card says otherwise.

Once the restriction ends, continue following the Recovery State rules if you still control no Mons.

## **No Playable Mon Recovery Rule**

If you control no Mons and do not have a legal Mon you can play from your hand, choose one:

- **Discard 1 card from your hand to draw 1 card.**
- **Lose 10 BP to draw 1 card.**

You may repeat this recovery option until you draw a legal Mon you can play, or until you choose to stop.



A legal Mon is a Mon that can be played by normal play rules or by meeting the summon rule printed on that card.

## **Main Phase**

During your Main Phase, you prepare your field before your Mons take their actions.

During your Main Phase, you may:

- **Play legal Mons**
- **Attach Equipment to your Mons**
- **Upgrade Equipment**
- **Assign or manage Attribute cards**
- **Prepare your Mons for their Action Phases**
- **Use cards or effects that specifically say they can be used during the Main Phase**

The Main Phase is mainly used for setup.

Most Item cards, Mon abilities, Equipment abilities, and effects that perform an action are used during a Mon's Action Phase, unless the card specifically says otherwise.

## **Action Phase – Mon 1 and Mon 2**

Each active Mon has its own Action Phase.

During a Mon's Action Phase, that Mon may take actions such as:

- **Attack**
- **Use one of its abilities**



- **Use an Item card**
- **Use an ability from Equipment attached to that Mon**
- **Use another card effect that counts as that Mon's action**
- **Change to Defense Position**

When you use an Item card, Equipment ability, or card effect during a Mon's Action Phase, choose which active Mon is using that action.

A Mon's Action Phase ends when that Mon attacks or uses an effect that directly changes HP, AP, BP, Max HP, Max AP, or Max BP.

This includes effects that damage, heal, restore, reduce, steal, drain, absorb, or change those values.

Destroying, removing, moving, returning, or banishing a card does not automatically end a Mon's Action Phase unless the card says so or also directly changes HP, AP, BP, Max HP, Max AP, or Max BP.

The full Action Rule is explained in the Core Rules & Card Text Standards section.

## **Emergency Retreat**

Once per turn, during your turn, you may use Emergency Retreat to remove one of your active Mons from the field and replace it with another legal Mon.

To use Emergency Retreat:

- 1. Choose one of your active Mons.**
- 2. Send that Mon to the Discard Zone.**
- 3. Choose one cost:**
  - **Discard 1 card from your hand, or**



- Lose BP equal to the retreated Mon's BP value

#### **4. Play a legal replacement Mon into that Mon Zone.**

The replacement Mon must follow normal play rules or the summon rule printed on the card.

Emergency Retreat does not count as the Mon being knocked out, destroyed, or defeated.

Emergency Retreat does not trigger effects that activate when a Mon is knocked out, destroyed, defeated, or removed by an opponent's effect.

If the retreated Mon had status effects, remove those status counters when it leaves the field and goes to the Discard Zone.

### **End Phase**

During the End Phase, resolve any effects that happen at the end of the turn.

After all End Phase effects are resolved, your turn ends and your opponent begins their turn.



# Gameplay Mechanics

## Gameplay Mechanics

Monquest uses several core mechanics that work together to create an RPG-style card battle. These mechanics are explained in more detail throughout the rulebook.

### Turn Structure

Monquest is played in turns. During your turn, you draw cards, play cards, summon Mons, use abilities, equip cards, and take actions with your Mons.

Each active Mon acts individually. A Mon's action phase can end without ending the entire player's turn.

### Attacking and Defense Position

Mons can attack opposing Mons to reduce their HP. When a Mon's HP reaches **0**, that Mon is knocked out, and its controller loses BP equal to the BP value printed on that Mon.

Mons may also be placed in **Defense Position**. A Mon in Defense Position uses its Defense value to reduce or prevent incoming attack damage.

### Mon Abilities

Mons have abilities that can damage, heal, apply status effects, restore resources, support other Mons, or create special effects.

Abilities usually require Attribute cards from that Mon's **Attribute Pool**. Some abilities may also follow the **Action Rule**, which can end that Mon's action phase after the ability resolves.

### Attribute Cards and Ability Pools

Attribute cards are used to fuel Mon abilities and upgrade certain equipment cards.

Each Mon has its own **Attribute Pool**. When a Mon uses an ability, it pays the required Attribute cards from its pool.



## Equipment Cards

Equipment cards can be attached to Mons to increase stats, grant passive effects, or add new abilities.

Equipment cards may include:

- **Weapons**
- **Armor**
- **Accessories**
- **Equipment sets**
- **Equipment Summon requirements**

Some equipment can be upgraded, while equipment sets usually cannot be upgraded unless a card says otherwise.

## Item Cards

Item cards provide one-time or special effects during battle. Items may heal, draw cards, search cards, remove status effects, damage Mons, affect BP, or create other effects.

Some Item cards follow the **Action Rule**. If an Item directly changes HP, AP, BP, Max HP, Max AP, or Max BP, it may end the acting Mon's action phase.

If you control no Mons, you enter **Recovery State**. While in Recovery State, you may only use cards that help you draw, search, reveal, look at cards, organize your hand or deck, or find a legal Mon.

## Battle Points

Each player has **Battle Points**, also called **BP**. BP represents the player's life.

Players lose BP when their Mons are knocked out or when a card deals direct BP damage.

BP loss from a knocked-out Mon and direct BP damage are different rules.

## Summoning Mechanics

Monquest includes several types of summoning:





- **Normal Summoning**
- **Form Summoning**
- **Equipment Summoning**
- **Level Summoning**

Some Mon cards include a printed **Summon Rule Box**. If a Mon has a Summon Rule Box, follow the rule printed on that card.

## **Status Effects**

Status effects are conditions that can limit, damage, or disrupt a Mon. Examples include **Poison**, **Burn**, **Blind**, **Confusion**, **Sleep**, **Paralysis**, and **Frozen**.

Status effects are explained in detail in the **Status Effects** section.



# Highlights and Innovation

## Highlights and Innovation

Monquest is designed to feel like an **RPG battle system inside a trading card game**. Players do more than attack and pass turn. They manage Mons, equipment, abilities, Attribute cards, status effects, Battle Points, and battlefield position.

## Unique Battle Mechanics

Each active Mon acts individually, creating a strategic battlefield where players must decide how and when to use each Mon.

A Mon's action phase may end when it attacks or uses an effect that directly changes **HP, AP, BP, Max HP, Max AP, or Max BP**.

This creates meaningful decisions each turn because players must choose whether to attack, heal, restore, use abilities, or set up future plays.

## Evolution and Summoning

Mons can grow stronger through different summon methods, including:

- **Form Summoning**
- **Level Summoning**
- **Equipment Summoning**
- **Boss Mon Summoning**

Some Mons also include a printed **Summon Rule Box** that explains exactly how that Mon can be summoned.

## Equipment System

Equipment cards allow players to customize their Mons with weapons, armor, accessories, and equipment sets.

Equipment can:

- Increase stats
- Grant passive effects
- Add abilities



- Create new strategies
- Unlock Equipment Summons

### **Status Effects and Recovery**

Status effects such as **Poison**, **Burn**, **Blind**, **Confusion**, **Sleep**, **Paralysis**, and **Frozen** can change the flow of battle.

Players must manage these effects through abilities, items, equipment, and smart battlefield decisions.

### **Strategic Decision-Making**

Monquest rewards careful planning and adaptation. Players must decide when to attack, defend, summon, retreat, heal, conserve resources, or risk Battle Points for a stronger play.

Every decision can change the battle, making Monquest feel like a card game with the strategy and tension of a turn-based RPG



# Number of Players and Game Time

Monquest can be played with **2 players** or **4 players**.

## Two-Player Battles

In a standard two-player battle, one player battles against one opponent.

This is the recommended format for learning the game.

## Four-Player Team Battles

Monquest can also be played as a **2 versus 2 team battle**.

In team battles, teammates work together while still controlling their own cards, Mons, Battle Points, and resources unless a special team rule or card says otherwise.

## Game Time

A standard game of Monquest usually takes about **40 minutes to 1 hour**, depending on player experience, deck size, Battle Point total, and how many players are in the game.

Shorter games can be played by using lower starting BP. Longer games can be played by using higher starting BP or larger decks.



# Deck Composition

A legal Monquest deck must contain at least **44 cards**.

A deck may contain up to **70 cards**, but larger decks may reduce consistency and increase the chance of running out of cards later in the game.

A main deck may include:

- **Mon cards**
- **Item cards**
- **Equipment cards**

Attribute cards are **not** placed in the main deck. Each player prepares separate **Attribute piles** before the game begins.

## Attribute Piles

Each player prepares **six Attribute piles**.

Each Attribute pile may contain up to **15 Attribute cards** of the same Attribute type.

Attribute cards are used to:

- Fuel Mon abilities
- Build a Mon's Attribute Pool
- Upgrade certain Equipment cards
- Support ability costs during battle

## Optional Game Components

Players may also use:

- **Status counters**
- **Damage counters**
- **A coin**
- **Playmats**
- **Reference cards**
- **The Weakness Chart**



### Item, mon, and equipment



### Status Counters



### Attribute Cards



### Coin



# Copy Limits

Copy limits control how many copies of the same card may be included in a deck.

## Copy Limits Per Deck

- **Low-Level Mons:** Levels **1-40**  
Up to **3 copies** of the same card.
- **Mid-Tier Mons:** Levels **41-70**  
Up to **2 copies** of the same card.
- **Boss Mons:**  
Only **1 Boss Mon** may be included in a deck.
- **Item Cards:**  
Up to **2 copies** of the same Item card.
- **Equipment Cards:**  
Up to **2 copies** of the same Equipment card.

A card's copy limit is based on its card name unless a card or rule says otherwise.

## Minimum Mon Requirement

A legal deck must include at least **16 Mon cards**.

This helps make sure each deck has enough Mons to start the game, recover from knockouts, and continue battling.

A deck may include only **1 Boss Mon**.

Boss Mon classification is explained in the **Boss Mons** section.



## Other Game Components

In addition to a main deck and Attribute piles, players may use extra components to help track the game.

Recommended components include:

- **Status counters**
- **Damage counters**
- **A coin**
- **Playmat or battlefield layout**
- **Weakness Chart**
- **Rulebook or quick reference sheet**

## Counters

Counters are used to track damage, status effects, and other ongoing effects during the game.

Status counters may be used for:

- **Poison**
- **Burn**
- **Blind**
- **Confusion**
- **Sleep**
- **Paralysis**
- **Frozen**



Damage counters may be used to track how much HP damage a Mon has taken.

## **Coin**

Some cards, abilities, and status effects require a coin flip.

Only flip a coin when a card, ability, status effect, or rule tells you to flip.



# Card Types

## Card Types

Monquest uses four main card types:

- **Mon Cards**
- **Item Cards**
- **Equipment Cards**
- **Attribute Cards**

Each card type works differently and is explained throughout the rulebook.

## Mon Tiers by Level

Mons are grouped into tiers based on their 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**

A Mon's level affects how it can be played, summoned, upgraded, or used for Level Summoning.



## Mon Cards

Mon cards are the core cards of Monquest. They represent the creatures players summon, control, equip, and battle with.

Each Mon may have:

- **HP**
- **Attack**
- **Defense**
- **Battle Point value**
- **Attribute type**
- **Weakness**
- **Abilities**
- **Ability costs**
- **Summon rules**
- **Level Summon information**
- **Rarity**

Some Mon cards may also include a printed **Summon Rule Box**. If a Mon has a Summon Rule Box, follow the summon instructions printed on that card.

## Mon Card Categories

Mon cards may belong to one or more special categories.

### Base Mons

Base Mons are Mons that can be played normally if they meet the normal play requirements.

### Form Summon Mons

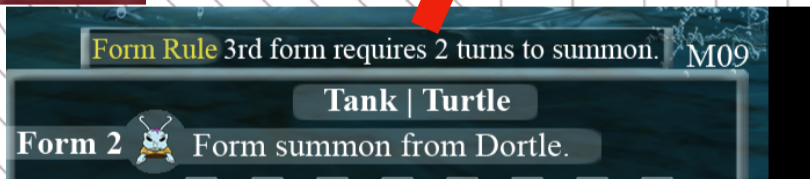
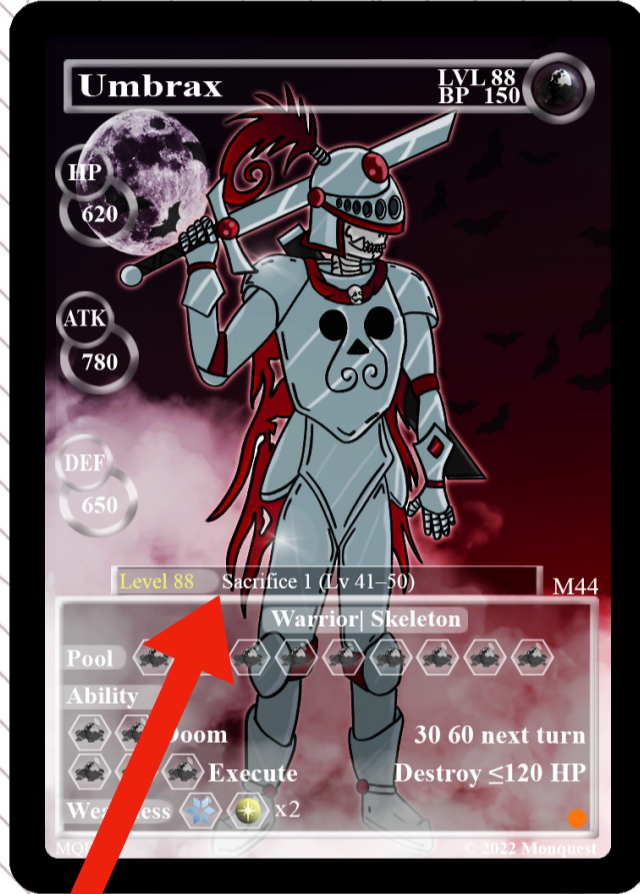
Form Summon Mons are stronger forms of a Mon. These cards usually require a specific previous Mon or form before they can be played.

### Level Summon Mons



Level Summon Mons are played by using other Mons that meet the required level conditions.

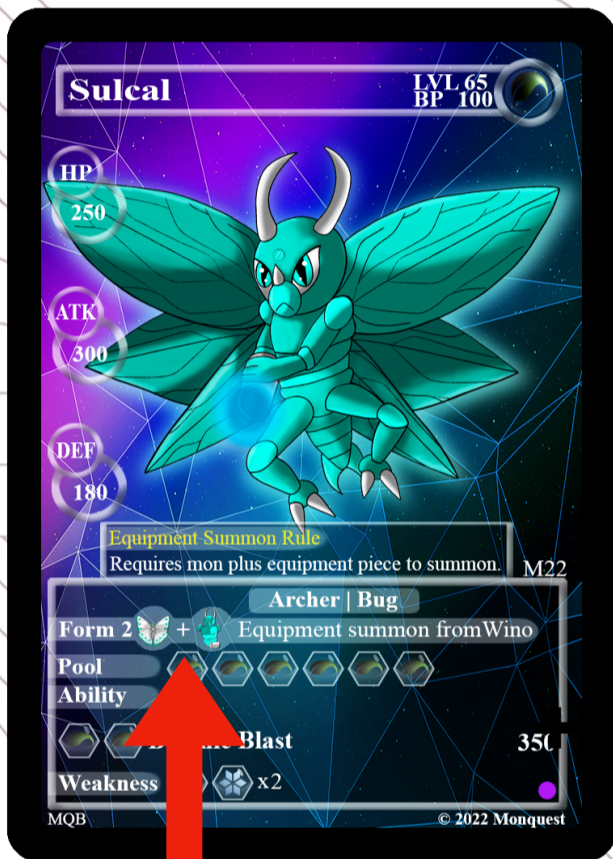
Some cards may say whether they **can Level Summon** or **cannot Level Summon**. If a card says it cannot Level Summon, it cannot be used as Level Summon material unless another card specifically allows it.



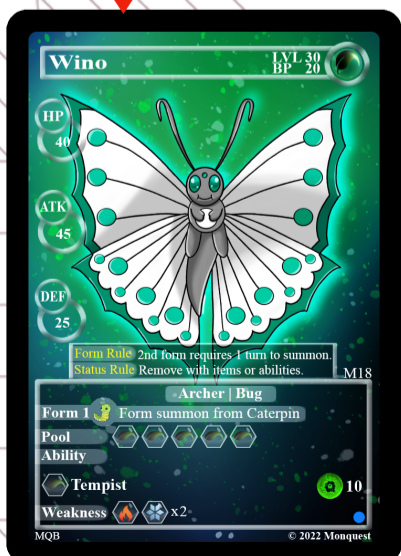
## Equipment Summon Mons

Equipment Summon Mons require specific Equipment cards to be on the field before they can be summoned.

If an Equipment Summon Mon has a printed Summon Rule Box, follow the requirements printed on the card.



**Form 2** + Equipment summon from Wino



## Boss Mons

Boss Mons are powerful Mons with special deck-building and summoning limits.

A deck may include only **1 Boss Mon**.

Boss Mon rules are explained in the **Boss Mons** section

**Ligon**
LVL 90  
BP 150

HP

560

ATK

750

DEF

280

Level 90
Sacrifice 1 (Lv 41-50)
M12

**Berserker | Dragon**

Pool

Ability

**Illuminate** Heads success | Tails fail

**Light Beam** 225

Weakness  x2

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**Xenodermus**
LVL 95  
BP 210

HP

700

ATK

720

DEF

680

Level 95
Sacrifice 1 (Lv 41-50)
M20

**Warrior | Drakel**

Pool

Ability

**Gale Force** Destroy 1 Card

**Zephyr Strike** 50 BP

Weakness  x2

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**Eodrius**
LVL 95  
BP 145

HP

650

ATK

820

DEF

600

Level 60
Sacrifice 1 (Lv 41-50)
M45

**Warrior | Titan**

Pool

Ability

**Judgement** Banish ≤150 HP

**Reality Break** Immune: Abilities (next turn)

Weakness  x2

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## Equipment Cards

Equipment cards represent weapons, armor, accessories, and equipment sets that can be attached to Mons.

Equipment cards are used to strengthen Mons, add effects, unlock new strategies, and sometimes meet the requirements for **Equipment Summoning**.

A Mon may normally have up to **three Equipment cards** attached:

- **1 Weapon**
- **1 Armor**
- **1 Accessory**

Some cards may change this limit or allow special equipment rules.



## Equipment Effects

Equipment cards may provide:

- **ATK increases**
- **DEF increases**
- **Max HP increases**
- **Max AP increases**
- **Passive effects**
- **New abilities**
- **Status immunity**
- **Damage reduction**
- **Special summon requirements**

Equipment effects remain active while the Equipment card is attached to the Mon.

If an Equipment card is destroyed, removed, returned, or sent to the discard pile, its effects immediately end unless a card says otherwise.

## Equipment Upgrades

Some Equipment cards can be upgraded using Attribute cards.

If an Equipment card can be upgraded, follow the upgrade rules printed on that card.

Equipment upgrades may increase stats, improve effects, or unlock stronger abilities.

Equipment can be upgraded up to **+5** unless the card says otherwise.

## Equipment Sets

Some Equipment cards are part of an **Equipment Set**.

Equipment Sets may grant extra effects when multiple pieces of the set are attached to the same Mon.

Equipment Sets usually cannot be upgraded unless a card specifically says they can.



## Item Cards

Item cards are support cards that create special effects during the game.

Item cards may be used to:

- **Draw cards**
- **Search cards**
- **Heal Mons**
- **Restore resources**
- **Remove status effects**
- **Deal HP damage**
- **Deal direct BP damage**
- **Apply effects**
- **Create temporary advantages**
- **Etc**

Item cards are usually played during your turn unless the card says otherwise.

Most Item cards are used once, then sent to the **Discard Zone** after they resolve unless the card says otherwise.

Some Item cards may follow the **Action Rule**. If an Item card directly changes **HP**, **AP**, **BP**, **Max HP**, **Max AP**, or **Max BP**, it may end the acting Mon's action phase.

If you control no Mons, you are in **Recovery State**. While in Recovery State, you may only play Item cards that help you draw, search, reveal, look at cards, organize your hand or deck, or find a legal Mon.

The full rules for Item card effects, Recovery State, and action phase interaction are explained later in the rulebook.



**Bifrost Bomb** 



113

**Bifrost Bomb**  
Deal 50 damage directly to an opponent's battle points.

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**Phoenix Feather** 



107

**Phoenix Feather**  
Revive one of your defeated mons with 50% HP.

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**Ring of Singularity** 



109

**Ring of Singularity**  
Select one mon on the battlefield and destroy it.

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# Attribute Cards

Attribute cards are resource cards used to fuel Mon abilities and upgrade certain Equipment cards.

Attribute cards are not placed in the main deck. Each player prepares separate Attribute piles before the game begins.

## Attribute Types

Monquest uses multiple Attribute types, including:

- Fire
- Water
- Grass
- Wind
- Ice
- Rock
- Normal
- Dark
- Light
- Lightning

Each Attribute card belongs to one Attribute type.

## Attribute Piles

Each player prepares six Attribute piles before the game begins.

Each Attribute pile may contain up to 15 Attribute cards of the same Attribute type.

Attribute piles are kept separate from the main deck and discard pile.



## Attribute Pools

Mons use Attribute cards to create and manage their Attribute Pools.

A Mon's Attribute Pool is used to pay for that Mon's abilities. When a Mon uses an ability, the required Attribute cards are paid from that Mon's Attribute Pool.

Each Mon's ability cost is shown on the card using Attribute symbols.

## Using Attribute Cards

**Attribute cards may be used to:**

- Build a Mon's Attribute Pool
- Pay for Mon abilities
- Upgrade certain Equipment cards
- Support card effects that require Attribute costs

Attribute cards are one of the main resources in Monquest. Managing them carefully is important because they control how often your Mons can use their abilities

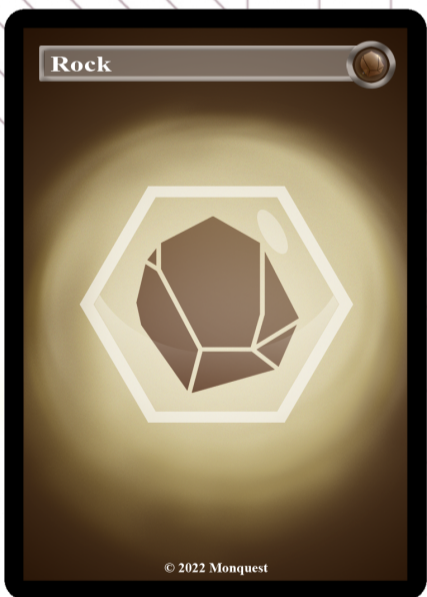
## Attribute Cards and Equipment

Some Equipment cards can be upgraded using Attribute cards.

If an Equipment card can be upgraded, follow the upgrade requirements printed on that Equipment card.

Equipment upgrades are explained in more detail in the Equipment Cards section.





# Abilities, Effects and Card Interactions

Abilities and effects are printed on Mon cards, Equipment cards, or other cards. Abilities and effects can damage, heal, restore resources, apply status effects, draw cards, protect Mons, or create special effects.

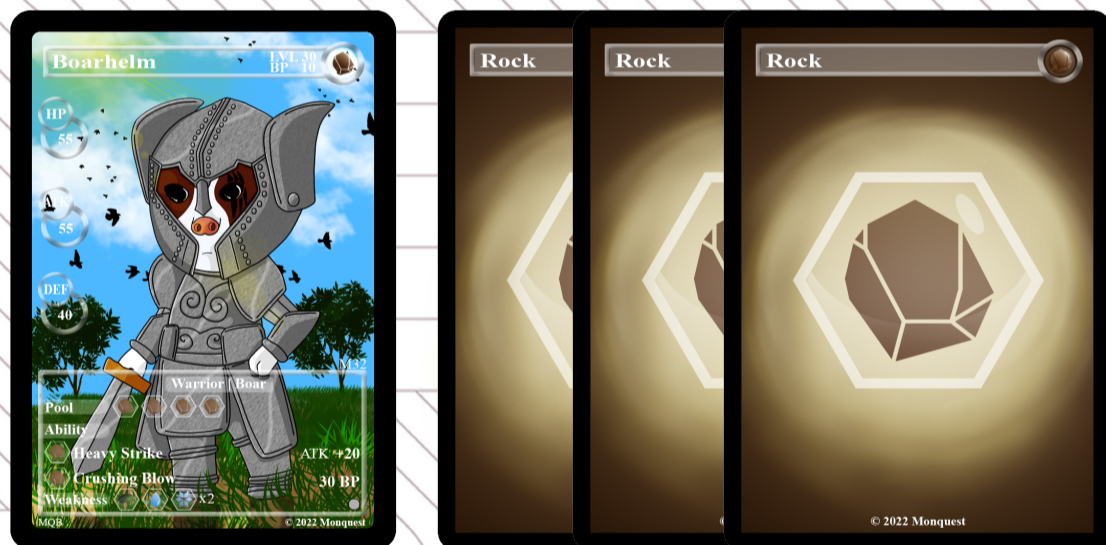
Abilities and effects must follow the text printed on the card.

## Ability Costs

Many Mon abilities require **Attribute cards** from that Mon's **Attribute Pool**.

To use an ability, pay the required Attribute cost shown on the card. After the cost is paid, resolve the ability's effect.

If a Mon does not have the required Attribute cards available, that ability cannot be used.



-1 for Attribute pool now has 3 Attribute Points left



## Ability Timing

Abilities are usually used during your turn unless the card says otherwise.

Some abilities may be passive and remain active while the card is on the field. Passive abilities do not need to be activated unless the card says otherwise.

## Ability Effects

Abilities may:

- Deal HP damage
- Deal direct BP damage
- Heal HP
- Restore AP
- Increase Max HP
- Increase Max AP
- Apply status effects
- Remove status effects
- Revive Mons
- Destroy or remove cards
- Change ATK or DEF
- Draw or search cards
- Create passive effects

## Abilities and the Action Rule

Some abilities end the acting Mon's action phase after they resolve.

A Mon's action phase ends if that Mon attacks or uses an ability that directly changes **HP**, **AP**, **BP**, **Max HP**, **Max AP**, or **Max BP**.

Examples include:

- Dealing HP damage
- Healing HP
- Stealing, draining, or absorbing HP
- Dealing direct BP damage



- Restoring BP
- Reducing or restoring AP
- Increasing or decreasing Max HP
- Increasing or decreasing Max AP
- Increasing or decreasing Max BP

Destroying, moving, returning, or removing a card does not count as direct HP, AP, or BP damage unless the card also says it deals damage, heals, restores, drains, steals, reduces, or changes one of those values.

## Passive Abilities

Passive abilities are always active while the card is on the battlefield unless a card says otherwise.

Passive abilities:

- Do not require activation
- Do not cost Attribute cards unless stated
- Do not use a Mon's action phase
- Do not end a Mon's action phase
- End immediately if the card granting the passive effect leaves the field

## Card Text Priority

If a card's text conflicts with a general rule, follow the card text unless an official rule update says otherwise.



# Equipment and Effects Interactions

Equipment cards can interact with a Mon's stats, abilities, and passive effects.

When Equipment is attached to a Mon, the equipped Mon gains the effects printed on that Equipment card.

Equipment may:

- Increase **ATK**
- Increase **DEF**
- Increase **Max HP**
- Increase **Max AP**
- Grant passive effects
- Grant new effects
- Provide status immunity
- Reduce damage
- Help meet **Equipment Summon** requirements

## Equipment-Granted effects

Some Equipment cards grant new effects to the equipped Mon.

If Equipment grants an effect, the equipped Mon may use that effect as if it were printed on the Mon, as long as all costs and requirements are met.

If the Equipment is destroyed, removed, returned, or sent to the discard pile, the equipped Mon immediately loses any effects granted by that Equipment.

## Equipment Passive Effects

Some Equipment cards grant passive effects.

Passive effects are active while the Equipment remains attached.

Examples of passive Equipment effects include:

- Status immunity
- Damage reduction



- Defense boosts
- Attack boosts
- Effect reflection
- Passive healing
- Special protection effects

If the Equipment leaves the field, all passive effects from that Equipment immediately end.

## Equipment Upgrades and Effects

Some Equipment cards can be upgraded using Attribute cards.

When Equipment is upgraded, its effects may become stronger depending on the text printed on the Equipment card.

Upgrades may improve:

- Stat bonuses
- Effects
- Passive effects
- Damage reduction
- Special card effects

Equipment can be upgraded up to **+5** unless the card says otherwise.



## Equipment Sets and Abilities

Some Equipment cards are part of an **Equipment Set**.

Equipment Sets may grant extra effects when multiple pieces of the same set are attached to one Mon.

Equipment Set effects may include:

- Extra stat bonuses
- New abilities
- Passive effects
- Special combo effects

Equipment Sets usually cannot be upgraded unless a card specifically says they can.

## Losing Equipment Effects

If an Equipment card is destroyed, removed, returned to the hand or deck, or sent to the discard pile, the Mon immediately loses all bonuses, passive effects, and abilities granted by that Equipment.

If the Equipment was required for an **Equipment Summon**, follow the **Equipment Summoning: Destruction & Reversion** rules in the Summoning section



# Attribute Cards and Interactions

Attribute cards are the main resource used to power Mon abilities and upgrade certain Equipment cards.

Attribute cards are not placed in the main deck. They are kept in separate **Attribute piles**.

## Attribute Piles

Each player prepares **six Attribute piles** before the game begins.

Each Attribute pile may contain up to **15 Attribute cards** of the same Attribute type.

Attribute piles are separate from:

- The main deck
- The hand
- The discard pile
- The Mon Zone
- The Equipment Zone

Attribute cards should always return to the proper Attribute pile unless a card says otherwise.

## Attribute Pools

Each Mon has its own **Attribute Pool**.

A Mon's Attribute Pool is made from Attribute cards assigned to that Mon. These cards are used to pay for that Mon's abilities.

When a Mon uses an ability, pay the required Attribute cards from that Mon's Attribute Pool.

After the ability resolves, the used Attribute cards return to their correct Attribute piles unless a card says otherwise.



## Ability Costs

Ability costs are shown on the card using Attribute symbols or Attribute requirements.

A Mon can only use an ability if it has the required Attribute cards available in its Attribute Pool.

If the required Attribute cards are not available, the ability cannot be used.

## Attribute Cards and Equipment Upgrades

Some Equipment cards can be upgraded using Attribute cards.

If an Equipment card can be upgraded, follow the upgrade cost and instructions printed on that Equipment card.

Equipment upgrades may increase stats, improve passive effects, or unlock stronger abilities.

Unless a card says otherwise, Equipment can be upgraded up to **+5**.

## Managing Attribute Resources

Attribute cards are important because they control how often your Mons can use abilities.

Players should manage Attribute cards carefully because using abilities, upgrading equipment, and setting up future turns all depend on having the right Attribute resources available.



# Item Card Effects and Interactions

Item cards are support cards that give players extra options during battle. Item cards can help you recover, draw cards, heal Mons, restore resources, remove status effects, deal damage, or create special effects.

Most Item cards are played during your mons turn unless the card says otherwise.

After an Item card resolves, it is usually sent to the **Discard Zone** unless the card says otherwise.

## Types of Item Cards

Item cards may include:

- **Healing Items**
- **Attribute Restoration Items**
- **Revival Items**
- **Status Cure Items**
- **Draw Items**
- **Search Items**
- **Damage Items**
- **Direct BP Damage Items**
- **Protection Items**
- **Special Effect Items**

Each Item card explains what it does in its card text.

## Healing Items

Healing Items restore HP to one or more Mons.

If an Item heals HP, it follows the **Action Rule** and may end the acting Mon's action phase after it resolves.

Healing cannot raise a Mon's current HP above its **Max HP** unless a card specifically says otherwise.





## Attribute Restoration Items

Attribute Restoration Items restore AP also known as Attribute Points to a Mon's Attribute Pool.

If an Item restores AP, it follows the **Action Rule** and may end the acting Mon's action phase after it resolves.



## Revival Items

Revival Items bring a knocked-out Mon back to the field.

A revived Mon returns with the HP, AP, and conditions stated by the card.

Revived Mons follow the **Revive Rules** explained later in this section.



## Status Cure Items

Status Cure Items remove status effects from Mons.

Status Cure Items may remove effects such as:

- **Poison**
- **Burn**
- **Blind**
- **Confusion**
- **Sleep**
- **Paralysis**
- **Frozen**

If an Item removes a status effect and also directly changes HP, AP, BP, Max HP, Max AP, or Max BP, it follows the **Action Rule**.





## Draw and Search Items

Draw and Search Items help players find cards or recover resources.

These Items may allow a player to:

- Draw cards
- Search their deck
- Reveal cards
- Look at cards
- Organize cards in their hand or deck

Draw and Search Items usually do not end a Mon's action phase unless the card says otherwise or also directly changes HP, AP, BP, Max HP, Max AP, or Max BP.

Draw and Search Items are also the main type of Item cards that may be used during **Recovery State**.

## Damage Items

Damage Items deal HP damage to Mons.

If an Item deals HP damage, it follows the **Action Rule** and may end the acting Mon's action phase after it resolves.

If damage reduces a Mon's HP to **0**, that Mon is knocked out, and its controller loses BP equal to the BP value printed on that Mon.



## Direct BP Damage Items

Some Items deal direct BP damage to a player.

Direct BP damage lowers a player's BP without needing to knock out a Mon.

Direct BP damage is different from BP loss caused by a Mon being knocked out.

## Protection and Special Effect Items

Some Items protect Mons, prevent effects, reveal information, or create special effects.

Follow the text printed on the card.

If the Item directly changes HP, AP, BP, Max HP, Max AP, or Max BP, it follows the **Action Rule**.

If the Item destroys, moves, returns, removes, blocks, skips, prevents, or controls the battlefield, it cannot be used during **Recovery State** unless the card specifically says otherwise.

## Potions and Restoration Items

Potions and restoration items are Item cards that help players recover HP, restore AP or Attribute resources, remove problems from the field, or bring Mons back into battle.

Most potion effects follow the Action Rule if they directly change HP, AP, BP, Max HP, Max AP, or Max BP.

## Healing Potions

Healing Potions restore HP to a Mon.



A Mon's current HP cannot go above its Max HP unless a card specifically says otherwise.

If a Healing Potion restores HP, it follows the Action Rule and may end the acting Mon's action phase after it resolves.

## **Small Healing Potion**

Small Healing Potions restore HP based on the level of the Mon.

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

## **Medium Healing Potion**

Medium Healing Potions restore half of the Mon's Max HP.

## **Full Healing Potion**

Full Healing Potions restore the Mon to its Max HP.

## **Attribute Potions**

Attribute Potions restore AP or Attribute resources to a Mon's Attribute Pool.

If an Attribute Potion restores AP or Attribute resources, it follows the Action Rule and may end the acting Mon's action phase after it resolves.



## Small Attribute Potion

Small Attribute Potions restore Attribute resources based on the level of the Mon.

- Level 1-30: Restore 1 AP
- Level 31-50: Restore 2 AP
- Level 51-80: Restore 3 AP
- Level 81-100: Restore 4 AP

## Medium Attribute Potion

Medium Attribute Potions restore half of the Mon's Max AP.

## Full Attribute Potion

Full Attribute Potions restore the Mon to its Max AP.

## Revival Items

Revival Items bring a knocked-out Mon back to the field.

A revived Mon returns with the HP, AP, and conditions stated by the card.

If a Revival Item restores HP or AP, it follows the Action Rule and may end the acting Mon's action phase after it resolves.

Revival does not remove the risk of BP loss. If the revived Mon is knocked out again, its controller loses BP again as normal.



# Revived Mon Action Rules

When a Mon is revived by an Item, ability, or card effect, it returns to the field with **half of its Max HP** and **half of its Max Attribute Pool / AP**, unless the card says otherwise.

Round down if needed unless a card says otherwise.

A Mon's **Attribute Pool** is the resource pool used to pay for its abilities. **AP** means the Attribute Points available in that pool.

So if a Mon has **Max AP 6**, it returns with **3 AP** when revived unless the revive card says otherwise.

Revival is powerful, but it does not create a free immediate attack unless a card specifically says otherwise.

## The Reviving Mon or Acting Mon

If a Mon uses an ability to revive another Mon, the Mon that used the revive ability ends its action phase after the revive resolves.

If an Item card is used during a Mon's action phase to revive a Mon, the acting Mon's action phase ends after the revive resolves unless the card says otherwise.

## The Revived Mon

On the turn a Mon is revived, the revived Mon cannot:

- **Attack**
- **Deal HP damage**
- **Deal direct BP damage**
- **Use damage-dealing abilities**

The revived Mon may use non-damage support effects only if the revive card, turn structure, and other rules allow it.



## Revived Mons and Summoning

A revived Mon may be used for **Level Summoning** or **Equipment Summoning** on the same turn it was revived, as long as all summon requirements are met.

A revived Mon may only be used for **Form Summoning** on the same turn it was revived if it meets the required Form Summon timing or if a card specifically allows it.

If a revived Mon is used as summon material, the newly summoned Mon follows the normal rules for that summon type and may act if the rules allow it.

## BP Risk After Revival

A revived Mon can be knocked out again.

If a revived Mon is knocked out again, its controller loses BP again based on the BP value printed on that Mon.

Revival does not remove or reduce the BP risk of that Mon being defeated again unless a card specifically says otherwise.

The diagram illustrates the process of reviving a Mon and the associated BP risk. On the left is the **Phoenix Feather** card (I07), which has the text: "Revive one of your defeated mons with 50% HP." In the center, a callout box shows a circle with "HP" and "20", with a blue arrow pointing down to the word "hp" and a red arrow pointing to the "HP 20" stat on the Voltary card. To the right is the **Voltary** card (M01), which has the following stats: LVL 20, BP 8, HP 20, ATK 20, DEF 15, and a BP risk of 10. The Voltary card also shows a "Pool" of four lightning bolts, an "Ability" of "Bolt", and a "Weakness" of "x2" to three types. A yellow arrow points from the Phoenix Feather card to the Voltary card, indicating the revival process.

# Item Card Usage & Action Phase Interaction

Item cards are usually played during your turn unless the card says otherwise.

After an Item card resolves, it is usually sent to the Discard Zone unless the card says otherwise.

Item cards do not automatically end the player's turn. However, some Item cards may end a Mon's action phase depending on what the Item does.

## Items and the Action Rule

If an Item card directly changes HP, AP, BP, Max HP, Max AP, or Max BP, it follows the **Action Rule**.

This includes Item cards that:

- Deal HP damage
- Heal HP
- Steal, drain, or absorb HP
- Deal direct BP damage
- Restore BP
- Reduce or restore AP
- Increase or decrease Max HP
- Increase or decrease Max AP
- Increase or decrease Max BP



If an Item card only lets you draw, search, reveal, look at cards, organize cards, or destroy/remove cards without directly changing **HP**, **AP**, **BP**, **Max HP**, **Max AP**, or **Max BP**, it usually does **not** end a Mon's action phase unless the card says otherwise.

**Destruction Rule:** Destroying a Mon is not the same as dealing direct BP damage. If a Mon is destroyed, its controller loses BP because that Mon was defeated or destroyed. That BP loss does not make the destroying card count as direct BP damage.

## Items During Recovery Stat

If you control no Mons, you are in Recovery State.

During Recovery State, you may only use Item cards that help you:

- **Draw cards**
- **Search your deck**
- **Reveal cards**
- **Look at cards**
- **Organize your hand or deck**
- **Find a legal Mon**

During Recovery State, you may not use Item cards that damage, heal, restore, destroy, remove, move, return, block, skip, prevent, apply status effects, revive Mons, attach Equipment, or control the battlefield.

Once you play a legal Mon onto your field, Recovery State ends and you may play Item cards normally, following all other rules and card text.



# Status and Damage Counters

Counters are used to help players track damage, status effects, and other ongoing effects during the game.

Counters are optional, but they are strongly recommended because they make the battlefield easier to read and help both players remember what is affecting each Mon.

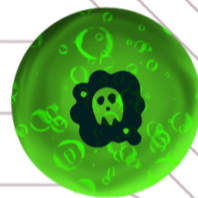
Players may use official counters, tokens, dice, or other clear markers as long as both players understand what each counter represents.

## Status Counters

Status counters show when a Mon is affected by a status effect

Status counters may be used for:

- **Poison**
- **Burn**
- **Blind**
- **Confusion**
- **Sleep**
- **Paralysis**
- **Frozen**



Each status effect has its own rule. The full rules for each status effect are explained in the Status Effects section.



If a Mon has a status counter, that counter stays on the Mon until the status effect is removed, the duration ends, or the Mon leaves the field.

## Damaging Status Counters

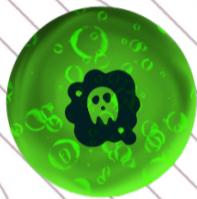
Some status effects also deal HP damage over time.

The damaging status effects are:

- **Poison**

- **Burn**

- **Confusion**



Each Poison, Burn, or Confusion damage counter represents 10 HP damage from that status effect.

**For example:**

- 1 Poison counter = 10 HP damage
- 2 Poison counters = 20 HP damage
- 3 Poison counters = 30 HP damage

The same tracking can be used for Burn or Confusion damage.

Players may also use one status counter to show the Mon is affected by Poison, Burn, or Confusion, then use dice or damage counters to track how much HP damage has been taken from that status over time.

## Damage Counters

Damage counters are used to track how much HP damage a Mon has taken.



A Mon is knocked out when its HP reaches 0.

When a Mon is knocked out, its controller loses BP equal to the BP value printed on that Mon.

Damage counters track HP damage. Players may use dice, tokens, or official damage counters to track damage as long as both players can clearly understand the total damage on each Mon.

## Tracking BP

Players may use dice, counters, paper, apps, or other clear methods to track Battle Points.

Because BP totals can change throughout the game, players should use a tracking method that is easy for both players to read.

## Other Counters

Some cards may use special counters to track temporary effects, charges, upgrades, or card-specific abilities.

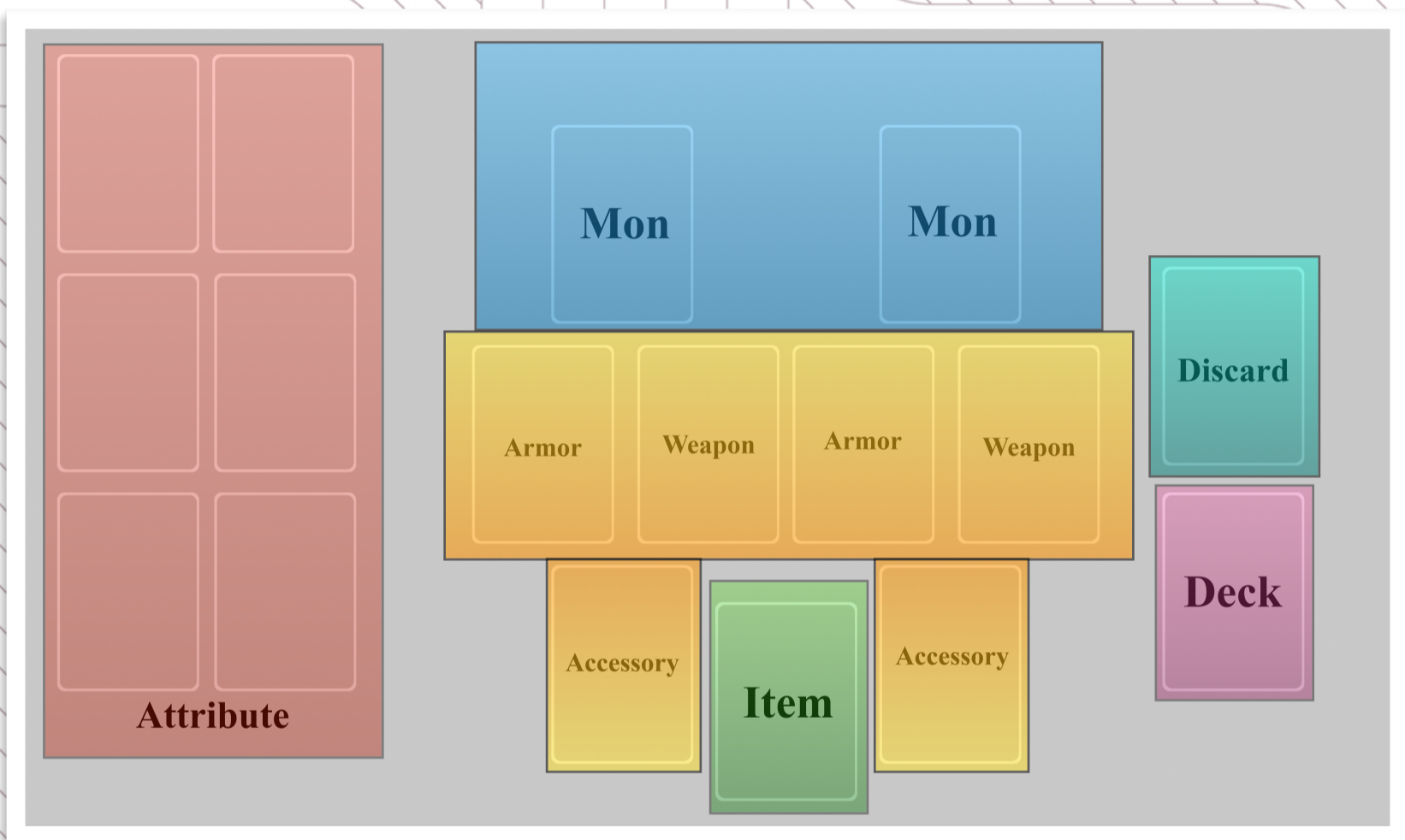
If a card uses a special counter, follow the text printed on that card.



# Battlefield Zones

The battlefield is the area where players place cards during the game.

Each zone has a specific purpose. Keeping cards in the correct zones helps both players understand the current game state.



## Attribute Zone

The **Attribute Zone** is where each player keeps their Attribute piles.

Each player prepares **six Attribute piles** before the game begins. Each pile may contain up to **15 Attribute cards** of the same Attribute type.

Attribute cards are used to:

- Build a Mon's Attribute Pool
- Pay for Mon abilities



- Upgrade certain Equipment cards
- Support effects that require Attribute costs

Attribute cards are separate from the main deck, hand, and discard pile.

## Mon Zone

The **Mon Zone** is where players place their active Mons.

Each player may normally control up to **two active Mons** unless a card or rule says otherwise.

Mons in the Mon Zone can:

- Attack
- Defend
- Use abilities
- Hold Equipment
- Receive status effects
- Be used for summon requirements
- Be knocked out or removed by effects

If a Mon's HP reaches **0**, it is knocked out and sent to the Discard Zone. The controller of that Mon loses BP equal to the BP value printed on that Mon.

## Equipment Zone

The **Equipment Zone** is where Equipment cards are placed when attached to a Mon.

Each Mon may normally have up to:

- 1 Weapon
- 1 Armor



- 1 Accessory

Some cards may change this limit.

Equipment cards remain attached to the Mon they are equipped to unless they are destroyed, removed, returned, or sent to the discard pile.

If Equipment leaves the field, the Mon immediately loses the bonuses, abilities, and passive effects granted by that Equipment.

## Item Zone

The **Item Zone** is where Item cards are placed when they are played or while their effects are resolving.

Most Item cards are used once, then sent to the **Discard Zone** after they resolve unless the card says otherwise.

Some Item cards may stay in play for a duration or create an ongoing effect. If an Item card stays in play, follow the text printed on that card.

## Discard Zone

The **Discard Zone** is where used, knocked-out, destroyed, or discarded cards are placed.

Cards may be sent to the Discard Zone when:

- A Mon is knocked out
- An Item card resolves
- Equipment is destroyed or removed
- A card is discarded from the hand
- A card effect sends it there

Cards in the Discard Zone are public information unless a card says otherwise.



## Deck Zone

The **Deck Zone** is where each player keeps their main deck.

The main deck contains:

- Mon cards
- Item cards
- Equipment cards

Attribute cards are not placed in the main deck.

Players draw cards from the Deck Zone during the Draw Phase and from card effects.

If a player must draw a card but has no cards left in their deck, that player loses the game.



# Mon Position & State Indicators

Mons can be placed in different positions to show their current state on the battlefield.

A Mon's position helps players understand whether that Mon is ready to attack, defending, affected by a condition, or unable to act.

## Attack Position

A Mon in **Attack Position** is ready to attack or use actions during its action phase.

A Mon is usually placed upright to show it is in Attack Position.

A Mon in Attack Position may:

- **Attack**
- **Use abilities**
- **Use Item cards**
- **Be equipped**
- **Be used for summon requirements**
- **Change to Defense Position**, if allowed

When a Mon attacks, its action phase ends after the attack resolves.

## Defense Position

A Mon in **Defense Position** is focused on defense.

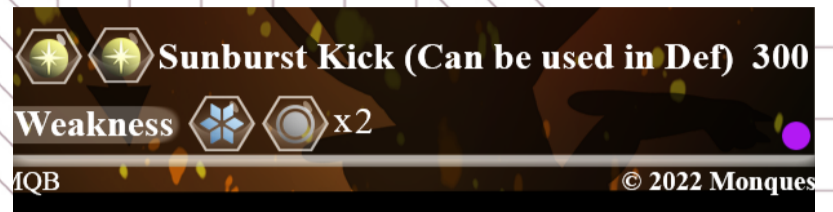
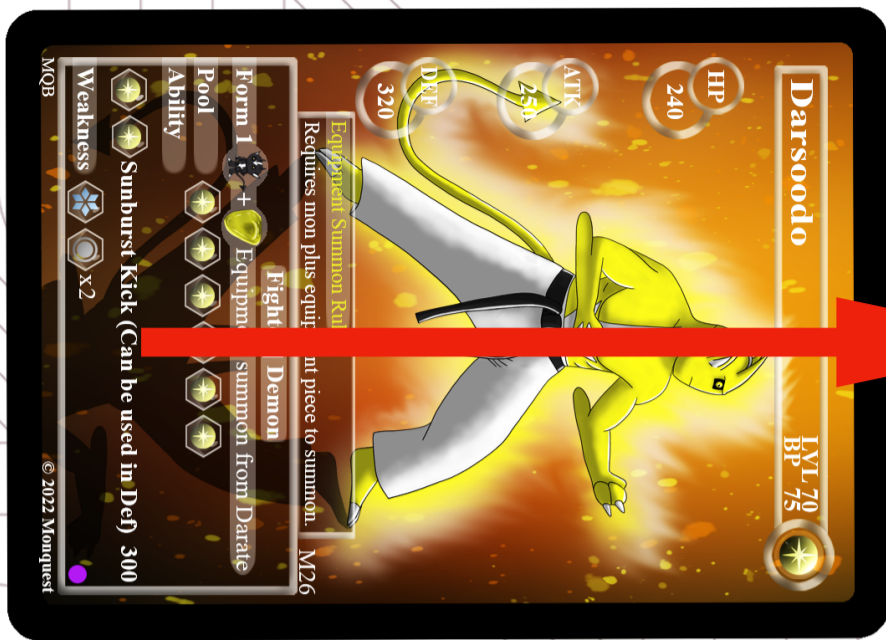
A Mon is usually turned sideways to show it is in Defense Position.

When a Mon in Defense Position is attacked, its **DEF** is used during damage calculation.

A Mon in Defense Position cannot attack or use abilities unless it is a Tank Class Mon or a card specifically says it can use abilities while in Defense Position.

Changing a Mon to Defense Position follows the **Action Rule** and ends that Mon's action phase unless a card says otherwise.



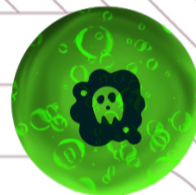


## Status Indicators

Status counters or markers may be placed on a Mon to show that it is affected by a status effect.

Status effects include:

- **Poison**
- **Burn**
- **Blind**
- **Confusion**
- **Sleep**
- **Paralysis**
- **Frozen**



Some status effects may stop a Mon from attacking, using abilities, or changing position.

The full rules for each status effect are explained in the **Status Effects** section.



## Knocked-Out Mons

When a Mon's HP reaches **0**, that Mon is knocked out and sent to the **Discard Zone**.

When a Mon is knocked out, its controller loses BP equal to the BP value printed on that Mon.

## Leaving the Field

If a Mon leaves the field, remove its status counters unless a card says otherwise.

A Mon may leave the field by being:

- **Knocked out**
- **Destroyed**
- **Discarded**
- **Returned to the hand**
- **Returned to the deck**
- **Removed by an effect**
- **Banished**

If a Mon leaves the field, follow the card or rule that caused it to leave.

Equipment, status effects, and temporary effects attached to that Mon end unless a card says otherwise.

## Banished Cards

Some cards or abilities may **banish** cards.

A banished card is removed from normal play and should be set aside so both players know it has been banished.



Banished cards are **not** placed in the Discard Zone.

Banished cards cannot be revived, recovered, or returned from the Discard Zone unless a card specifically says it can affect banished cards.

If a card says to banish a Mon, that Mon leaves the field and is set aside as banished instead of being sent to the Discard Zone.

If a banished Mon was defeated, destroyed, or knocked out by the effect, its controller loses BP as normal unless the card says otherwise.



# Core Rules & Card Text Standards

This section explains universal rules used throughout Monquest.

These rules apply to all cards and gameplay unless a card specifically says otherwise.

## Card Text Comes First

If a card's text conflicts with a general rule in this rulebook, follow the card's text.

Card text can create exceptions to normal rules, timing, costs, effects, summon requirements, and restrictions.

If two cards conflict, resolve the effect that was activated most recently first unless a card or rule says otherwise.

## Turn-Based Card Use

Players may only play cards and use effects during their own turn unless a card specifically says otherwise.

Some cards may allow effects during an opponent's turn, before damage, after damage, when attacked, when a card is destroyed, or at another specific time.

If a card gives a specific timing, follow that timing.

## Action Rule

Each active Mon has its own Action Phase.

A Mon's Action Phase ends when that Mon:



- **Attacks**
- **Uses an effect that directly changes HP**
- **Uses an effect that directly changes AP**
- **Uses an effect that directly changes BP**
- **Uses an effect that directly changes Max HP**
- **Uses an effect that directly changes Max AP**
- **Uses an effect that directly changes Max BP**

This includes effects that:

- **Deal damage**
- **Heal HP**
- **Restore AP**
- **Reduce AP**
- **Deal direct BP damage**
- **Restore BP**
- **Increase or decrease Max HP**
- **Increase or decrease Max AP**
- **Increase or decrease Max BP**
- **Steal, drain, or absorb HP, AP, or BP**

Changing a Mon to Defense Position does not end that Mon's Action Phase.



However, once a Mon changes to Defense Position, it cannot change back to Attack Position during the same turn unless a card says otherwise.

When one Mon's Action Phase ends, the other active Mon may still take its own Action Phase if it has not acted yet.

## **Direct Value Changes**

A direct value change is any effect that directly changes one of these values:

- **HP**
- **AP**
- **BP**
- **Max HP**
- **Max AP**
- **Max BP**

If an effect changes one of these values, it follows the Action Rule unless a card says otherwise.

Examples of direct value changes include:

- **Dealing HP damage**
- **Healing HP**
- **Restoring AP**
- **Reducing AP**
- **Dealing direct BP damage**



- Restoring BP
- Increasing Max HP
- Increasing Max AP
- Increasing Max BP
- Decreasing Max HP
- Decreasing Max AP
- Decreasing Max BP
- Draining, stealing, or absorbing HP, AP, or BP

### **Max HP, Max AP, Max BP, and Current Values**

Some cards and abilities can increase a Mon's Max HP, a Mon's Max AP, or a player's Max BP.

A Max value is the highest amount that value can normally reach.

A current value is the amount that value has right now.

When a card or ability increases Max HP, Max AP, or Max BP, increase the current value by the same amount unless the card says otherwise.

This means a Max value increase also gives that extra amount immediately.

### **Example:**

If a Mon has 30/30 HP and uses an ability that gives it +40 Max HP, that Mon becomes 70/70 HP.

If that Mon later takes 10 damage, it becomes 60/70 HP.



If the Mon uses the same ability again and gains another +40 Max HP, it becomes 100/110 HP.

The Mon's Max HP increased from 70 to 110, and its current HP increased from 60 to 100.

Max AP works the same way.

**Example:**

If a Mon has 2/6 AP and gains +2 Max AP, that Mon becomes 4/8 AP.

Max BP works the same way for players.

**Example:**

If a player has 400/500 BP and gains +100 Max BP, that player becomes 500/600 BP.

If a card decreases a Max value, the current value cannot remain higher than the new Max value unless a card says otherwise.

**Example:**

If a Mon has 80/100 HP and an effect reduces its Max HP by 30, that Mon becomes 70/70 HP because its current HP cannot stay above its new Max HP.

**Empty Hand Rule**

If a player has 0 cards in hand, that player draws 5 cards unless a card says otherwise.

This rule helps prevent a player from becoming stuck with no playable options.



## **Legal Mon**

A legal Mon is a Mon that can be played onto the field by following the rules or the summon requirement printed on that card.

Level 1-40 Mons are the normal legal Mons that can be played onto the field without a higher summon requirement unless the card says otherwise.

Mons above Level 40 usually require a summon method, such as:

- **Level Summon**
- **Form Summon**
- **Equipment Summon**
- **Another summon requirement printed on the card**

A Mon must meet its summon requirement before it can be played.

## **Field Requirement and Recovery State**

A player must control at least one Mon to play normally.

If a player controls no Mons during the game, that player enters Recovery State.

While in Recovery State, that player may only use cards or effects that help them:

- **Draw cards**
- **Search their deck**
- **Reveal cards**
- **Look at cards**
- **Organize their hand or deck**



- **Find a legal Mon**

A player in Recovery State may not use cards or effects that:

- **Deal HP damage**
- **Deal direct BP damage**
- **Reduce AP**
- **Heal HP**
- **Restore BP or AP**
- **Destroy cards**
- **Remove cards from the battlefield**
- **Move cards from the battlefield**
- **Return cards to the hand or deck**
- **Block or skip an opponent's turn**
- **Prevent actions or attacks**
- **Apply status effects**
- **Revive Mons**
- **Attach Equipment**
- **Control the battlefield**

Once that player plays a legal Mon onto the field, Recovery State ends.

The full Recovery State rules are explained in the Turn Structure section.

## **Card Effects and Recovery State**



Recovery State does not ignore card effects.

If a card prevents a player from drawing, playing Mons, searching, taking actions, or using certain card types, that restriction still applies during Recovery State unless a card says otherwise.

### **Example:**

If a player controls no Mons but an opponent's card says they cannot play Mons this turn, that player cannot use Recovery State to play a Mon until that restriction ends.

Once the restriction ends, continue following the Recovery State rules if that player still controls no Mons.

### **Direct Attacks**

If your opponent controls no Mons, your active Mons may attack your opponent's BP directly.

A direct attack deals 20 BP damage.

A direct attack always deals 20 BP damage, no matter how high the attacking Mon's ATK is, unless a card says otherwise.

A Mon that attacks directly uses its attack for that Action Phase, and that Mon's Action Phase ends after the direct attack resolves.

A player cannot attack BP directly while their opponent controls at least one Mon unless a card says otherwise.

The full direct attack rules are explained in the Battle Points and Damage Calculation sections.



## **Destruction Is Not Damage**

Destroying a card is not the same as dealing damage.

If a card destroys a Mon, that card does not deal HP damage unless it specifically says it does.

If a destroyed Mon causes its controller to lose BP, that BP loss happens because the Mon was destroyed or defeated.

That BP loss is not considered direct BP damage unless the card specifically says it deals direct BP damage.

### **Example:**

If a card says, “Destroy 1 opposing Mon,” that Mon is destroyed and sent to the Discard Zone.

The destroyed Mon’s controller loses BP equal to the BP value printed on that Mon.

The card did not deal HP damage or direct BP damage unless its text says it did.

## **BP Loss and Direct BP Damage**

BP can be reduced in different ways.

A player may lose BP because:

- **A Mon they control is knocked out**
- **A Mon they control is destroyed or defeated**
- **A card or ability deals direct BP damage**
- **A card or rule makes them lose BP as a cost**
- **A card or rule makes them lose BP as an effect**



## **- A Mon attacks them directly**

Direct BP damage is different from BP loss caused by a Mon being knocked out, destroyed, defeated, or used as a cost.

If a card needs direct BP damage, only effects that specifically deal direct BP damage count.

## **Banished Cards**

Some cards or abilities may banish cards.

A banished card is removed from normal play and should be set aside so both players know it has been banished.

Banished cards are not placed in the Discard Zone.

Banished cards cannot be revived, recovered, or returned from the Discard Zone unless a card specifically says it can affect banished cards.

If a card says to banish a Mon, that Mon leaves the field and is set aside as banished instead of being sent to the Discard Zone.

## **Cards Leaving the Field**

When a Mon leaves the field, remove its status counters unless a card says otherwise.

A Mon may leave the field by being:

- Knocked out**
- Destroyed**
- Discarded**
- Returned to the hand**



- **Returned to the deck**
- **Removed by an effect**
- **Banished**

When a Mon leaves the field, Equipment, status effects, and temporary effects attached to that Mon end unless a card says otherwise.

If that Mon later returns to the field, it does not return with its previous status effects unless a card specifically says it does.

## **Revived Mons**

A revived Mon returns to the field with the HP and AP stated by the card that revived it

If the revive card does not say otherwise, the revived Mon returns with half of its Max HP and half of its Max AP, rounded down.

A revived Mon cannot attack during the turn it is revived.

A revived Mon cannot deal HP damage or direct BP damage during the turn it is revived.

A revived Mon cannot use an ability, Item card, Equipment ability, or effect that deals damage, destroys, defeats, or knocks out an opposing Mon during the turn it is revived.

A revived Mon may still:

- **Change position, if allowed**
- **Be healed**
- **Have AP restored**



- **Use support abilities that do not deal damage**
- **Be used for legal summon requirements**

A revived Mon can be knocked out again, and its controller loses BP again if that happens.

The full revive rules are explained in the Revival Items section.

### **Reviving Equipment Summoned Mons**

An Equipment Summoned Mon can be revived from the Discard Zone.

If an Equipment Summoned Mon is revived from the Discard Zone, it does not need the original Equipment card used to summon it.

The revived Equipment Summoned Mon returns without the Equipment card attached unless a card says otherwise.

Because the Equipment card is not attached, the revived Mon does not gain that Equipment card's bonuses, abilities, or effects.

The full Equipment Summon revive rules are explained in the Equipment Summoning and Revival Items sections.

### **Equipment Summon Reversion**

If an Equipment Summoned Mon is on the field and the required Equipment card used for its Equipment Summon is destroyed, removed, or no longer attached, that Mon reverts back to its previous form unless a card says otherwise.

The full Equipment Summon reversion rules are explained in the Equipment Summoning section.



## Coin Flip Rule

Some cards use a coin symbol or tell a player to flip a coin.

The default coin rule is:

- **Heads means true, success, or the effect happens.**
- **Tails means false, fail, or the effect does not happen.**

If a card gives a specific heads or tails result, follow the card's text.

If a coin symbol appears next to a status effect that is being applied to an opposing Mon, the opponent flips the coin for that Mon unless the card says otherwise.

### Example:

If your Mon uses an ability that may apply Confusion, Blind, Sleep, or another status effect to an opposing Mon, your opponent flips the coin.

If the coin lands on Heads, the status effect succeeds.

If the coin lands on Tails, the status effect fails.

If a coin flip is part of your own card, Equipment, ability, or counter effect, the player using or controlling that card or effect flips the coin unless the card says otherwise.

## Status Effects Quick Reference

Status effects can limit what a Mon can do.

Some status effects deal HP damage.

Some status effects require coin flips.

Some status effects prevent actions or position changes.



Poison and Burn deal 10 HP damage every player's turn unless a card says otherwise.

Confusion does not deal damage every turn. Confusion only deals 10 HP damage when the Confused Mon fails a Confusion coin check.

Blind, Confusion, and Sleep use coin checks.

Sleep is the only status effect that can be removed by a successful coin flip unless a card says otherwise.

Paralyzed and Frozen Mons cannot take actions or change position unless a card says otherwise.

A Sleeping Mon must make a Sleep coin check before it can attack, use a Mon ability, or change position.

If the Sleep coin check succeeds, the Mon wakes up and may perform the action.

If the Sleep coin check fails, the Mon stays asleep and cannot perform the action.

Status effects do not stop a player from using Item cards unless a card specifically says otherwise.

The full rules for each status effect are explained in the Status Effects section.

## **Defense Position and Status Effects**

Changing to Defense Position does not end a Mon's Action Phase.

A Mon may change to Defense Position while Confused, Blind, Poisoned, or Burned unless a card says otherwise.

A Mon cannot change position while Asleep, Paralyzed, or Frozen unless a card says otherwise.



If a Sleeping Mon wants to change position, it must make a Sleep coin check first.

- **Heads: The Mon wakes up and may change position.**
- **Tails: The Mon stays asleep and cannot change position.**

Paralyzed and Frozen Mons cannot take actions or change position unless a card says otherwise.

## Card Rule Boxes

Some cards have a rule box that explains a special rule for that card.

Rule boxes may appear on Mons, Equipment cards, Item cards, or other card types.

A rule box may explain special rules such as:

- **Level Summon Rule**
- **Form Summon Rule**
- **Equipment Summon Rule**
- **Equipment Upgrade Rule**
- **Penetration Rule**
- **Counter Rule**
- **Other special card rules**

Always read the rule box before playing or using a card.

If a rule box conflicts with a general rule, follow the rule box unless another card specifically says otherwise.



## **Level Summon Rule Reference**

Some Mons require a Level Summon

Level 1-40 Mons can be played normally unless the card says otherwise.

To Level Summon a Level 41-50 Mon, sacrifice one Level 1-40 Mon you control unless the card says otherwise.

To Level Summon a Level 51 or higher Mon, sacrifice one Level 41-50 Mon you control unless the card says otherwise.

Boss Mons follow their printed summon rules and may also follow Level Summon rules.

The full Level Summon rules are explained in the Summoning section.

## **Form Summon Rule Reference**

Some Mons require a Form Summon.

A second form usually requires the previous form to stay on the field for 1 turn before it can be summoned.

A third form usually requires the previous form to stay on the field for 2 turns before it can be summoned.

Always follow the Form Summon rule printed on the card.

The full Form Summon rules are explained in the Summoning section.

## **Equipment Summon Rule Reference**

Some Mons require an Equipment Summon.

An Equipment Summon usually requires a specific Mon and a specific Equipment card to summon the Equipment Summon Mon.



Always follow the Equipment Summon rule printed on the card.

The full Equipment Summon rules are explained in the Summoning section.

### **Equipment Upgrade Rule Reference**

Equipment cards can usually be upgraded with Attribute cards.

Unless a card says otherwise, you may use 1 Attribute card per turn to upgrade an Equipment card.

The maximum Equipment upgrade is +5 unless a card says otherwise.

The full Equipment Upgrade rules are explained in the Equipment Cards section.

### **Penetration Rule Reference**

Some attacks or abilities have Penetration.

Penetration attacks ignore the opposing Mon's DEF and deal damage directly to HP.

Penetration is mainly used when attacking a Mon in Defense Position.

The full Penetration rules are explained in the Damage Calculation section.

### **Counter Rule Reference**

Some Mons or cards have a Counter Rule.

A Counter Rule may be used during an opponent's Action Phase when the Mon with the Counter Rule is being targeted by:

**- An attack**



- **A damage-dealing ability**
- **A card effect that directly deals HP damage to that Mon**

Counter Rules only work when the Mon with the Counter Rule is the target of the attack, damage-dealing ability, or HP damage effect.

A Counter Rule does not activate against effects that do not deal HP damage unless the card says otherwise.

Counter Rules always use a coin flip unless a card says otherwise.

The default Counter coin rule is:

- **Heads: The Counter succeeds.**
- **Tails: The Counter fails.**

If the Counter succeeds, follow the Counter effect printed on the card.

If the Counter fails, the Mon using the Counter takes the original attack or damage, plus 25 additional HP damage, unless the card says otherwise.

### **Example:**

If an opposing Mon attacks a Mon with a Counter Rule, the controller of the defending Mon flips a coin.

If the coin lands on Heads, the Counter succeeds and the Counter effect happens.

If the coin lands on Tails, the Counter fails. The defending Mon takes the original attack damage plus 25 additional HP damage.

The full Counter rules are explained in the Abilities and Card Interactions section.



## Level Summon Chaining

A player may perform multiple legal Level Summons in the same turn if they meet all requirements for each summon.

Each Level Summon must be completed one at a time.

A Mon used for a Level Summon is sent to the Discard Zone unless a card says otherwise.

The newly summoned Mon may be used for another legal Level Summon if it meets the next summon requirement and the card allows it.

The full Level Summon rules are explained in the Summoning section.

## Card Timing

Cards and effects can only be used during the timing allowed by the rules or by that card's text.

Most cards and effects are used during your own turn.

Some cards may say they can be used during:

- **Main Phase**
- **A Mon's Action Phase**
- **Opponent's turn**
- **Before damage**
- **After damage**
- **End Phase**
- **When a Mon is attacked**
- **When a Mon is knocked out**



## - When a card is destroyed

If a card gives a specific timing, follow that timing.

## Once Per Turn Effects

If a card or rule says once per turn, it can only be used one time during that player's turn unless the card says otherwise.

If a card says once during this Mon's Action Phase, it can only be used during that Mon's Action Phase.

If a card leaves the field and returns, it is treated as a new card unless a card says otherwise.

## Costs and Effects

Some cards require a cost before their effect can be used.

Costs may include:

- **Paying AP**
- **Discarding a card**
- **Losing BP**
- **Sending a card to the Discard Zone**
- **Returning a card**
- **Removing or banishing a card**
- **Using a Mon's action**

A cost must be paid before the effect resolves.

If you cannot pay the cost, you cannot use the card or effect.



### **Card Effects That Say “Choose”**

If a card says choose, the player using the card or effect chooses the target unless the card says otherwise.

A chosen card or player must be legal for that effect.

If there are no legal choices, the card or effect cannot be used.

### **Card Effects That Say “May”**

If a card says may, the effect is optional.

The player using the card or effect chooses whether to use that effect.

If the player chooses not to use the effect, the effect does not happen.

### **Card Effects That Say “Must”**

If a card says must, the effect is required.

If the effect can legally happen, it must happen.

If the effect cannot legally happen, ignore as much of the effect as needed and resolve the rest if possible.

### **Public Information**

Cards in the Discard Zone and banished cards are public information unless a card says otherwise.

Players may look through either player’s Discard Zone at any time.



Players may not look at cards in a player's hand or deck unless a card or rule allows it.



# Summoning

Summoning is how players place Mons onto the field.

Some Mons can be played normally, while other Mons require special summon rules.

Always check the Mon's **Level**, **Summon Rule Box**, and card text before playing it.

## Normal Play

Mons that are **Level 1-40** can usually be played normally unless the card says otherwise.

A Level 1-40 Mon can be played from your hand to an open Mon Zone during your Main Phase.

Players may control up to **two active Mons** unless a card says otherwise.

If both Mon Zones are full, you cannot play another Mon unless a rule or card allows you to move, replace, sacrifice, or remove a Mon.

## Legal Mons

A legal Mon is a Mon that can be played onto the field by following the rules or the summon requirement printed on that card.

Level **1-40** Mons are the normal legal Mons that can be played without a higher summon requirement unless the card says otherwise.

Mons above **Level 40** usually require a summon method, such as:

- **Level Summon**
- **Form Summon**
- **Equipment Summon**
- **Another summon requirement printed on the card**

A Mon must meet its summon requirement before it can be played.



# Legal Mons



## Summon Rule Box

Some Mons have a **Summon Rule Box**.

The Summon Rule Box explains special requirements for playing that Mon.

A Summon Rule Box may explain:

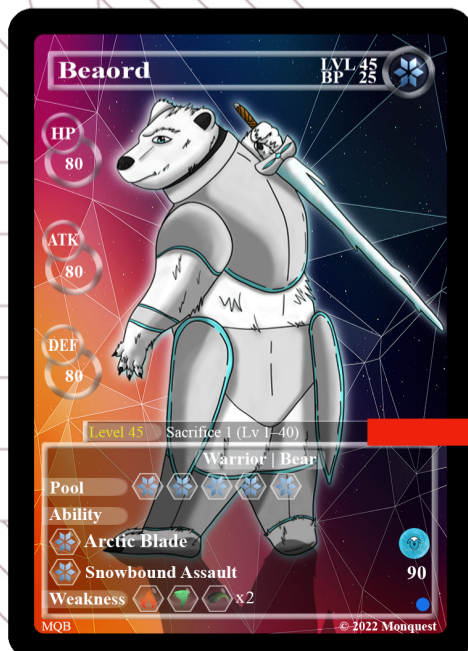
- **Level Summon requirements**
- **Form Summon requirements**
- **Equipment Summon requirements**
- **Whether the Mon can be used for a Level Summon**
- **Whether the Mon cannot be used for a Level Summon**
- **Other special summon rules**

Always read the Summon Rule Box before playing a Mon with special summon rules.

If a Summon Rule Box conflicts with a general rule, follow the Summon Rule Box unless another card specifically says otherwise.



**Level 90** Sacrifice 1 (Lv 41-50)



**Level 45** Sacrifice 1 (Lv 1-40)



## Level Summoning

Some Mons require a **Level Summon**.

A Level Summon is performed by sacrificing a Mon you control to summon a higher-level Mon from your hand.

The summoned Mon must be in your hand unless a card says otherwise.

### Level Summon Requirements

To Level Summon a Level **41-50** Mon, sacrifice one Level **1-40** Mon you control unless the card says otherwise.

To Level Summon a Level **51 or higher** Mon, sacrifice one Level **41-50** Mon you control unless the card says otherwise.

Boss Mons follow their printed summon rules and may also follow Level Summon rules. A Boss mons level will always **level 75** and above.

### How to Level Summon

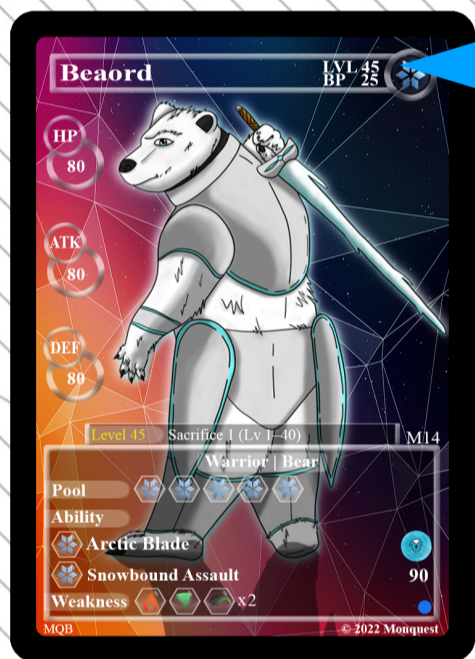
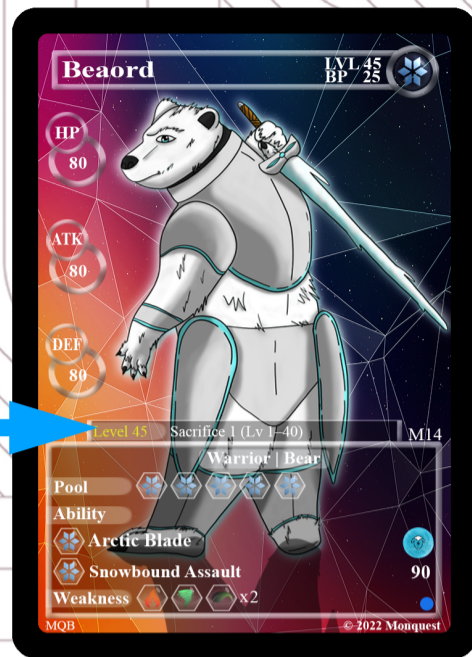
To perform a Level Summon:

1. Choose the higher-level Mon in your hand.
2. Check its Level Summon requirement.
3. Choose a Mon you control that meets the requirement.
4. Send the sacrificed Mon to the Discard Zone.
5. Place the Level Summoned Mon onto the field.

The sacrificed Mon is not considered knocked out unless a card says otherwise.

The sacrificed Mon's controller does not lose BP for that sacrifice unless a card says otherwise.





## Level Summon Chaining

A player may perform multiple legal **Level Summons** in the same turn if they meet all requirements for each summon.

Each Level Summon must be completed one at a time.

A Mon used for a Level Summon is sent to the Discard Zone unless a card says otherwise.

The newly summoned Mon may be used for another legal Level Summon if it meets the next summon requirement and the card allows it.

Example:

A player controls a Level **30** Mon.

They sacrifice that Level 30 Mon to Level Summon a Level **45** Mon.

If they also have a Level **60** Mon in hand, they may sacrifice the Level 45 Mon to Level Summon the Level 60 Mon if all requirements are met.

## Can Level Summon and Cannot Level Summon

Some Mons may say they **can be used for a Level Summon**.

Some Mons may say they **cannot be used for a Level Summon**.

If a Mon says it cannot be used for a Level Summon, it cannot be sacrificed as Level Summon material unless another card specifically allows it.

Always follow the text printed on the Mon.

## Form Summoning

Some Mons require a **Form Summon**.

A Form Summon represents a Mon changing into a later form.

A Form Summon usually requires the previous form of that Mon to already be on the field.

Always follow the Form Summon rule printed on the card.

## Form Summon Timing



A second form usually requires the previous form to stay on the field for **1 turn** before it can be summoned.

A third form usually requires the previous form to stay on the field for **2 turns** before it can be summoned.

If a card gives a different Form Summon timing, follow the card's text.

## How to Form Summon

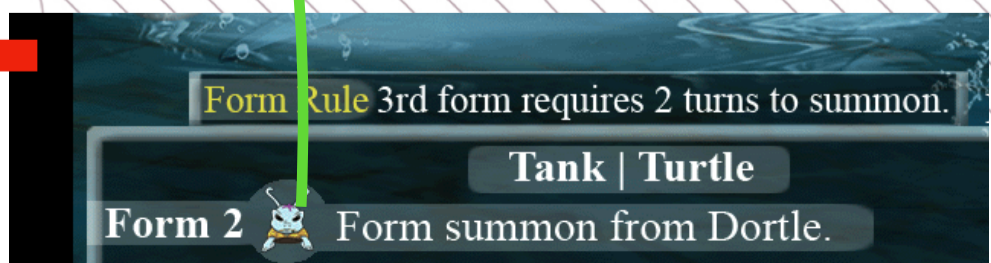
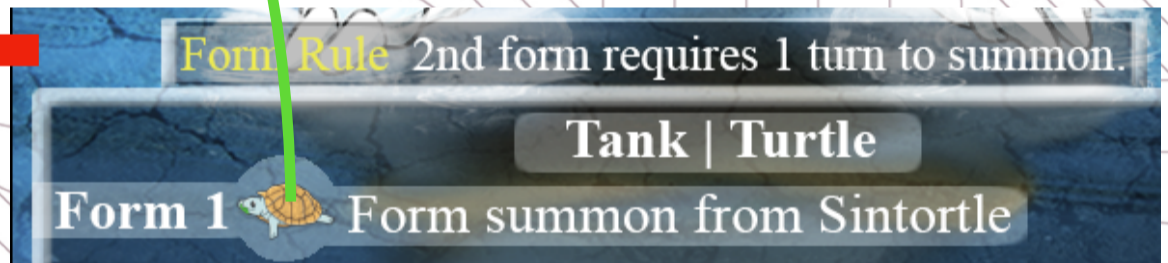
To perform a Form Summon:

1. Choose the Form Summon Mon in your hand.
2. Check its Form Summon requirement.
3. Confirm the required previous form is on your field.
4. Confirm the required number of turns has passed.
5. Send the previous form to the Discard Zone unless the card says otherwise.
6. Place the Form Summoned Mon onto the field.

The previous form is not considered knocked out unless a card says otherwise.

The previous form's controller does not lose BP for that Form Summon unless a card says otherwise.





## Equipment Summoning

Some Mons require an **Equipment Summon**.

An Equipment Summon usually requires a specific Mon and a specific Equipment card.

The required Equipment card must be equipped to the correct Equipment slot, such as:

- **Weapon**
- **Armor**
- **Accessory**

The Equipment card is not sent to the Discard Zone when the Equipment Summon happens.

Instead, the Equipment card remains equipped in its proper slot and becomes part of the Equipment Summon.

The Equipment Summon Mon is placed on top of the original Mon used for the summon.

The original Mon stays underneath the Equipment Summon Mon to show what Mon was used for the Equipment Summon.

Always follow the Equipment Summon rule printed on the card.

### How to Equipment Summon

To perform an Equipment Summon:

1. Choose the Equipment Summon Mon in your hand.
2. Check its Equipment Summon requirement.
3. Confirm you control the required Mon.
4. Confirm the required Equipment card is equipped to the correct Equipment slot.
5. Place the Equipment Summon Mon on top of the required Mon.
6. Keep the required Equipment card attached in its proper Equipment slot.

The required Mon is not considered knocked out unless a card says otherwise.



The controller does not lose BP for using that Mon as Equipment Summon material unless a card says otherwise.

### **Equipment Summon Reversion**

If the required Equipment card used for an Equipment Summon is destroyed, removed, returned, banished, or is no longer attached, the Equipment Summoned Mon reverts back to its previous form unless a card says otherwise.

When an Equipment Summoned Mon reverts, remove the Equipment Summon Mon from the field and return to the previous Mon underneath it.

The destroyed or removed Equipment card no longer gives bonuses, effects, or abilities.

The previous Mon remains on the field unless the card or effect says otherwise.

### **Equipment Summoned Mons Being Destroyed**

If an Equipment Summoned Mon is destroyed, knocked out, defeated, banished, or removed from the field, it does not revert back to its previous form.

The Equipment Summoned Mon is treated like a normal Mon being removed from the field.

When this happens, the Equipment Summon stack leaves the field.

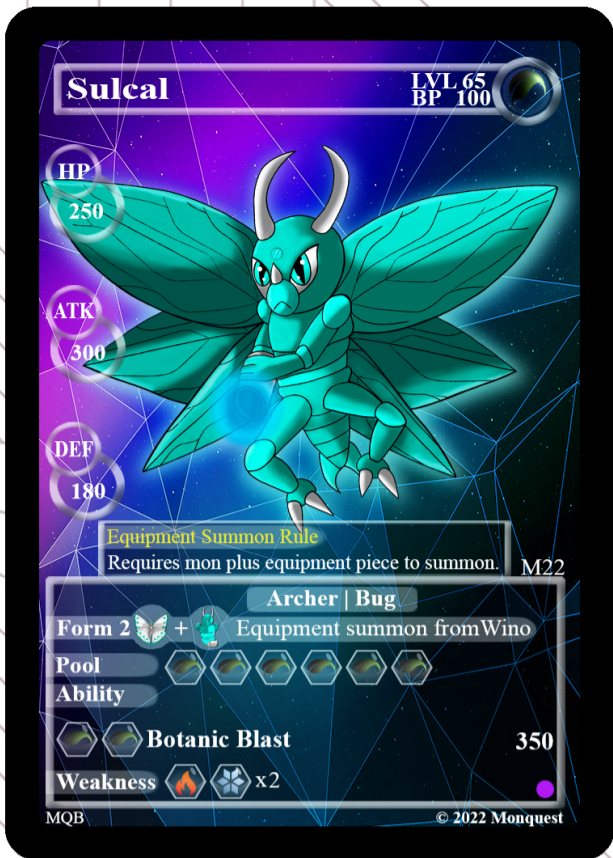
This includes:

- **The Equipment Summoned Mon**
- **The original Mon underneath it**
- **The required Equipment card attached to it**

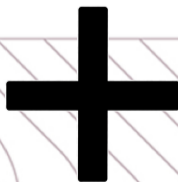
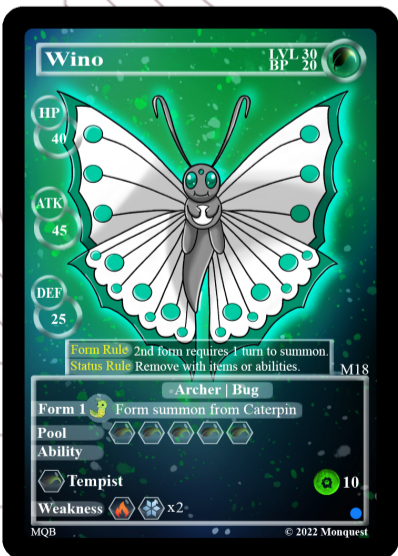
Send those cards to the proper zone based on the effect that removed the Equipment Summoned Mon.

If the Equipment Summoned Mon was knocked out, destroyed, or defeated, its controller loses BP as normal unless a card says otherwise.'





Form 2 + Equipment summon from Wino





# Reviving Equipment Summoned Mons

An Equipment Summoned Mon can be revived from the Discard Zone.

If an Equipment Summoned Mon is revived from the Discard Zone, it does not need the original Equipment card used to summon it.

The revived Equipment Summoned Mon returns without the Equipment card attached unless a card says otherwise.

Because the Equipment card is not attached, the revived Mon does not gain that Equipment card's bonuses, effects, or abilities.

A revived Equipment Summoned Mon still follows the normal rules for revived Mons.

## Revived Mons and Summoning

A revived Mon may be used for legal summon requirements unless the revive card says otherwise.

A revived Mon may be used for a **Level Summon** or **Equipment Summon** during the turn it is revived if all requirements are met.

A revived Mon may only be used for a **Form Summon** if the Form Summon timing requirement is met or a card specifically allows it.

Because Form Summons usually require a Mon to remain on the field for a certain number of turns, a Mon revived this turn usually cannot Form Summon that same turn unless a card says otherwise.



## Boss Mons and Summoning

Boss Mons are powerful Mons with special deck-building and summon restrictions.

A player may only include **1 Boss Mon** in their deck unless a card or format says otherwise.

Boss Mons follow their printed summon rules.

If a Boss Mon requires a Level Summon, Form Summon, Equipment Summon, or another special requirement, that requirement must be met before the Boss Mon can be played.



## Summoning and BP Loss

Mons used for Level Summons, Form Summons, or Equipment Summons are not considered knocked out unless a card says otherwise.

A player does not lose BP when their Mon is used for a summon requirement unless a card says otherwise.

BP loss happens when a Mon is knocked out, destroyed, defeated, or when a card or rule causes BP loss.

## Summoning and Status Effects

When a Mon leaves the field to be used for a summon requirement, remove its status effects unless a card says otherwise.

The newly summoned Mon does not keep the previous Mon's status effects unless a card says otherwise.

## Summoning and Equipment

If a Mon with Equipment attached is used for a summon requirement, the Equipment is sent specified equipment zone unless the card says otherwise.

If the summon is an Equipment Summon and the required Equipment remains attached as part of the new form, follow the Equipment Summon card text.

## Summoning and Actions

Summoning a Mon during the Main Phase does not automatically end a Mon's Action Phase.

A newly summoned Mon may act during its Action Phase if it is legally able to act and no card or rule prevents it.



A Mon that is revived follows the revived Mon restrictions.

A Mon that is summoned by a card effect follows the restrictions printed on that card.



# Card Parts / Card Anatomy

This section shows the main parts of each card type.

Use the labeled card images as a visual guide to understand where important information appears on each card.

Different card types may have different layouts, but most cards include information such as the card name, card type, effects, costs, icons, rarity, and rule text.

## Mon Card Anatomy

The card 'Ligon' is annotated with the following parts:

- Name:** Ligon
- Level:** LVL 90
- Attribute Type:** Represented by a yellow star icon.
- Battle point loss:** BP 150
- Health Points:** HP 560
- Attack:** ATK 750
- Defense:** DEF 280
- Rule:** Level 90 Sacrifice 1 (Lv 41-50)
- Mon Number:** M12
- Class/Type:** Berserker | Dragon
- Attribute Pool:** A row of 10 yellow star icons.
- Abilities and cost:**
  - Illuminate:** Heads success | Tails fail (Cost: 2 yellow stars)
  - Light Beam:** (Cost: 2 yellow stars)
- Weakness:** Weakness (Ice and Metal icons) x2
- Rarity:** Represented by an orange circle icon.
- Set:** MQB
- Copyright:** © 2022 Monquest



# Equipment Mon Card Anatomy

**Name** Sulcal

**Level** LVL 65

**Attribute Type** BP 100

**Health Points** HP 250

**Attack** ATK 300

**Defense** DEF 180

**Rule** Equipment Summon Rule  
Requires mon plus equipment piece to summon.

**Mon Number** M22

**Form and equip** Form 2 (butterfly icon) + (equipment icon) Equipment summon from Wino

**Class/ Type** Archer | Bug

**Attribute Pool** Pool (6 green hexagons)

**Ability** Ability

**Abilities and cost** Botanic Blast (350)

**Weakness** Weakness (Fire icon) (Ice icon) x2

**Rarity** 3 (purple circle)

**Set** MQB

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# Form Mon Card Anatomy

**Name** **Wino** **LVL 30** **BP 20** **Attribute Type**

**Health Points** **HP 40** **Battle point loss**

**Attack** **ATK 45**

**Defense** **DEF 25**

**Rule** **FormRule** 2nd form requires 1 turn to summon. **M18** **Mon Number**

**Form** **Archer | Bug** **Form 1** **Form summon from Caterpin** **Class/Type**

**Attribute Pool** **Pool** **Ability**

**Abilities and cost** **Tempist** **10**

**Weakness** **Weakness** **x2** **Rarity**

**Set** **MQB** **© 2022 Monquest**



# Equipment Card Anatomy

Name

**Windstep Boots**



Equip Type

**Equip Rule** Equipment cards can be upgraded with one attribute card a turn. Max upgrade +5.

Rule

307

Number

Attribute Pool

**Upgrade**



**Wind Boots**

**Effects**

Reduce damage by 5 per upgrade  
Max: First action does not end turn

Max 20

Type

Effect

Set

MQB

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Rarity



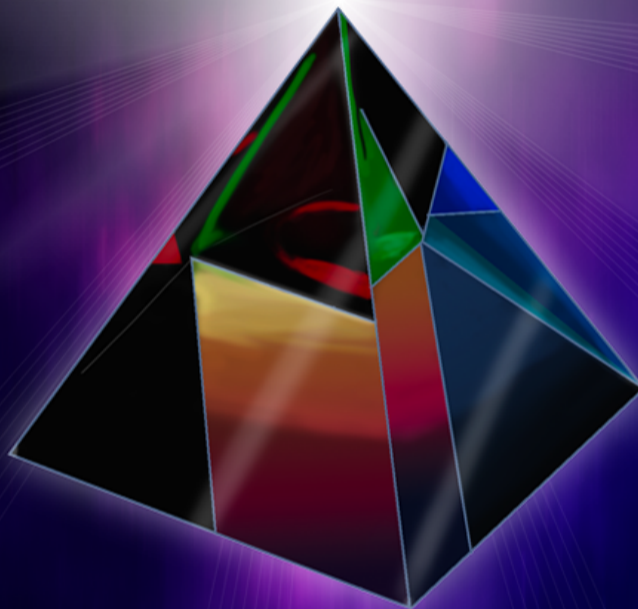
# Item Card Anatomy

Name

**Echo Prism**



Equip Type



110

Number

**Echo Prism**

Activate the Echo Prism on your turn and inform your opponent. Its effect triggers on your opponent's turn.

**Choose one:**

**Reflect:** Sends an opponent's action (ability, item, orb) back at them or their mon, following the same rules.

**Protect:** Stops an opponent's action targeting you or your mon, keeping you safe from its effects.

Effect

Type

Set

MQB

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Rarity



# Battle Points

**Battle Points**, also called **BP**, represent a player's life in Monquest.

Each player starts the game with **500 BP** unless both players agree to use a different starting BP total before the game begins.

If a player's BP reaches **0**, that player loses the game.

## **BP and HP Are Different**

Players have **BP**.

Mons have **HP**.

These are separate values.

Damage to a Mon's HP does not automatically damage a player's BP.

A player usually loses BP when one of their Mons is knocked out, destroyed, defeated, or when a card or rule directly affects BP.

## **BP Loss From Knocked-Out Mons**

Each Mon has a **Battle Point Loss** value printed on the card.

When a Mon's HP reaches **0**, that Mon is knocked out and sent to the Discard Zone.

When a Mon is knocked out, that Mon's controller loses BP equal to the Battle Point Loss value printed on that Mon.

Example:

If a Mon has a Battle Point Loss value of **10** and that Mon is knocked out, its controller loses **10 BP**.

## **BP Loss From Destroyed or Defeated Mons**

Some cards or abilities may destroy or defeat a Mon without dealing HP damage.



If a Mon is destroyed or defeated, its controller loses BP equal to that Mon's printed Battle Point Loss value unless a card says otherwise.

Destroying a Mon is not the same as dealing HP damage.

The Mon is removed by the effect, and the BP loss happens because the Mon was destroyed or defeated.

Example:

If a card says, "Destroy 1 opposing Mon," the chosen Mon is destroyed.

That Mon's controller loses BP equal to the Battle Point Loss value printed on that Mon.

The card did not deal HP damage unless the card says it did.

### **Direct BP Damage**

Some cards and abilities deal **direct BP damage**.

Direct BP damage lowers a player's BP without needing to knock out or destroy a Mon.

Direct BP damage is different from BP loss caused by a Mon being knocked out, destroyed, or defeated.

Example:

If a card says, "Deal 20 BP damage to your opponent," your opponent loses **20 BP**.

No Mon needs to be knocked out for this BP damage to happen.

### **Direct Attacks to BP**

If your opponent controls no Mons, your active Mons may attack your opponent's BP directly.

Each direct attack deals **20 BP damage**.

A direct attack always deals **20 BP damage**, no matter how high the attacking Mon's ATK is, unless a card says otherwise.

Example:



If a Mon with **750 ATK** attacks directly, it still deals only **20 BP damage**.

A Mon cannot attack BP directly while the opponent controls at least one Mon unless a card says otherwise.

A Mon that attacks directly uses its attack for that Action Phase, and that Mon's Action Phase ends after the direct attack resolves.

### **BP Loss as a Cost**

Some cards or rules may require a player to lose BP as a cost.

If BP is paid as a cost, that BP loss is not direct BP damage unless a card says otherwise.

Example:

If a rule says, "Lose 10 BP to draw 1 card," that player loses **10 BP** as a cost.

That BP loss is not considered direct BP damage.

### **BP Loss From Emergency Retreat**

When using **Emergency Retreat**, a player may choose to lose BP equal to the retreated Mon's printed Battle Point Loss value.

This BP loss is a cost for using Emergency Retreat.

The retreated Mon is not considered knocked out, destroyed, or defeated.

Because the Mon was not knocked out, destroyed, or defeated, effects that trigger from a Mon being knocked out, destroyed, or defeated do not activate.

### **BP Loss vs Direct BP Damage**

BP can be reduced in different ways.

A player may lose BP because:

- **A Mon they control is knocked out**
- **A Mon they control is destroyed or defeated**
- **A card or ability deals direct BP damage**



- **A card or rule makes them lose BP as a cost**
- **A card or rule makes them lose BP as an effect**
- **A Mon attacks them directly**

Direct BP damage only happens when a card, ability, attack, or rule specifically deals BP damage.

BP loss from a knocked-out, destroyed, or defeated Mon is not direct BP damage unless a card says otherwise.

BP paid as a cost is not direct BP damage unless a card says otherwise.

### **Max BP and Current BP**

A player's **Max BP** is the highest amount of BP that player can normally have.

A player's **current BP** is how much BP that player has right now.

When a card or ability increases **Max BP**, increase that player's current BP by the same amount unless the card says otherwise.

Example:

If a player has **400/500 BP** and gains **+100 Max BP**, that player becomes **500/600 BP**.

If a card decreases a player's Max BP, that player's current BP cannot remain higher than the new Max BP unless a card says otherwise.

Example:

If a player has **550/600 BP** and an effect reduces their Max BP by **100**, that player becomes **500/500 BP**.

### **BP and Winning the Game**

If a player's BP reaches **0**, that player loses the game.

If both players would reach **0 BP** at the same time, resolve the current effect completely first.

If both players are still at **0 BP** after the effect finishes resolving, the game is a draw unless a card or format says otherwise.



# Deck Structure Recommended

This section gives recommended deck-building guidelines for Monquest.

These recommendations are meant to help players build balanced decks, especially when learning the game.

Players may build different deck styles as long as their deck follows the legal deck-building rules.

## Legal Deck Size

A Monquest main deck must have at least **44 cards** and may have up to **70 cards**.

The main deck may include:

- **Mon cards**
- **Item cards**
- **Equipment cards**

Attribute cards are not placed in the main deck.

Attribute cards are kept separately in Attribute piles.

## Recommended Deck Size

A **44-card deck** is recommended for new players because it is easier to learn, shuffle, and manage.

Larger decks can give players more options, but they may also make it harder to draw specific cards.

A player may use a larger deck if they want more variety, more strategies, or longer games.

## Recommended Mon Count

Players should include enough Mons so they can reliably start the game and recover during play.

A deck must include at least **16 Mon cards**.



For a balanced deck, players may want to include around **16-24 Mon cards**, depending on their strategy.

A deck with too few Mons may struggle to keep Mons on the field.

A deck with too many Mons may have fewer Item and Equipment options.

### **Recommended Item Count**

Item cards help players draw, heal, restore AP, remove status effects, revive Mons, protect their field, or create special effects.

For a balanced deck, players may want to include around **10-18 Item cards**.

Item-heavy decks can create strong support and control options, but they may struggle if they do not draw enough Mons.

### **Recommended Equipment Count**

Equipment cards can increase stats, grant effects, upgrade Mons, or unlock Equipment Summons.

For a balanced deck, players may want to include around **6-12 Equipment cards**.

Equipment-heavy decks should make sure they include enough Mons that can use that Equipment.

### **Boss Mons**

A deck may include only **1 Boss Mon** unless a card or format says otherwise.

Boss Mons are powerful, but they usually require setup or special summon requirements.

Players should make sure their deck can actually summon their Boss Mon before including it.

### **Attribute Piles**

Attribute cards are not placed in the main deck.



Each player prepares separate Attribute piles before the game begins.

Each Attribute pile may contain up to **15 cards** of the same Attribute type.

Players may prepare up to **6 Attribute piles**.

Attribute piles are used to build Attribute Pools, pay AP costs, use abilities, and upgrade Equipment.

### **Building Around a Strategy**

A strong deck usually has a clear plan.

A deck may focus on:

- **Fast attacks**
- **High defense**
- **Status effects**
- **Healing and survival**
- **Equipment upgrades**
- **Equipment Summons**
- **Level Summons**
- **Form Summons**
- **Direct BP damage**
- **Control effects**
- **Balanced play**

Players should choose Mons, Items, and Equipment that work together.

### **Avoiding an Unbalanced Deck**

When building a deck, avoid having too many cards that cannot be used together.

A deck may struggle if it has:

- Too few Mons
- Too many high-level Mons without summon materials
- Too many Equipment cards without Mons that can use them
- Too many Item cards and not enough Mons
- Too many cards with high setup requirements
- Not enough ways to recover if Mons are removed



## Beginner Deck Recommendation

For a beginner-friendly **44-card deck**, players can start with:

- **16-20 Mon cards**
- **12-16 Item cards**
- **8-12 Equipment cards**

This is only a recommendation.

Players may adjust these numbers based on their strategy, card pool, and play style.

## Damage Calculation

Damage Calculation explains how attacks, abilities, Defense Position, Weakness, Penetration, status damage, and knockouts work.

Damage can affect a Mon's **HP** or a player's **BP**, depending on the attack, ability, card, or rule being used.

### HP Damage

Mons have **HP**, also called **Health Points**.

When a Mon takes HP damage, subtract that damage from the Mon's current HP.

If a Mon's HP reaches **0**, that Mon is knocked out and sent to the Discard Zone.

When a Mon is knocked out, its controller loses BP equal to the Mon's printed **Battle Point Loss** value.

### Attacking a Mon in Attack Position

When a Mon attacks another Mon in **Attack Position**, compare the attacking Mon's **ATK** to the defending Mon's current HP.



The attacking Mon deals damage equal to its ATK unless a card, ability, effect, Weakness, or rule changes the damage.

Example:

If a Mon with **30 ATK** attacks a Mon with **40 HP**, the defending Mon takes **30 HP damage**.

The defending Mon would have **10 HP** remaining.

### **Attacking a Mon in Defense Position**

When a Mon in **Defense Position** is attacked, use that Mon's **DEF** during Damage Calculation.

If the attacking Mon's ATK is higher than the defending Mon's DEF, the defending Mon takes damage equal to the difference.

Example:

If a Mon with **50 ATK** attacks a Defense Position Mon with **30 DEF**, the defending Mon takes **20 HP damage**.

If the attacking Mon's ATK is equal to or lower than the defending Mon's DEF, the defending Mon takes no HP damage unless a card says otherwise.

Example:

If a Mon with **30 ATK** attacks a Defense Position Mon with **40 DEF**, the defending Mon takes **0 HP damage**.

### **Defense Position and HP**

Defense Position does not replace a Mon's HP.

A Mon in Defense Position still has HP.

DEF is used to reduce or block attack damage while the Mon is in Defense Position.

If damage gets through DEF, subtract that damage from the defending Mon's HP.

### **Penetration**



Some attacks or abilities have **Penetration**.

Penetration ignores the opposing Mon's DEF and deals damage directly to HP.

Penetration is mainly used against Mons in Defense Position.

Example:

If a Mon uses a **40 damage Penetration attack** against a Defense Position Mon with **60 DEF**, the attack ignores DEF and deals **40 HP damage** directly to that Mon's HP.

If a card gives a different Penetration rule, follow the card's text.

### **Ability Damage**

Some Mon abilities deal HP damage.

When an ability deals HP damage, subtract that damage from the target Mon's HP.

If the ability has a cost, the cost must be paid before the ability resolves.

If an ability deals damage and reduces a Mon's HP to **0**, that Mon is knocked out and sent to the Discard Zone.

The knocked-out Mon's controller loses BP equal to the Mon's printed Battle Point Loss value.

### **Direct BP Damage**

Some cards or abilities deal **direct BP damage**.

Direct BP damage lowers a player's BP without needing to damage, knock out, or destroy a Mon.

Example:

If a card says, "Deal 20 BP damage to your opponent," your opponent loses **20 BP**.

Direct BP damage is different from BP loss caused by a Mon being knocked out, destroyed, or defeated.



## Direct Attacks

If your opponent controls no Mons, your active Mons may attack your opponent's BP directly.

Each direct attack deals **20 BP damage**.

A direct attack always deals **20 BP damage**, no matter how high the attacking Mon's ATK is, unless a card says otherwise.

Example:

If a Mon with **750 ATK** attacks directly, it still deals only **20 BP damage**.

A Mon cannot attack BP directly while the opponent controls at least one Mon unless a card says otherwise.

A Mon that attacks directly uses its attack for that Action Phase, and that Mon's Action Phase ends after the direct attack resolves.

## Weakness

Some Mons have Weakness icons printed on their card.

If a Mon is hit by damage from an Attribute it is weak to, the damage is doubled unless a card says otherwise.

Weakness can apply to attacks, abilities, or effects if the damage has an Attribute that matches the target Mon's Weakness.

Example:

If a Fire attack would deal **30 HP damage** to a Mon weak to Fire, that damage becomes **60 HP damage**.

If an attack or ability does not have an Attribute, Weakness does not apply unless a card says otherwise.

## Weakness and Defense Position

When attacking a Mon in Defense Position, apply Weakness to the damage after determining the damage that gets through DEF unless a card says otherwise.



Example:

A Mon with **60 ATK** attacks a Defense Position Mon with **40 DEF**.

Normally, **20 HP damage** gets through.

If the defending Mon is weak to that attack's Attribute, the damage becomes **40 HP damage**.

### **Weakness and Penetration**

If a Penetration attack has an Attribute that matches the target Mon's Weakness, apply Weakness to the Penetration damage unless a card says otherwise.

Example:

A **40 damage Penetration attack** hits a Mon weak to that attack's Attribute.

The damage becomes **80 HP damage**.

### **Status Damage**

Some status effects deal HP damage.

**Poison** and **Burn** deal **10 HP damage every player's turn** unless a card says otherwise.

**Confusion** does not deal damage every turn.

Confusion only deals **10 HP damage** when the Confused Mon fails a Confusion coin check.

Status damage reduces HP like other HP damage.

If status damage reduces a Mon's HP to **0**, that Mon is knocked out and sent to the Discard Zone.

The knocked-out Mon's controller loses BP equal to the Mon's printed Battle Point Loss value.

The full rules for each status effect are explained in the **Status Effects** section.



## Knockouts

A Mon is knocked out when its HP reaches **0**.

When a Mon is knocked out:

1. Send that Mon to the Discard Zone.
2. Remove its status counters.
3. Remove any temporary effects unless a card says otherwise.
4. The Mon's controller loses BP equal to the Mon's printed Battle Point Loss value.

Equipment attached to the knocked-out Mon is sent to the Discard Zone unless a card says otherwise.

If the knocked-out Mon is an Equipment Summoned Mon, follow the Equipment Summon rules.

## Destroying a Mon Is Not Damage

Destroying a Mon is not the same as dealing HP damage.

If a card destroys a Mon, the Mon is removed by the card effect.

The card does not deal HP damage unless it specifically says it does.

If a destroyed Mon causes its controller to lose BP, that BP loss happens because the Mon was destroyed or defeated.

That BP loss is not direct BP damage unless the card says otherwise.

Example:

If a card says, "Destroy 1 opposing Mon," that Mon is destroyed.

The destroyed Mon's controller loses BP equal to that Mon's printed Battle Point Loss value.

The card did not deal HP damage or direct BP damage unless the card says it did.

## Damage and the Action Rule

A Mon's Action Phase ends when that Mon attacks or uses an effect that directly changes **HP**, **AP**, **BP**, **Max HP**, **Max AP**, or **Max BP**.



Damage is a direct HP or BP value change.

This means attacks, damaging abilities, direct BP damage, healing, AP restore, BP restore, Max HP changes, Max AP changes, and Max BP changes follow the **Action Rule** unless a card says otherwise.

### **Damage Prevention and Reduction**

Some cards or effects may prevent or reduce damage.

If damage is reduced, subtract the reduction before applying the final damage.

If damage is prevented, the damage becomes **0** unless a card says otherwise.

If multiple effects change damage, follow the card text. If timing is unclear, resolve the most recent effect first unless a card or rule says otherwise.

### **Damage Cannot Go Below 0**

Damage cannot be less than **0**.

If reductions would make damage negative, treat the damage as **0**.

Example:

If an attack would deal **20 damage**, but an effect reduces that damage by **30**, the final damage is **0**.

## **Status and Damage Counters**

### **Status Effects**

Status effects are conditions that can affect what a Mon can do during the game.

Some status effects deal HP damage.

Some status effects require coin flips.

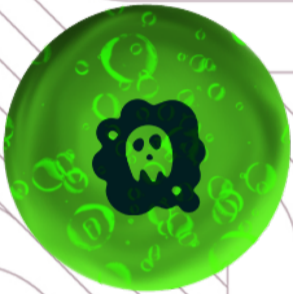
Some status effects prevent actions or position changes.



Status effects remain on a Mon until removed by an Item card, ability, rule, or card effect.

If a Mon leaves the field, remove its status effects unless a card says otherwise.

### Counters for Status Effects:



**Poison :** A Poisoned Mon takes **10 HP damage every player's turn** unless a card says otherwise.

Poison damage is HP damage. If Poison damage reduces a Mon's HP to **0**, that Mon is knocked out and sent to the Discard Zone.

Poison is removed by Item cards or abilities unless a card says otherwise.



**Sleep:** When a Sleeping Mon tries to attack, use a Mon ability, or change position, flip a coin.

- **Heads:** The Mon wakes up and may perform the action.
- **Tails:** The Mon stays asleep, and the action fails.

Sleep is the only status effect that can be removed by a successful coin flip unless a card says otherwise.

Sleep can also be removed by Item cards or abilities.



**Blind:** When a Blind Mon tries to attack or use a Mon ability, flip a coin.

- **Heads:** The attack or ability succeeds.



- **Tails:** The attack misses or the ability fails.  
Blind is removed by Item cards or abilities unless a card says otherwise



**Confusion:** When a Confused Mon tries to attack or use a Mon ability, flip a coin.

- **Heads:** The attack or ability succeeds.
- **Tails:** The attack or ability fails, and that Mon takes **10 HP damage**.  
Confusion does not deal damage every turn.

Confusion only deals damage when the Confused Mon fails a Confusion coin check.

Confusion is removed by Item cards or abilities unless a card says otherwise.



**Paralyzed:** When a Confused Mon tries to attack or use a Mon ability, flip a coin.

- **Heads:** The attack or ability succeeds.
- **Tails:** The attack or ability fails, and that Mon takes **10 HP damage**.

Confusion does not deal damage every turn.

Confusion only deals damage when the Confused Mon fails a Confusion coin check.

Confusion is removed by Item cards or abilities unless a card says otherwise.



**Burn:** A Burned Mon takes **10 HP damage every player's turn** unless a card says otherwise.



Burn damage is HP damage. If Burn damage reduces a Mon's HP to **0**, that Mon is knocked out and sent to the Discard Zone.

Burn is removed by Item cards or abilities unless a card says otherwise.



**Frozen:** A Frozen Mon cannot attack, use Mon abilities, or change position unless a card says otherwise.

Frozen is removed by Item cards or abilities unless a card says otherwise.

### Status Effects and Item Cards

Status effects do not stop a player from using Item cards unless a card specifically says otherwise.

For example, a player may still use an Item card even if one of their Mons is Poisoned, Burned, Confused, Blind, Asleep, Paralyzed, or Frozen.

### Status Effects and Defense Position

A Mon may change to **Defense Position** while Poisoned, Burned, Confused, or Blind unless a card says otherwise.

A Mon cannot change position while **Asleep**, **Paralyzed**, or **Frozen** unless a card says otherwise.

If a Sleeping Mon wants to change position, it must make a Sleep coin check first.

- **Heads:** The Mon wakes up and may change position.
- **Tails:** The Mon stays asleep and cannot change position.

Paralyzed and Frozen Mons cannot take actions or change position unless a card says otherwise.



## Status Damage and Knockouts

Poison, Burn, and Confusion can deal HP damage.

If status damage reduces a Mon's HP to **0**, that Mon is knocked out and sent to the Discard Zone.

When a Mon is knocked out by status damage, its controller loses BP equal to that Mon's printed Battle Point Loss value.

## Multiple Status Effects

A Mon may have more than one status effect unless a card says otherwise.

If a Mon has multiple status effects, apply each status effect separately.

Example:

If a Mon is both Poisoned and Burned, it takes **10 HP damage from Poison** and **10 HP damage from Burn** every player's turn unless a card says otherwise.

## Removing Status Effects

Status effects are removed by Item cards, abilities, or card effects unless a status effect or card says otherwise.

Sleep can also be removed by a successful Sleep coin check.

When a Mon leaves the field, remove its status effects unless a card says otherwise.

If that Mon later returns to the field, it does not return with its previous status effects unless a card specifically says it does.



# Player Tips

Monquest is a game of timing, resource management, and battlefield control.

Winning is not always about having the strongest Mon on the field. A well-timed Item card, status effect, Equipment upgrade, or summon can completely change the game.

## Protect Your BP

Your **Battle Points**, also called **BP**, are your life in the game.

When one of your Mons is knocked out, destroyed, or defeated, you lose BP equal to that Mon's printed Battle Point Loss value.

Sometimes protecting a Mon is just as important as attacking with it.

## Use Both Mons as a Team

Each active Mon has its own Action Phase.

One Mon might attack while the other heals, applies a status effect, restores AP, supports the field, or prepares for a summon.

Try to think of your Mons as a team instead of two separate attackers.

## Do Not Waste AP

AP is one of your most important resources.

Using abilities too quickly can leave a Mon unable to respond later.

Sometimes it is better to save AP for a stronger play instead of using the first ability available.

## Equipment Is an Investment

Equipment can increase stats, grant effects, unlock Equipment Summons, or support a strategy over multiple turns.

Protect important Equipment cards when possible.



If a key Equipment card is destroyed or removed, it can weaken your strategy or cause an Equipment Summoned Mon to revert.

### **Status Effects Matter**

Status effects can change the flow of a battle.

Poison and Burn create steady HP damage.

Confusion, Blind, and Sleep can make attacks and abilities unreliable.

Paralysis and Frozen can stop a Mon from taking actions or changing position.

Do not ignore status effects just because they do not always deal immediate damage.

### **Revive Carefully**

Revive effects can help you recover, but a revived Mon is not a full reset.

A revived Mon cannot attack or deal damage during the turn it is revived.

Use revived Mons for recovery, support, healing, positioning, or legal summon requirements.

### **Bigger Mons Are Not Always Better**

High-level Mons can be powerful, but they often require setup.

A lower-level Mon with the right ability, status effect, Equipment card, or timing can be just as important.

Strong plays come from good decisions, not only big stats.

### **Read the Rule Box**

Many cards have a **Rule** area.

This area may explain Level Summoning, Form Summoning, Equipment Summoning, Counter effects, Penetration, Equipment upgrades, or other special rules.

Always read the Rule area before playing or using a card.



## **Understand Damage, Destruction, and BP Loss**

Damage, destruction, and BP loss are not always the same thing.

Damaging a Mon lowers its HP.

Destroying a Mon removes it by effect.

BP loss happens when a player loses BP from a knocked-out, destroyed, or defeated Mon, direct BP damage, costs, or other rules.

Understanding the difference can help you make better plays.

## **Direct Attacks Create Pressure**

If your opponent controls no Mons, your Mons may attack BP directly.

Each direct attack deals **20 BP damage**, no matter how high the attacking Mon's ATK is.

Clearing the field matters, but direct attacks are controlled so the game does not end instantly from one huge Mon.

## **Recovery State Is Survival Mode**

If you control no Mons, your goal is to get a legal Mon back onto the field.

During Recovery State, focus on drawing, searching, revealing, looking, organizing, or finding a legal Mon.

Once you control a Mon again, you can return to normal play.

## **Timing Can Beat Power**

A powerful card can be wasted if used at the wrong time.

A smaller card can win the game if used at the perfect moment.

Pay attention to your opponent's BP, Mons, AP, Equipment, status effects, and possible responses before making a major play.

## **Build Around a Plan**

A strong deck usually has a clear strategy.



Your deck may focus on status effects, Equipment Summons, Level Summons, Form Summons, healing, defense, direct BP pressure, fast attacks, control effects, or balanced play.

Choose Mons, Items, Equipment, and Attributes that work together.

### **Comebacks Are Part of the Game**

Monquest is designed for back-and-forth battles.
















































A player can be behind and still come back with the right draw, summon, revive, status effect, or defensive play.

Do not assume the game is over just because one strong Mon or powerful card appears.



# Weakness Chart

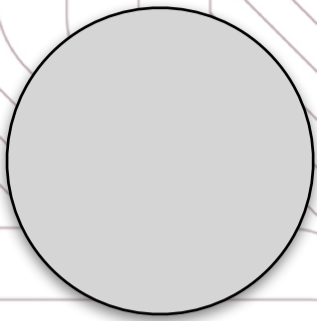
Use this chart to find out any Mons weakness in the game to help you construct better decks to exploit your opponents mons weakness. This can also be useful as it will help you learn the Attribute and Types, in which every mon is weak to.

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

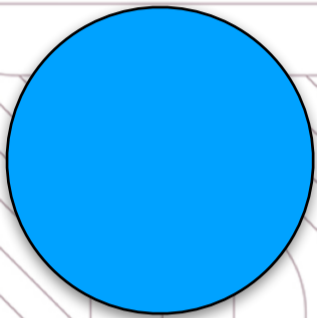
 Effective x2 Damage



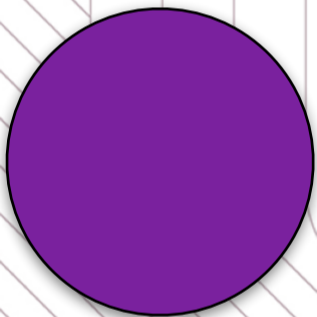
# Rarity Guide



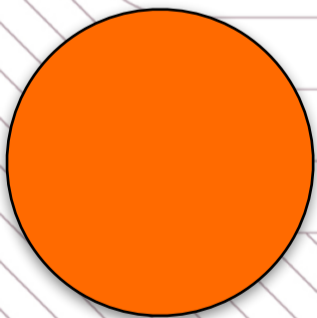
**Common**



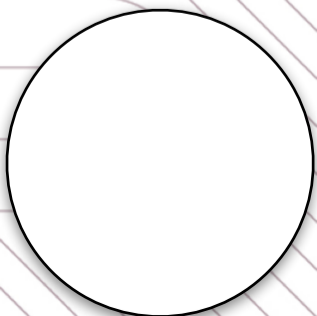
**Rare**



**Epic**



**Legendary**



**Ultimate Unlimited**



# Coin Flip Rules

Some cards, abilities, status effects, and rules require a coin flip.

Unless a card says otherwise:

- **Heads** means true, success, or the effect happens.
- **Tails** means false, fail, or the effect does not happen.

If a card gives a specific result for heads or tails, follow the card text.

## Who Flips the Coin?

If a coin flip is part of playing a card, using an ability, or activating an effect, the player using that card, ability, or effect flips the coin unless the card says otherwise.

Example:

If you use a card that says, “Flip a coin. If heads, apply Sleep,” you flip the coin because you are using the card.

## Status Coin Flips

If a coin flip is required because of a status effect on a Mon, the controller of the affected Mon flips the coin unless a card says otherwise.

Example:

If you apply Sleep to an opponent’s Mon, that opponent flips the coin when their Sleeping Mon tries to wake up.

If you apply Confusion to an opponent’s Mon, that opponent flips the coin when their Confused Mon tries to attack or use a Mon ability.

If you apply Blind to an opponent’s Mon, that opponent flips the coin when their Blind Mon tries to attack or use a Mon ability.

## Card Text Comes First

If a card tells a specific player to flip the coin, follow the card text.

If a card gives a special heads or tails result, follow the card text.



## Card Symbols / Icon Reference

Some cards use icons to show card type, Equipment slots, or special effects.

This section explains the main icons players may need to recognize during play.



### Coin Flip Icon

The **Coin Flip Icon** means a coin flip is required.

When this icon appears, follow the card text or the Coin Flip Rules section.



### Weapon Icon

The **Weapon Icon** appears in the top-right corner of a Weapon Equipment card.

This icon shows that the card is a **Weapon Equipment** card and uses the Weapon slot.

A Mon can normally have **1 Weapon** equipped unless a card says otherwise.

Weapon Equipment may increase attack power, grant effects, or support certain Equipment Summons.



### Armor Icon

The **Armor Icon** appears in the top-right corner of an Armor Equipment card.

This icon shows that the card is an **Armor Equipment** card and



uses the Armor slot.

A Mon can normally have **1 Armor** equipped unless a card says otherwise.

Armor Equipment may increase defense, improve survival, grant effects, or support certain Equipment Summons.



### Accessory Icon

The **Accessory Icon** appears in the top-right corner of an Accessory Equipment card.

This icon shows that the card is an **Accessory Equipment** card and uses the Accessory slot.

A Mon can normally have **1 Accessory** equipped unless a card says otherwise.

Accessory Equipment may grant effects, support abilities, improve strategy, or support certain Equipment Summons.



### Item Icon

The **Item Icon** appears in the top-right corner of an Item card.

This icon shows that the card is an **Item** card.

Item cards usually create one-time effects such as healing, drawing cards, restoring AP, removing status effects, reviving Mons, dealing damage, or creating special effects.

Most Item cards are sent to the Discard Zone after they resolve unless the card says otherwise.

