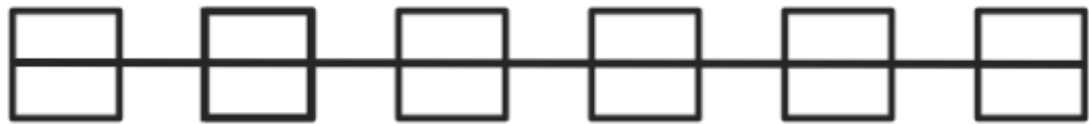


MonTae™

TRADING CARD GAME



OFFICIAL RULEBOOK

Welcome to the World of MonTac™!

MonTac™ Trading Card Game is a Card Game for 2 players that lasts 30-60 minutes.

Dive into the thrilling realm of the MonTac™ Trading Card Game, where strategy and competition collide, allowing you to unleash your full tactical prowess and turn your visions into reality!

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Win Condition

To win the game, you must reduce your enemy's Health Points to 0. Health Points are reduced when attacked directly with Monsters (This is called Wounding).

Health Points

Players start the game with 5 Health Points. Each player has a Health Point maximum of 15 and any Health Points gained that would set a player above the maximum are ignored.

Sudden Death

After both players have each taken at least 5 turns, the game enters Sudden Death. During Sudden Death, if you Wound your enemy, you instantly win the game.



A collage of cards from MonTac™ Trading Card Game.

Game Board



The game board.

Deck - Where cards are drawn to your hand from.

Hand - Cards held in your hand. These are hidden from your enemy. You may play cards from here.

Asset Pile - The pile where Synergy Monsters and Tacticlysms are placed. You can look freely through this pile and play either of these types of cards from it.

Monster Placements - Where Monsters are placed while in play. Monsters can only be played into a Monster Placement that is not occupied. Each player only has 3 Monster Placements.

Tactical Placements - Where Tacticals and Tacticlysms are placed while in play. There is no limit to the amount of Tacticals and Tacticlysms a player can have in play at a time.

Class Zone - Where you place cards during the Class Rise Stage. The amount of cards in the turn player's (player with the current turn) Class Zone is called the Active Class. The Active Class determines the maximum Class of any card you play from your hand can have.

Perished Pile - Where cards go when perishing.

Cards

Basic Monsters

Basic Monsters are placed in your Main Deck and can be played from your hand. They can only be played during your Preparation Stage. Basic Monsters have a Class and can only be played from your hand as long as their Class is equal to or lower than the Active Class. Basic Monsters can attack during your Conflict Stage.

Card Name

Types
The Monster's Types, used for various card abilities and conditions.

Specialty
A special card ability that this monster has.

SKY SOLDIER COLONEL, WOLFMAN

MECHA-MYTHIC POWER: 1800

6

SPECIALTY For each "Sky Soldier" specialty activated when this card is played, this card gains access to an option below:
1+ Specialties: This card gains 1000 power until it leaves play.
2+ Specialties: Send 1 monster in play to the perished pile.
3+ Specialties: This card gains 2 additional attacks until it leaves play.

"When technology meets raw instinctual carnage."

Artist: Claudio Silva COMMON ©2018 MonTac - D0001017

Class
This must be equal to or lower than the Active Class to play this card.

Power
A stat that is used for conflicts.

An illustrated layout of a Basic Monster card.

Tacticals

Tacticals are placed in the Main Deck and played from your hand. Tacticals have a Class and can only be played from your hand as long as their Class is equal to or lower than the Active Class. Unless specified otherwise, Tacticals activate their effects the moment they are played, and then perish. The color of the diamond on a Tactical determines when that card can be played. Red Diamond Tacticals can be played during either player's turn, but Blue Diamond Tacticals can only be played during your turn.

Card Name		Class This must be equal to or lower than the Active Class to play this card.
Effect A special card ability that this Tactical has.		Diamond Color The Color of the diamond determines when the Tactical can be played. Red Diamond  Tacticals can be played during either player's turn. Blue Diamond  Tacticals can only be played during your turn.

An illustrated layout of a Tactical card.

Synergy Monsters

Synergy Monsters are placed in and played from the Asset Pile. They can be played during either player's turn. A Synergy Monster can only be played from the Asset Pile if their condition is fulfilled. Some conditions require a prerequisite to be played while others require you to perform an action (such as sending cards from your deck to your perished pile) before playing the card. Synergy Monsters may have a Timer, and perish when their Timer reaches 0. Synergy Monsters can attack during your Conflict Stage.

Card Name

Types
The Monster's Types, used for various card abilities and conditions.

Condition
In order to play this Synergy Monster from your Asset Pile, this condition must be fulfilled.

Specialty
A special card ability that this monster has.



MUTATED DRAGON

TOXIC-DRAGON POWER: 2650

3

CONDITION 3 "Toxic" type monsters have perished.

SPECIALTY This card is **corrosive**. This card can attack three times. When you lose health points while this card is in play, it gains 1 "MD" counter until it leaves play. While this card is in play, it gains 1000 power and an additional attack for each "MD" counter on it. (This entire specialty can activate more than twice in a turn.) (Corrosive: When this monster wins a conflict, both players lose 1 health point.)

"This was their most berserk creation."

Artist: Claudio Silva RARE ©2018 MonTac - DD001008

Timer
At the start of a turn's Hand Refill stage, this number is reduced by 1. When it reaches 0, this card perishes. Some Synergies have no Timer.

1 No Timer

Timer No Timer

Power
A stat that is used for conflicts.

An illustrated layout of a Synergy Monster card.

Tacticlysms

Tacticlysms are placed in and played from the Asset Pile. In order to play a Tacticlysm, you must command a Synergy Monster. Unless specified otherwise, Tacticlysms activate their effects the moment they are played, and then perish.

Card Name

Effect
A special card ability that this Tacticlysm has.



An illustrated layout of a Tacticlysm card.

Monster Tokens

Monster Tokens are neither a part of your Deck nor your Asset Pile. They can only be played from outside of the game through certain card abilities. They are treated as Basic Monsters while in play. Monster Tokens cannot be sent to the Deck, Hand, or Asset Pile and cease to exist the moment they leave play. Monster Tokens can attack during your Conflict Stage.



An illustrated layout of a Monster Token card.

Card Abilities

Most cards have special card abilities they can activate. Each card ability can only activate up to 2 times per turn. Card abilities that are activated manually (such as "During your turn, you may") can only be used once per turn per play.

Card abilities take priority over game rules, but if a part of a card ability is impossible, that part of the card ability is ignored.

Turn Structure

The game consists of multiple turns. Each turn is made up of 5 Stages.

Before the Class Rise Stage, use any card abilities that activate at the start of the turn.

Class Rise Stage

During this Stage, the turn player (the player who has the current turn) places a card face down from their hand into their Class Zone. Skip this stage if it is Sudden Death.

Preparation Stage

During this stage, the turn player may play Basic Monsters, and both players can play Synergy Monsters, Tacticals, and Tacticlysms, and use card abilities.

When both players agree to end the Preparation Stage, continue to the Conflict Stage.

Conflict Stage

During this stage, the turn player may attack with Monsters they command. Both players can play Synergy Monsters, Tacticals, and Tacticlysms, and use card abilities during this stage.

Monsters can either attack enemy monsters to participate in a conflict or the enemy directly to perform a Wound Attempt.

Each Monster can only be attacked once per turn. If an attack to a Monster is interrupted, it does not count towards this rule.

When a Monster leaves play and is then played again, it can be attacked once per turn again regardless if it was attacked before it left play or not.

On the very first turn of the game, no Monster can attack.

Conflicts

When a Monster attacks an enemy Monster, it initiates a Conflict.

During a Conflict, starting with the commander of the Monster that was attacked, players may alternate responding to that conflict by either doing nothing, playing cards, or using card abilities. During a conflict, if a monster involved in that conflict leaves play, that conflict is interrupted. Once both players agree to end the conflict, the Monster in the conflict with the lowest power perishes. If both Monsters have the same amount of power, they both perish instead.

Wounding

If the enemy has no Monsters in play, Players may attempt to Wound their enemy by attacking them directly.

When this happens, starting with the player that was attacked, players may alternate responding to that attack by either doing nothing, playing cards, or using card abilities. Once both players agree to end the Wound attempt, if your enemy does not now command a Monster, your enemy is Wounded (loses 1 Health Point). If your enemy now commands a Monster, the Wound Attempt is interrupted.

If a monster has 0 power, it cannot perform a Wound attempt.

When both players agree to end the Conflict Stage, continue to the Cool Down Stage.

Cool Down Stage

During this Stage, both players can play Synergy Monsters, Tacticals, and Tacticlysms, and use card abilities.

When both players agree to end the Cool Down Stage, continue to the Hand Refill Stage.

Hand Refill Stage

At the start of the Hand Refill Stage, the Timers of any Synergies in play are reduced by 1.

Then, both players refill. To refill, players draw cards from their deck to their hand until they have 5 cards in their hand. If a player already has 5 or more cards in their hand, they do not draw. If a player does not have enough cards in their deck to refill to 5 cards, they will instead draw as many cards as possible.

After the Hand Refill Stage, use any card abilities that activate at the end of the turn. Then, the turn ends and is passed to the other player.

The Hand Refill Stage happens even if a turn is ended prematurely.

Sudden Death

After both players have each taken at least 5 turns, the game enters Sudden Death. When Sudden Death starts, both players add all of the cards in their Class Zone to their hand.

During Sudden Death, the Active Class becomes 6 and the Class Rise stage is skipped. If you Wound your enemy during Sudden Death, you win the game.

Game Setup and Requirements

To prepare for a game, do the following in the order listed.

- Each player shuffles their enemy's deck.
- Place each Deck and Asset Pile in their respective spots.
- Decide the player who will take the first turn (This can be done by any method of your choosing, but a Coin Flip is suggested).
- Each player draws cards from their deck to their hand until they have 5 cards in their hand.
- Each player may choose any amount of cards from their hand to shuffle back into their deck, and then draw the same amount.
- Both players are set to 5 health points.
- The game starts.

Deck Building

The following must be brought by each player:

A Main Deck

- Decks must have 30 cards.
- Decks can include Basic Monsters and Tacticals.
- Decks can include up to 2 copies of each card.

An Asset Pile (optional)

- Asset Piles can have up to 5 Synergy Monsters.
- Asset Piles can have up to 1 Tacticlysm.
- Asset Piles can include up to 1 copy of each card.

Additional Supplies

A six-sided die to use for certain card abilities (optional)

Distinct objects or cards to represent Monster Tokens (optional)

Glossary

A collection of term definitions. If the definition of a term is not in the glossary, it is likely in another part of the rulebook.

Asset card - Card types that start in your Asset Pile. (Synergy Monsters and Tacticlysms)

Command - A card on your side of play.

Counter - A value placed on cards that is used to track certain card abilities.

Draw - Add the top card of your deck to your hand.

Discard - Send a card from the hand to the perished pile.

Enemy - The other player.

Original - The value listed on the card itself. If the value listed on the card itself is ????, it is treated as its first assigned value since it was last played.

Perish - Is sent to the perished pile.

Regardless of Class - Ignoring the card's Class.

Regardless of Condition - Ignoring the card's Condition.

Reveal - Show a card in your hand to your enemy until it leaves your hand.

Sacrifice (a card) - Send a card from play to the perished pile.

Sacrifice (Health Points) - Lose Health Points.

Shuffle - Randomize the order of your deck.

Shuffle Into - Put the specified card(s) into your deck, then randomize the order of your deck.

Sleeper Skill - A card ability that activates when the card with the Sleeper Skill has its Specialty or Effect removed.

Keywords

Constant - This card stays in play.

Corrosive - When this card wins a conflict, both players lose 1 health point.

Duplicate - Duplicates are exact copies of the original. Duplicates cease to exist when they leave play. When a duplicate with a timer is played, its timer is reset.

Extinct - When a card in the perished pile is unable to leave the perished pile.

Impose - Reveal this card in your hand to your enemy until the end of the current turn. Your enemy may then either sacrifice 1 health point or have you play this card regardless of class.

Ravenous - When this card wounds your enemy, it gains 1000 power until it leaves play.

Rummage - Add 1 tactical in your enemy's perished pile to your hand. At the beginning of the next hand refill Stage, before either player would refill, any cards taken by rummage return to your enemy's perished pile.

Advanced Rules

Wait!

This section covers special and niche rules. You do not need to read them unless you want to understand specific interactions and competitive play.



Priority

The turn player always starts each Stage with priority, which means they get the first game action for that Stage. This includes playing cards, using manual activation card abilities, attacking, or deciding to pass priority (do nothing). Once one of these actions is taken, the priority is passed to the other player, meaning they get to make the next game action.

After a conflict, priority is passed to the turn player.

Mandatory and Automatic activations do not pass priority.

Card Abilities and Card Ability Sequencing

If a card ability refers to a card as having a specific card type while they do not have them (e.g. a tactical mentions "this monster"), that card ability cannot activate.

Card Abilities activate sentence by sentence. After a sentence ends, any automatic activations that happen as a result of that sentence happen immediately. Once those activations end, continue with the next sentence.

Mandatory activations that activate during a certain turn or stage always activate at the start of that turn or stage.

Simultaneous Automatic Activation Sequencing

When a card interaction activates multiple automatic card abilities, priority happens in the following order:

1. Card not involved in the interaction commanded by player that did not initiate the interaction
2. Card not involved in the interaction commanded by player that initiated the interaction
3. Repeat the previous two steps until all activations have finished.
4. Card involved in the interaction commanded by player that did not initiate the interaction
5. Card involved in the interaction commanded by player that initiated the interaction
6. Repeat the previous two steps until all activations have finished.

Example: If you command a Monster with the Specialty "This Monster gains 1000 power when it wins a conflict" and win a conflict with it, while your enemy commands a Constant Tactical with the Effect "When your enemy wins a conflict, they must sacrifice 1 Health Point", the Constant Tactical will activate first.

If multiple activations of the same kind happen at the same time, the current owner of the cards with those activations can choose the activation they want to use first.

Hand, Deck, Asset Pile, Perished Pile and Class Zone Interactions

When a card ability interacts with a deck in a way that requires the player to look at the cards in that deck without directly stating that the player may look at the deck, that deck is always shuffled after the interaction.

Example: If a card ability requires you to add a card from your deck to your hand, you must shuffle your deck afterwards. However, if a card ability has you look at the top card of your deck, you do not have to shuffle.

When a card ability selects a specific card from a player's Hand, Deck, Asset Pile, or Class Zone, that card must be shown to your enemy.

Example: If a card ability reads "Add a monster from your deck to your hand", the player who used this card ability must show their enemy the card chosen. If the ability instead said "Add a card from your deck to your hand", then no card would need to be shown, as the card is not specific.

When you activate a card ability in your Hand, Deck, Asset Pile, or Class Zone you must show that card to your enemy.

When an Asset card would be placed in a player's hand or deck, it is placed in its respective Asset Pile instead.

When a card that you do not own would be moved to your Deck/Asset Pile/Perished Pile/Class Zone, it is moved to the original owner's Deck/Asset Pile/Perished Pile/Class Zone instead.

Monster and Tactical Placement Interactions

When a mandatory card ability attempts to send or play a card to a placement while there are not enough free placements, the commander of the card must choose either to send a card in one of those placements on their side of play to the perished pile to play the card regardless of any card abilities, or send the card that is attempting to be played to the perished pile, regardless of any card abilities.

Card Timers

When a card without a Timer receives a Timer, that Timer is always set to its original value.

When a card with a Timer is prevented from perishing due to reaching a timer of 0, it stays in play until the next time Timers are reduced during the Hand Refill Stage.

Card Ability Removal

A card without a card ability cannot have a card ability removed. **Example:** A monster without a specialty cannot have its specialty removed.

Ties

If both players lose their final health point at the exact same time, the game is a tie.

If both players run out of actions to perform at the exact same time, the game is a tie.

Health Points Interactions

When a player's Maximum Health Points are lowered below their Current Health Points due to a card ability, that player also has their Current Health Points lowered until they are no longer higher than their Maximum Health Points. This is treated as losing Health Points through that card ability, even if the card ability specifies Maximum Health Points.

Example: A monster has the specialty: "While this card is in play, when you lose health points due to a specialty or effect, this Monster gains 1000 power". If an effect reduces their Maximum Health Points to 14 while they have 15 Health Points, they lose a Health Point and now have 14 Health Points, activating the specialty.

When a player's Maximum or Current Health Points are temporarily changed due to a card ability, if that card ability becomes inactive, that player's Maximum or Current Health Points are returned to the amount they were at before the card ability activated. If both were affected, only Maximum Health Points return to their original amount.

When a player would lose their final health point, but cannot lose the game due to a card ability, they will lose the game the moment that card ability becomes inactive if they still have no health points.

A player cannot lose a health point while they have 0 health points.

Wounding Interactions

When a player would be Wounded but cannot lose health points due to a card ability, or during Sudden Death cannot lose the game due to a card ability, they are not Wounded and do not lose any health points due to that Wounding.



Quick Reference Guide

Need to check something without reading the entire rulebook? Use this guide!

Win Condition

Reduce your enemy to 0 Health Points.

Sudden Death

After both players have taken at least 5 turns, the game enters Sudden Death. Both players add all cards in their Class Zones to their hands.

During Sudden Death, the Active Class becomes 6 and the Class Rise Stage is skipped. When you Wound the enemy during Sudden Death, you instantly win the game.

Game Start

Set your Health Points to 5.

Draw until you have 5 cards, then you may shuffle any amount of cards from your hand into your deck and draw the same amount.

Turn Structure

Class Rise Stage - Put a card from your hand into your Class Zone. Skip this stage if it is Sudden Death.

Preparation Stage - The turn player may play Basic Monsters during this stage. (This is the only stage where Basic Monsters can be played). Both players can also play other cards and use card abilities in preparation for the Conflict Stage.

Conflict Stage - The turn player can attack with their monsters, and both players can play cards and use card abilities.

Cool Down Stage - Both players can play cards and use card abilities in preparation for the upcoming turn.

Hand Refill Stage - All Timers are reduced by 1. Both players refill up to 5 cards.

Attacking

Conflicts (Attacking a monster): Both players may play cards or use card abilities before the end of the conflict. Once both players agree to end the conflict, the monster that has less power perishes. If both monsters have the same power, they both perish instead.

Wounding (Attacking the enemy directly): A monster can attempt to Wound if the enemy has no monsters in play. During a Wound Attempt, both players may play cards or use abilities before the end of the attack. Once both players agree to end the attack, if the attacked player has no monsters in play, they are Wounded (lose 1 Health Point), otherwise the Wound Attempt is interrupted. Monsters with 0 power cannot perform a Wound Attempt.

Playing and Using Cards

Class: If a card has a Class, it can only be played as long as it is equal to or lower than the Active Class. The Active Class is equal to the amount of cards in the turn player's Class Zone before Sudden Death, and 6 during Sudden Death.

Asset Pile: You can freely look through your asset pile and play Synergy Monsters or Tacticlysms from it.

Conditions: If a card has a Condition, it can only be played if that condition is fulfilled. Some conditions have a prerequisite while others require you to perform an action (such as sending cards from your deck to your perished pile).

Tacticlysms can only be played while you command a Synergy Monster.

All cards can be played during either player's turn except for **Basic Monsters** and **Blue Diamond Tacticals**.

- **Basic Monsters** can only be played during your turns' preparation stage.
- **Blue Diamond Tacticals** can only be played during your turn.

You can only use each card ability up to 2 times per turn.

Glossary

Asset card - Cards that start in your Asset Pile. (Synergy Monsters and Tacticlysms)

Regardless of Class - Ignoring the card's Class.

Regardless of Condition - Ignoring the card's Condition.

Sleeper Skill - A card ability that activates when the card with the Sleeper Skill has its Specialty or Effect removed.

Constant - This card stays in play.

Extinct - When a card in the perished pile is unable to leave the perished pile.

Visual Card Reference



THANKS FOR PLAYING!