

METABALOIDS TRADING CARD GAME

INTRODUCTION

Chaos stirs as the Metabaloids' metabolisms spiral out of control! With tensions rising and every creature fighting for survival, it's your chance to command the wild. Outthink, outfight, and outlast your opponents — do you have the metabolism to win?

WINNING THE GAME:

In a 2-player game a player wins when the other opponent has no more cards left to draw from. 3 or more players, the fewest lost cards win. For a shorter game, play until the draw pile is empty, least lost cards is the winner. Ties are a wash.

KEYWORD TERMS:



Promo Identifier: Marks special event cards.

Rarity: Top-left sphere & color; Green = Common, Blue = Uncommon, Red = Rare, Purple = Super Rare. Also shows card cost.

Card Name: Max 4 copies per deck. Rarity can be mixed into a deck.

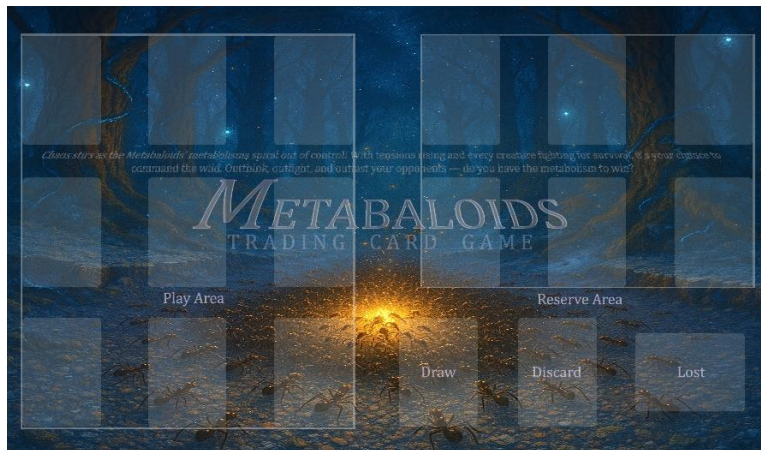
Attack: Adds to the total in battle to go against the other players defense.

Metabaloids: Used to pay for cards from your hand into the reserve area. Discard cards to pay cost. It's the nutritional juices that give the creature the energy to begin their long journey to battle.

Defense/Health: This is the amount of defense/health you have to help aid you in absorbing an attack from another player.

Collector Info: Promo if any, Promo Identifier, Set, Rarity and Card number, for instance, 1 C 1, check website for listings.

GAME ZONES / SPECIAL RULES:



Play Area: Active cards in columns (max 3x3). If none remains at turn's end, lose 2 cards from draw pile.

Column Size: Before deployment, adjust to have max 3 x 3 grid. No column can be deeper than you are wide. Some cards might be a temporary exception to this rule

Reserve Area: Cards played here with Metabaloids. Safe until deployed.

After cards are placed in reserve you can't move them until the deploy phase. After drawing, all cards in reserve must be deployed.

Draw Pile: Deck to draw from.

Discarded Pile: Where paid/used cards go.

Lost Pile: Where defeated cards go.

Unfinished Actions: If an ability can't resolve, lose 1 card to lost pile.

Event Cards: Special cards with unique effects; placed separately.

GAME SETUP

Draw Starting Hand: Shuffle your deck, draw 7 cards into your hand. This is your starting hand.

Determine First player: Each player cuts and reveals the Rarity/Cost number. Highest start (ties repeat).

Initial Deployment: Now each player takes turns placing a card into the play area for free, up to the cost of the Rarity/cost of 7 points. Once 7 points are reached, they are done placing cards. One or more players could be done before turn order is done. Once you get back to the starting player, then that player takes his normal turn. See game play overview mechanics.

TURN STRUCTURE

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|------------------------|------------------|------------------------------|
| 1. Draw Phase | 2. Use Abilities | 3. Move Cards |
| 4. Deploy From Reserve | 5. Attack Phase | 6. Restock Reserve/ End Turn |

GAME PLAY OVERVIEW / MECHANICS

Draw Phase: Draw until you have 7 cards in your hand. If you have 7 or more do not draw but don't need to discard either.

Use Abilities: Each card's ability may be used once per card at any time, including during an opponent's turn, as long as you can pay its cost and perform the action. Some abilities are exceptions to the play area rule or activate specifically during attacks. A card's ability must be resolved before activating other cards' abilities.

Move Cards: You may move cards from one column to another column. However, it will cost you 1 Metabaloid point to move one card. Paid from Anywhere.

Deploy From Reserve into Play Area: All reserve cards must be deployed into columns. They remain there unless they are moved by another card's effect. If the play area is full 3 x 3 grid then lose your reserve cards to lost pile. If you do not have any cards in the play area at the end of your turn, then you automatically lose 2 cards from your draw deck to your lost pile. Timing effect when deploying cards into play area ends when the last card is moved from reserve to play area. NOTE: read keyword terms in Games Zones

Attack Phase: You can only attack from and to one column per opponent. You must initiate one attack per turn. You may initiate multiple attacks on different opponents each turn (multiplayer game). You pay one Metabaloid to initiate battle. This card goes on your discard pile. If you can't attack another opponent, then you lose one card to the lost pile, and it can come from anywhere.

- Attacker: choose column and card, then turn card sideways, this notes the attacking card.
- Attacker" picks the defenders column and the card he is attacking. Turn that card sideways.
- Both players draw a card and add Rarity/Cost to attack or defense, then discard the card after totals been calculated.
 - Attacker adds this number to Attack numbers from each card in their column, plus card bonuses.
 - Defender adds this number to the Defense numbers for each card in their column, plus card bonuses.
- Results: Higher total wins.
 - If a tie both players lose the drawn card to the lost pile.
 - The person with the higher amount wins. The losing side calculates the losses as follows.
 - If the damage is less than the amount on the defense, then that card takes that damage even if it is one point of damage, the creature metabolism surges in a rage and they burn the remaining points from that card and the card is sent to the lost pile.
 - Now turn the cards on the remaining column sideways. These cards are safe from attacks until reinforcements are deployed. Cards in safety can't use abilities
 - If the damage exceeds the defense amount, then any remaining damage, is calculated see "Card loses:"
 - Card Loses:
 - If there are more attack points remaining after the initial damage, Pay the difference from Anywhere. The additional points needed to pay come from the number on the defense icon. If pulling from the discard pile you must take the top card and use the defense number. If the defense number is zero that card is still lost at zero points and you move to the next card.
 - If they decide to take the points from the draw pile, then each card on the draw pile is considered only one point as you can't look at the cards in your draw pile. If a card takes one point of damage it is lost.

Restock Reserve Area: Restock cards into your reserve area if you want to. Pay Rarity/Cost using Metabaloid points from hand. Discard cards to pay cost. Excess points are lost. If you find that a card costs less than the amount of Metabaloids you have, you don't save the difference, the amount in excess is lost.

Reshuffle: When draw pile is empty, reshuffle discard pile to form a new pile. Cards in discard pile stay there until the draw pile runs out of cards. If you play a short game, see the Winning the Game section above.

DECK BUILDING

Deck Size: A starting deck is 45 cards. You can build a deck out of any combination of cards and rarity up to a maximum of 125 Rarity/Cost points with a max total of 45 cards. Or quick start option: all players use the standard 45 card starter deck. However, you can't have more than 4 copies of the same named card in a deck.

Note: The rules included in this deck are current at the time of printing. For updates and clarifications, visit **Metabaloids.com**. The online rules supersede the printed rules.

More Information: Visit **TWHGames.com** (publisher) or **Metabaloids.com** (official site).

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