

K-MON TRADING CARDS

RULES SECTION I Let the hunt begin!

WELCOME HUNTERS!


Collect K-Mons, mysterious creatures from Kogaea endowed with sensational elemental abilities, to face other hunters in a challenge where only the best can triumph! KMON TRADING CARDS is a collectible card game where each player can customize their deck based on their preferred strategy. The easiest way to learn to play is by using a STARTER deck, which contains 24 cards + 3 K-Mons and is ready to use! Once you become familiar with the game rules, you can expand your collection with BOOSTER packs or trade cards with your friends, in search of the most powerful or simply your favorite K-Mons and abilities!

In the collectible card game (CCG) KMON TRADING CARDS, two teams composed of 3 K-Mons each face off in battle. K-Mons use attacks and abilities to exhaust their opponent; the first player to exhaust the entire rival team wins the battle! In case a player runs out of cards in their deck and cannot draw more at the end of their turn, victory will be awarded to the player with the highest number of non-exhausted K-Mons. In the event of a tie, the player with the fewest damages assigned to their non-exhausted K-Mons will win!"

STRUCTURE AND TYPES OF CARDS

In the K-MON TRADING CARDS CCG, there are 5 types of cards:

K-MON




Health Points
Primary and Secondary Elements

Name
Characteristic
CODE

These cards represent the components of your team and are NEVER shuffled with the others!


ITEMS



Name
Effect
CODE

These cards can be used only once per battle. Choose the right moment carefully!


ABILITY



Name
Cost Element
Effect
CODE

These cards include the powerful ULTIMATE cards!


REACTION



Name
Cost Element
Effect
CODE

These are cards that can be played as a countermeasure to an opponent's action.

POWER-UP



Name
Cost Element
Effect
CODE

They can be used by pairing them with an attack to enhance its power.

WARNING! During the battle, you can only use ability, reaction, or enhancement cards whose element matches your active K-Mon! However, you can always use cards that do not have a matched element.

K-MON TRADING CARDS

RULES SECTION II

PREPARING FOR BATTLE

THE PLAYING FIELD



CAPTIONS:

- Playing Field: The area where all your K-Mons are positioned (including exhausted ones), except for the active one.
- Deck: Each player places their deck of 24-36 cards in this area, face-down.
- Discard Pile: The area where you put cards once they are used and/or removed from the game, face-up.
- Active Position: The area where your active K-Mon is placed (only one at a time and always face-up).
- Hand: Players are never allowed to look at the opponent's hand unless a card allows it.
- Counters: During the battle, you'll use various counters to mark damage and elemental charges; keep them in this area when not in use.

BATTLE SETUP



- 1 Each player selects their own 3 K-Mons and assembles their deck with 24-36 cards corresponding to the elements of the chosen K-Mons or without an element (including no more than 5 item cards).
- 2 Each player shuffles and places their deck face down in their play area.
- 3 Each player places their own 3 K-Mons on the sideline face up.
- 4 Each player places their counters to the side of the playing area, ready for use when needed.
- 5 Each player draws the first 5 cards from their deck.
- 6 Players flip a coin; the winner of the toss decides who starts the battle (the first player).
- 7 The first player moves one of their K-Mons from the sideline to the battlefield area, making that K-Mon active. The opponent then follows by selecting and placing their own active K-Mon. Both players place 2 elemental charge counters next to their active K-Mons.
- 8 If all or none of the active K-Mons have the Rapid characteristic, the battle begins with the action of the first player; otherwise, the first turn goes to the player with the K-Mon possessing Rapid.

PHASES OF THE TURN

PHASE I – USE ITEMS: You can play an item card from your hand (item use action), only once per turn;

PHASE II – APPLYING PERSISTENT EFFECTS: If present in your playing area, apply persistent effects as indicated by cards that produce such effects (buffs and debuffs); place a damage counter on each effect to keep track of its duration.

PHASE III – SUBSTITUTION: Replace your active K-Mon if desired or if it has been exhausted by a persistent effect; return your active K-Mon to a neutral position if it was in a defensive position the previous turn.

PHASE IV – ACTIONS/REACTIONS: Among the following actions, perform the one you want, only one:
Ability – Attack – Defense

PHASE V – END OF TURN: Draw 1 card from your deck and end the turn (if you have more than 5 cards in hand, you must discard until you have 5 cards in hand); remove "expired" effects in your playing area (whose damage counters equal the duration indicated on the card).

K-MON TRADING CARDS

RULES SECTION III

May the best player win!

THE TURN IN DETAIL

PHASE I – USE ITEMS:

The item use action can only be performed in Phase I (generally without paying any cost) and cannot be neutralized by the opponent; if the item applies a buff, it remains in play for its entire duration, otherwise, it is discarded after use (the deck can contain a maximum of 5 item cards).

PHASE II – APPLYING PERSISTENT EFFECTS:

In the phase of applying persistent effects, for each effect in your playing area, apply what is stated on the respective card, and then place a damage counter on the card itself.

PHASE III – SUBSTITUTION:

In this phase, the player chooses whether to keep their current K-Mon active or replace it with another from the sideline; Persistent effects targeting the K-Mon being replaced remain attached, and their respective cards follow it to and from the sideline (effects continue to act on the K-Mon even if it has been moved to the sideline). If the active K-Mon has been exhausted by a persistent effect, the player is compelled to replace it (if all their K-Mons are exhausted, the opponent wins the battle)."

GAME MECHANICS



The resistance and weakness of a K-Mon to damage from opponent abilities and elemental attacks are considered based solely on the primary element of that K-Mon, following the order:

Ice>Grass>Earth>Electric>Ghost>Air>Water>Fire>Ice.

The K-Mon suffers (1) additional damage from the element to which it is weak, while reducing the damage received by (1) from the element to which it is resistant.

Each K-Mon can exclusively use ability, reaction, and enhancement cards corresponding to its primary or secondary element, in addition to non-elemental abilities ('generic' and therefore not associated with any specific element).

GAME MECHANICS

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The HP (Health Points) of K-Mons are affected by attacks and abilities played by the opponent; every time your K-Mon takes damage, place an equal number of damage counters on its card.



Elemental charges are the necessary resource to pay the cost of many cards (especially abilities) and are represented by counters; they accumulate by performing attacks (2 charges for each successfully executed attack, i.e., not evaded/neutralized by the opponent or replaced by a card) and when the opponent acts while your K-Mon is in a defensive position.

Each player starts the battle with 2 elemental charges; however, if the active K-Mon has the 'Incandescent' characteristic (X), the player starts with X additional charges!



The counters have the 'elemental charge' symbol on one side and the 'damage' symbol on the other. They are used to keep track of available elemental charges, damages accumulated by K-Mons, and the duration of persistent effects. Elemental charge counters stay on the battlefield if replaced, while damage counters follow the K-Mon when it is moved from the battlefield to the sideline and vice versa.

Is your K-Mon exhausted?
Do not despair, you can immediately choose a bonus that will help you recover ground:
draw 2 cards,
gain 2 elemental charges,
or remove 2 damage from another of your K-Mons!

PHASE IV - ACTIONS:

If not specified otherwise, attack/defense/ability actions are mutually exclusive, and the player can choose only one per turn.

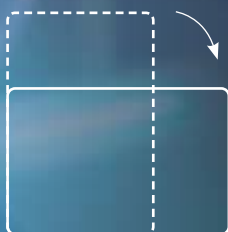
ATTACK

It inflicts 2 damage to the target and earns 2 elemental charges for the attacker; -1 damage if the opponent is in a defensive position.

When a player performs an attack, they can play an enhancement card from their hand if they can pay its related cost in elemental charges.

If no enhancement cards are played, the damage inflicted on the opponent is not affected by their resistance/weakness. If the attack action is influenced by one or more elemental assault enhancement cards, the inflicted damage becomes of the type of the enhancement; the attack can be enhanced by only one elemental assault card (belonging to one of the elements of the K-Mon itself), except for exceptions such as the eco characteristic. If the attack action is instead influenced by a "generic" enhancement card, the resulting effect will be modified according to what is indicated on the enhancement card used (e.g., do not inflict damage to the opponent but make them discard 1 card).

If the attack action is evaded/neutralized by the opponent or replaced by another effect (for example, using a generic enhancement), the attack is not considered successful, and the attacker will not gain elemental charges.



DEFENSE

Reduces damage received from opponent attacks by 1 and earns a variable number of elemental charges. When a K-Mon assumes the defensive position (rotating the card 90° clockwise), the player can retrieve an ability/enhancement card from their discard pile.

When a K-Mon assumes the defensive position, it will gain a number of elemental charges based on the opponent's actions as long as it remains in that position: 1 charge if the opponent also defends, 2 charges if the target of an attack or an ability, 4 charges if the target of an ULTIMATE ability.

The defensive position ends in Phase III of the next turn.



ABILITY

Abilities inflict variable damage on the opponent or apply an effect to the target.

The use of an offensive ability inflicts on the opponent the damage indicated on the card itself, increased by 1 if the opponent is weak to that element, or reduced by 1 if the opponent has resistance. Offensive abilities of the ULTIMATE type cannot be evaded by the opponent.

To play an ability, the player must pay its cost in elemental charges, removing an equal number of charge counters when declaring the use of that ability (if neutralized/evaded, the spent charges will not be recovered).

PHASE IV - REACTIONS

Reactions can be played during the opponent's turn, only in response to one of their actions, and may alter/cancel their effects.

The effects will be applied starting from the last reaction played backward.

EVASION

Allows avoiding the consequences of an opponent's ability or attack.

To evade the opponent's ability or attack, the owner of the target K-Mon must declare this intention and discard 2 cards from their hand. If the evasion is successful (i.e., not neutralized), the ability/attack will have no effect (no damage/effects apply and no elemental charges are gained). ULTIMATE abilities cannot be evaded in this way!

Evading is a reaction that can be performed during the opponent's turn, only when the active K-Mon is targeted by an attack/ability (effects that redirect damage or consequences to K-Mons on the sideline cannot be evaded).



NEUTRALIZZAZIONE

Allows canceling a specific action performed by the opponent.

Cards that allow the neutralization of an action played by the opponent specify under what conditions they can be played (always as a reaction, therefore only in response to an action by the opponent) and prevent the damage and effects of the neutralized action from being applied.

Furthermore, the player who performed that attack or played that ability will not accumulate any elemental charges from that action.



PHASE V - END OF TURN:

The active player draws a card, removes "expired" effects (with a number of damage counters equal to the duration), and then ends their turn. If they have more than 5 cards in hand, they discard down to 5.

K-MON TRADING CARDS

RULES SECTION IV GLOSSARY

RAPIDITY If the opposing K-Mon does not have the same trait, you act first at the beginning of the battle, ignoring the choice of the first player.

SEER When you draw, you can look at the top 3 cards, choose one, and place the remaining cards back on top of the deck in any order you prefer.

ECHO You can pair an additional assault card.
You can pair 1 additional assault card (max 2 instead of 1; both elemental assaults must belong to the same element)

IRREDUCIBLE This K-Mon can perform a final attack before being removed due to exhaustion (play this attack as a reaction).

ELUSIVE "You perform the evasion action by discarding only one card instead of two."

ARMOR This K-Mon further reduces the damage received from opponent attacks by 1 when defending (defensive position)."

BLACKOUT Discard 3 cards from your hand to neutralize the ability played by the opponent (reaction).

GLOWING (H) cariche elementali addizionali;

HEALING Remove one damage counter from this K-Mon each round."

EMBANKMENT Reduce the duration of debuffs affecting this K-Mon by 1 turn (when it becomes the target of a debuff, immediately place 1 damage counter on that card).

FEROCITY Add 1 damage to the attacks you make.

PRODIGY Elemental abilities cost 1 less elemental charge to be played.

BARRIER Reduce elemental damage received by 1 (damage from elemental abilities or attacks enhanced with elemental assaults)

RAIVER Subtract 1 elemental charge from the opponent when you successfully execute an attack.

IMPLACABLE Make the opponent discard 1 card from their deck when you successfully execute an attack.

POINTED When this K-Mon defends (defensive position) and is the target of a successfully executed attack, inflict 1 damage to the attacker. The traits of K-Mons take effect only if that K-Mon is active, meaning it is in the battlefield area and not on the sideline, nor is it exhausted (flipped face down).



DEFINITIONS

DECK: The stack of cards from which you can draw, placed face down on the board; the deck must have a minimum of (24) cards and a maximum of (36) cards, K-Mons do not count towards

HAND: The entire set of cards placed in your hand, as opposed to those placed on the board; the maximum number of cards that can be held in hand at the end of the turn is (5), you must choose and discard excess cards beyond the maximum number when your turn ends.

DRAW A CARD The action of drawing the first card from your deck to add it to your hand, unless otherwise specified, only (1) card at a time can be drawn in a turn."

DISCARD: The activity of removing a card from your hand and placing it in the designated area on the board of its respective owner.

K-MON: The card that represents a K-Mon, these cards are not shuffled into the deck before and during the battle, and therefore, they do not count towards the total; you must have exactly 3 K-Mons to start a battle, and they must all be placed on the board.

CHARACTERISTIC: The special characteristic of a K-Mon, which constitutes an exception to a special rule; it is always indicated on the K-Mon card.

BENCH: The area on the board where your non-active K-Mons must be placed.

ABILITY: A card representing an elemental or generic ability. To play an ability, you must pay its cost, expressed as a number. You can play an elemental ability only if it has an element corresponding to one of those of your active K-Mon.

TOKEN: An emblem used to represent various resources, such as damage or elemental charges, and the duration of buffs and debuffs; it must be removed once depleted or unused.

ACTION: The activity of attacking, playing an ability, defending, evading, or playing a reaction.

ELEMENT One of the 8 different types, matched to a K-Mon or an ability, and represented by an icon on the card; the matched element limits a K-Mon's actions to abilities corresponding to the same type and determines resistance and weakness to other types.

RESISTANCE: The ability of a K-Mon to take less damage from an element it is resistant to (based on the elemental efficiency chart); the K-Mon subtracts (1) damage when hit by that element.

WEAKNESS: The ability of a K-Mon to take more damage from an element it is weak to (based on the elemental efficiency chart); the K-Mon adds (1) damage when hit by that element

DAMAGE: The amount of damage inflicted on the target K-Mon, resulting in the placement of an equal number of damage counters on the target once resistances/weaknesses and any other effects are applied.

BOARD The playing area where players meet, one for each player.

TURN The sequence of game phases during which a single player has control

EXHAUSTED: When a K-Mon accumulates damage counters equal to its HP, it becomes exhausted, is removed from the active area, and placed in the bench face down. The owner of the exhausted K-Mon can choose to draw 2 cards, gain 2 elemental charges, or remove 2 damage from another K-Mon on their bench.

TARGET: The K-Mon subject to an action (attack, ability, ...); actions that inflict damage and/or debuffs must target the opponent's active K-Mon, while actions that remove damage and/or apply buffs must target your active K-Mon, unless specified otherwise.

SUBSTITUTION: To replace a K-Mon in the active area with one on the bench and vice versa.

COST: The numerical value in elemental charges required to play a card, indicated on the card itself; some cards may have an additional/alternative cost to be paid with other resources (e.g., Discarding cards, taking damage).

BATTLE: A single game between two players.

ACTIVE: The K-Mon currently positioned in its owner's corresponding area on the board.

BUFF: A beneficial persistent effect on the target K-Mon

DEBUFF: A negative persistent effect on the target K-Mon.

DURATION: The number of remaining turns before a persistent effect must be removed from the game and discarded, marked by tokens placed on the card itself; when the number of tokens equals the duration indicated on the card, remove the card from the game.

SEQUENCE: The order in which multiple effects are applied when one or more reactions are played; these effects are applied starting from the last played reaction, in reverse order.

ATTACK: The action of carrying out an attack against the active K-Mon of the opponent with your active K-Mon; the attack action has no cost, but it can be enhanced by playing and matching it with a power-up; the attack action inflicts (2) damage on the target and earns 2 charge markers for the attacker; the attack is successful if it is not dodged, neutralized, or replaced.

DEFENSE: The action of placing your active K-Mon in defense, rotating its card 90° clockwise; until the beginning of your next turn, your K-Mon will reduce the damage received from each attack by (1).

EVASION: The action of evading an opponent's ability or attack, targeting your active K-Mon; you must discard two cards from your hand to perform an evasion action, which constitutes a reaction.

USAGE: The action of playing an object in a way to apply its respective effect, not neutralizable.

PERSISTENT: An effect originated from an action that remains in play for multiple turns.

ITEMS Card representing a tool that can be played, usually at no cost; you can have up to a maximum of (5) item cards in your deck.

HP (HEALTH POINTS): The numerical value used to represent the health of a K-Mon. If the number of damage markers on the K-Mon is equal to or exceeds the HP value, the K-Mon is exhausted and must be removed.

REACTION: An action played in response to another action played by the opponent, whose effect may be altered or nullified by such a reaction.

NEUTRALIZATION The reaction that counters an opponent's action and prevents it; attack, ability, reaction, defense, and evasion actions can be neutralized if the effect description is "neutralizes action"; otherwise, only the specific actions indicated on the card (e.g., attack) can be countered.