



MEDIMON

A GAME OF MEDICAL MONSTERS

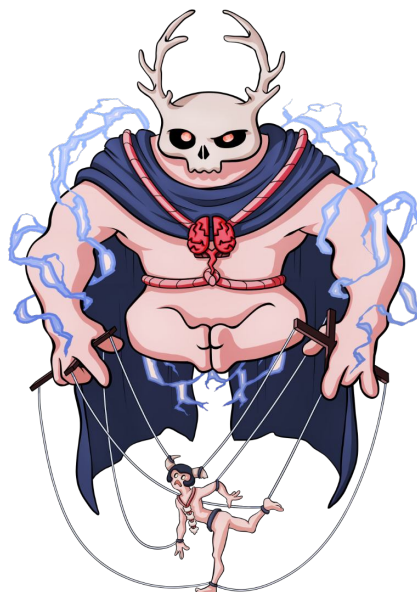
CARD GAME



RULES OF PLAY

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OVERVIEW & OBJECTIVES

Welcome to the **Medimon Card Game**, where you battle against your opponents and their Medimon to prove who reigns supreme!

REQUIREMENTS

Players: 2–4 players.

- A Deck:** 60 cards, with no more than 4 copies of any one card.
- B Life Points:** Each player starts with 25 life points.
- C Dice:** A pair of dice to roll for moves and track damage.
- D Status Effect Tokens:** Use for applying effects (*see Tokens*).



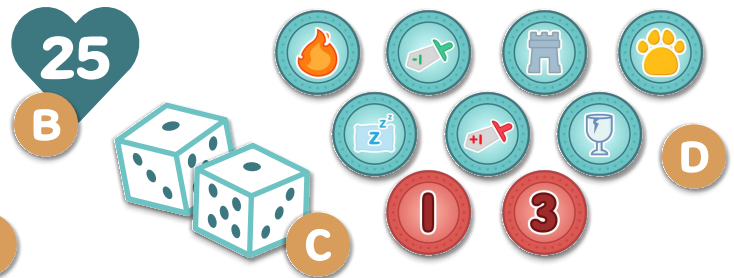
GAMEPLAY

The game is played over a series of turns until all but one player's life points have been depleted. Each turn proceeds through four phases in order:

Recharge ► Play ► Attack ► Rest

Once a player completes their phases, the turn passes clockwise to the next player.

To win: Be the last player to have life points remaining.



SETUP

INITIAL HAND

Each player draws 7 cards from their deck to begin.

STARTING PLAYER

Every player rolls a die. The player who rolls the highest number takes the first turn; play then proceeds clockwise.

Mulligan Option: Once at the start of the game, a player may choose the mulligan option and shuffle their hand into their deck and draw 7 new cards.

CARD TYPES

There are four different card types that can be included in your deck:
Medimon, Building, ATP and **Treatment** cards.



MEDIMON CARDS

Medimon cards (⌚/♦) can be played to perform different actions.



BUILDING CARDS

Building cards (🏠) can be played and staffed (*see Staffing*) with specific Medimon cards to perform actions.



ATP CARDS

ATP cards are the energy used to pay ATP costs (⌚). Only one may be played per turn, but they remain in play for the rest of the game.



TREATMENT CARDS

Treatment cards (💊) perform various actions.

EXAMPLE

NAME AND TYPE

The Medimon's name, its type, whether it is health or diseased (⌚/♦), and the family it's from.

ABILITY

Each Medimon has up to two abilities it can perform.

ATTACK (🔪)

Each Medimon has up to two abilities it can perform.



HEALTH (♥)

The amount of health points your Medimon has.

ATP COST (⌚)

The cost to play the card or perform its action.

STAGE

The evolutionary stage of a Medimon.

PHASES

Recharge ► Play ► Attack ► Rest

1 RECHARGE

At the beginning of your turn, draw one card from your deck. You may also wake up any sleeping cards (**see Sleep**) and reset any staffed buildings for restaffing.

If a Medimon is both asleep and has a sleep token, only one sleeping effect is removed per Recharge Phase, requiring two turns to fully wake.



SLEEPING



AWAKE

During Recharge, you may turn any sleeping sideways Medimon back to an upright position to wake them.

2 PLAY

You can play a single ATP card per turn, and any number of Medimon, Treatment and Building cards as long as you can pay the ATP cost (🪙) for them.

You may use any Medimon abilities if you can pay the ATP cost (🪙). However, Medimon played this turn cannot attack until the next turn.

Cards can only be played during the Play phase, unless it has a Quick (⚡) symbol. This symbol allows the card to be played during any turn, the player's or the opponent's.

3 ATTACK

Choose the Medimon you want to attack with and declare which attacks (🔪) they are using. A Medimon may only attack a single target at once. You may attack multiple targets, with multiple Medimon.

PAY ATTACK COSTS

Some Medimon attacks have an ATP cost (🪙) or additional cost to pay. All other attacks are free.

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ATTACK EXAMPLES

OPPONENT A

OPPONENT B

YOUR HAND

1 ADRENAL MEDULLA

2 ADRENAL GLAND

Example: Player chooses to attack **opponent A** with Adrenal Medulla first (1) and then Adrenal Gland second (2).

OPPONENT A

OPPONENT B

YOUR HAND

1 ADRENAL MEDULLA

2 ADRENAL GLAND

Example: Player chooses to attack **opponent A** with Adrenal Medulla first (1) and then **opponent B** with Adrenal Gland second (2).

GO TO SLEEP

After attacking, Medimon fall asleep (*see Sleep*) and can wake up at the start of the player's next turn.

4 REST

DREAM

During your rest phase, you may pay 2 ATP to draw a card, this may be repeated as long as you can pay the cost.

DISCARD

Discarding Cards: At the end of your rest phase, discard cards if you exceed the maximum hand size (7 cards). This limit may be altered by certain effects. Players may choose which cards to discard.

ATTACK EFFECTS

DAMAGE

Each attack has a specified damage (🔪) value. Medimon retain damage until they are healed or defeated. Effects may heal the damage as specified by the ability. Place damage tokens or die on Medimon to track accumulated damage.

If a Medimon's accumulated damage equals or exceeds its health (❤️), it is defeated and discarded. Excess damage does not affect the player's life points, unless otherwise noted.

ADDITIONAL EFFECTS

Many attacks have additional effects beyond the damage (🔪) that they deal, triggering before opponents decide to block (**see Blocking**). These fall into two categories:

Damage Modulators (🔪+): Directly change the amount of damage that the attack deals. These effects can be worded as "+ X damage..." where X represents a condition specified on the card.



Example: Graves Disease's Early Grave attack

- Damage for the attack is listed as "2+".
- The ability reads "+X damage (X = # of attacks and abilities you used this turn with reduced costs)."
- If the attacking player had used 2 abilities with reduced costs this turn, then this attack deals (2+X) or (2+2) in this case, equaling 4 damage this turn.

Unique Effects: Cause something to happen alongside the attack, often worded as "Also..." These effects do not alter the attack's damage.



Example: Pancreatitis' Flare Up attack

- Damage for the attack is listed as "4".
- The effect reads "Also deal 2 damage to a player. Give that player 1 Inflammation token."
- The defending player would receive 2 damage to themselves before they block. Afterwards, the defender can choose to block the incoming 4 damage with a Medimon or not.

BLOCKING

The targeted opponent may choose to block an incoming attack with a Medimon that is in play.

If the defending player chooses not to block with a Medimon, the damage is then dealt to their life points.

To block an attack, the defending player assigns one or more played Medimon to each attacker. The attacking Medimon then deals damage to the blocking Medimon health (♥), instead of the player's life points. When multiple Medimon block the same attacker, the defender chooses their order and the attacker battles each in order until either the attacker or defender Medimon are defeated.

RETALIATION

Blocking Medimon with an attack (🔪) use it to retaliate against the attacker and deal damage simultaneously to the attacker's damage, all abilities of the attack also apply. The defender must pay the ATP cost (💰) for any retaliating attacks.

If a blocking Medimon does not have an attack (🔪), it will not deal any damage to the attacker.

SLEEP

When a card is used, it then goes to Sleep (turning the card sideways) for the remainder of the turn and cannot be used until the next Refresh Phase. Sleeping Medimon cannot block or attack, and sleeping ATP cards cannot pay ATP costs (💰).

STAFFING

Once per turn, you may staff a Building with a matching family Medimon to perform its action and draw a card. The staffed Medimon enters a sleep state and cannot block. Buildings reset at the start of your next turn and may be re-staffed.

ABILITIES

There are two types of abilities: Attacks (🚒) and Actions.

ATTACKS

Attacks are signified with (🚒) and cannot be used in the same turn the Medimon is played. They may have additional abilities that trigger when the attack is used.

ACTIONS

Actions activate immediately when a Medimon is played. Actions are additional abilities that Medimon can perform and can fall into two categories:

PASSIVE ABILITIES

These abilities have no ATP cost (🕒) to use them and may either be active all the time, or triggered at a certain time, depending on the effect.



Passive Ability Example:
Type I Diabetes' Vision Loss ability



Paid Ability Example:
Hashimoto Disease's Sleepy ability

PAID ABILITIES

Each use of these abilities requires its ATP cost (🕒) to be paid, and may be triggered any number of times as long as the cost can be met, unless the ability states otherwise.

ACTION SYMBOLS

ATP cost (🕒): The energy cost to play the card or perform an action.

Health (❤️): The amount of health a Medimon has.

Dice (🎲): Action is determined by a dice roll.

Attack (🚒): The amount of damage an action deals.

Sleep (💤): The Medimon goes to sleep after performing the action.

Quick (⚡): Allows a card to be played during any turn or phase.

STATUS EFFECTS

Status Effects are lasting conditions assignable to Medimon or players, represented by tokens. A target may have any number of status effects, including multiples of the same one, and they last indefinitely unless stated otherwise or removed by an effect.

STATUS EFFECT TOKEN LIST:



Inflammation: Take +1 damage at the beginning of your turn to each card, or player it is applied to until removed.



Sleep: Cannot attack, block, or pay for its abilities. During a player's Recharge phase, refresh the Medimon by removing the token. Passive abilities still function as normal.



Fatigue: Decrease damage of all attacks by -1 of the current Medimon.



Strengthen: Increase damage of all attacks by +1 of the current Medimon.



Shield: Decrease incoming attack damage dealt to this Medimon by -1.



Fragile: Increase incoming attack damage dealt to this Medimon by +1.



Medimon Token: An additional Medimon from ability that is used like a normal card.



Damage Token: Used to indicate -1 or -3 damage to a Medimon.