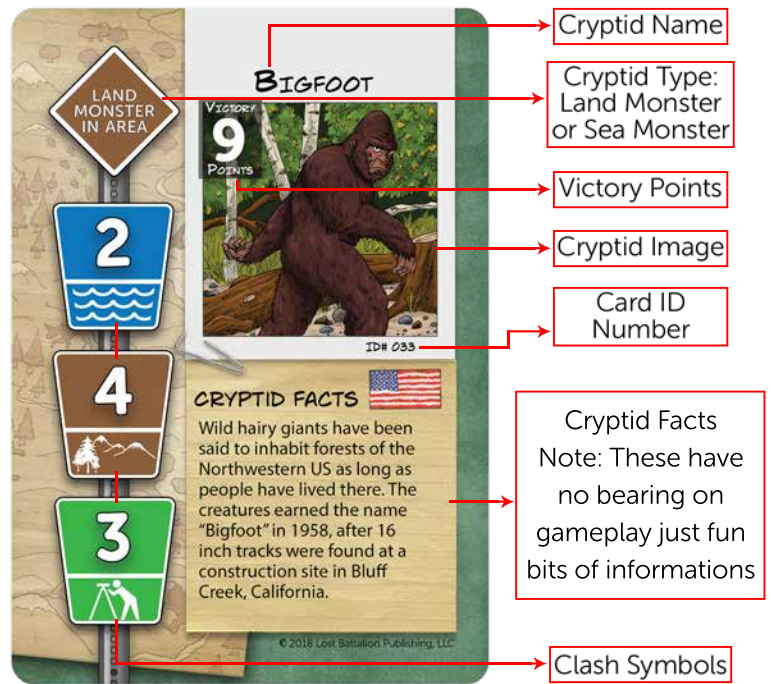# CRYPTID CLASH!™

Cryptid: *noun. From the Greek kryptos (hidden) and ides (in a sense). An animal for which only testimonial and circumstantial evidence is available, or material evidence is considered insufficient by established zoology.*

RULES OF PLAY

Two players compete in head-to-head battle using a common 64-card cryptid deck. Each card has one of two types of cryptids: "Land Monsters" and "Sea Monsters". The cryptids chosen for each battle will determine what type of terrain the battle will take place on. In the end, the victor of each battle will be able to add a cryptid to their collection, gaining Victory Points that will help determine the ultimate victor of the Cryptid Clash!

Cryptid Name

Cryptid Type: Land Monster or Sea Monster

Victory Points

Cryptid Image

Card ID Number

Cryptid Facts Note: These have no bearing on gameplay just fun bits of informations

Clash Symbols

CARD SYMBOLS

Land Monster:
This symbol designates the cryptid as a "Land Monster."

Sea Monster:
This symbol designates the cryptid as a "Sea Monster."

Sea Value:
This Symbol represents the cryptid's strength during a "Sea Battle"

Land Value:
This Symbol represents the cryptid's strength during a "Land Battle"

Open Area Value:
This Symbol represents the cryptid's strength during a "Open Area Battle"

SEQUENCE OF PLAY

1. Shuffle the Deck.

2. Each Player draws or is dealt 5 cards, creating their hand.

3. Each player chooses 3 cards from their hand to play in the battle. The remaining 2 cards should be removed from the players hand and set aside to be held as the starting hand for the next round.

4. Each player reveals the 3 chosen cryptid cards placing them face up in front of their opponent's cryptids, so they can be clearly seen by both players.

5. Determine the location of the battle:

- If there are 4 or more "Sea Monster" cards in play between the two players, then the battle takes place in the Sea. Each player uses the "Sea Value" signs for their 3 cryptids to determine their battle strength for the round.

- If there are 5 or more "Land Monster" cards in play between the two players, then the battle takes place on Land. Each player uses the "Land Value" signs for their 3 cryptids to determine their battle strength for the round.

- If there are not enough cryptids to determine a Land or Sea battle between the two players, then the battle takes place out in the Open. Each player uses the "Open Area Value" signs for their 3 cryptids to determine their battle strength for the round.

6. The player with the highest battle value is the winner of the battle. To determine Victory Points:

- If the winning player beats their opponent, but doesn't double their battle value, then the opponent chooses which of their cryptids to give to the winner. The winner adds the cryptid to their collection and holds it for VP.

- If the winning player doubles their opponent's battle value, then the winner chooses which of their opponent's cryptids to add to their collection. It is then held as VP.

- If both player's totals are equal, then the round is a "Draw" and no VP are awarded.

7. At the end of the round, both players may choose to remove one cryptid from the battle and add it back to their hand for the next round. All remaining cryptids from the battle should be discarded and both players should redraw their hands up to 5 cards. The winner of the last round should draw their hand first. Repeat steps 4 thru 7 until the last card is drawn from the Draw Deck.

8. When the deck runs out and the last Cryptid Clash ends, the round ends. Both players discard their hand and shuffle the deck excluding each player's Cryptid Collection (Victory Point pile).

9. Repeat steps 2-8 twice more for a total of 3 rounds.

10. At the end of 3 rounds, both players then add up the "Victory Points" on the cards in their Cryptid Collections. The player with the most "Victory Points" is the winner of the Cryptid Clash!