



# ***RULES!***

Smoke 'em Mon is a turn based battle game for 2+ players. The objective is to defeat all of your opponents' monsters, and be the last master standing.

## ***TO BEGIN***

- Each player is dealt 5 random cards.
- All players select a card and reveal them on the table at the same time.
- Regular etiquette decides who goes first.

## ***YOUR TURN***

- You may first power up, increasing your power level by 1.
- Each turn you can perform 2 actions. They can be:
  - 1) Place another smokey into play.
  - 2) Attack one other player's smokey.
- This continues in an anti clockwise direction until there is only 1 player left with monsters still alive. This player is the grand champion master sensei.

## ***HEALTH***

- Use a "marker" to keep track of health at the base of the card (10HP each).
- When a Smokey's health reaches zero it is dead.

## ***ATTACKS***

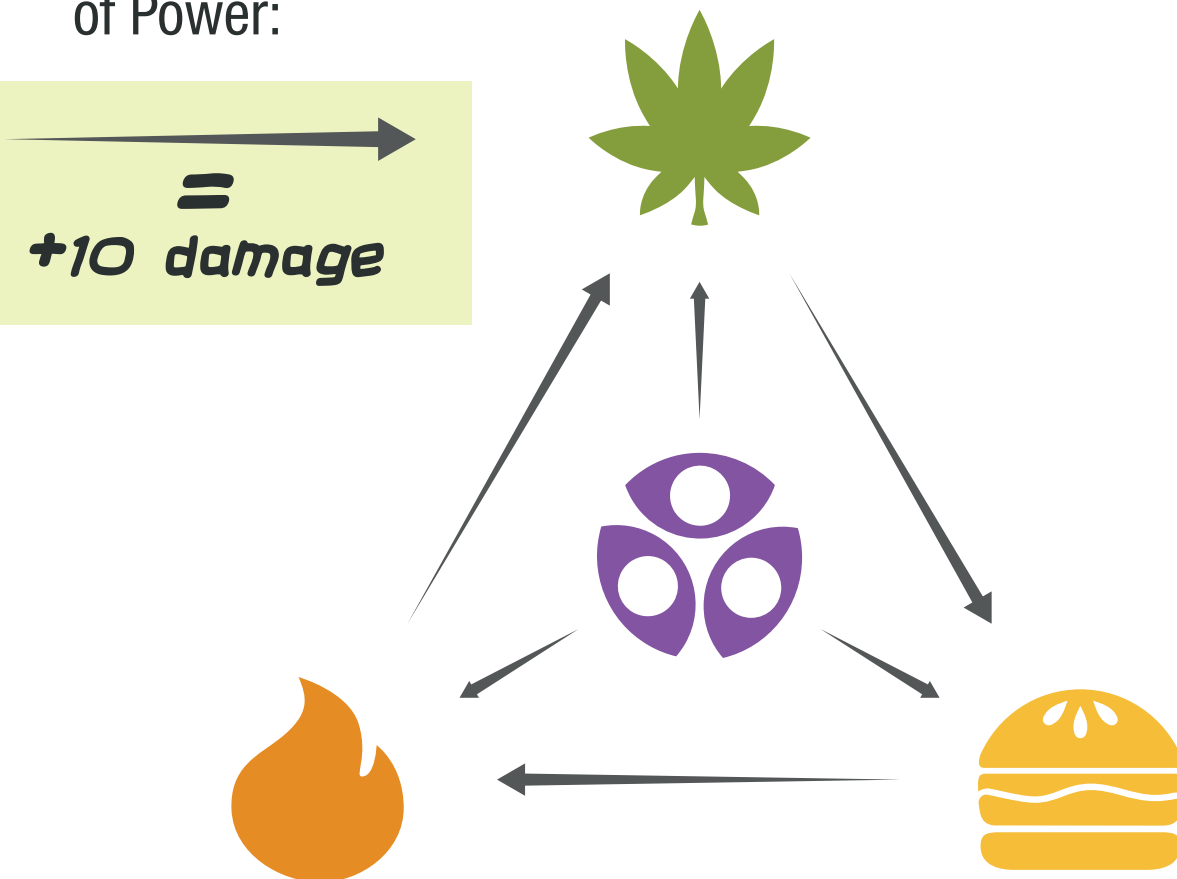
- Each monster may attack only once each round, as long as the player has the required power level.
- An attack does the amount of damage shown, plus any special effectiveness (see types).
- You may attack any monster currently in play.

## **POWER**

- Each player has a power level that allows them to carry out attacks.
- Your power level goes down by 1 when one of your monsters is defeated.
- Carrying out an attack does not effect your power level.

## **TYPES**

- Monsters belong to 1 of 4 types. Leaf, Munchies, Fire and Psychedelics.
- Each type inflicts extra damage on other types. See Triangle of Power:



## **THE ANYTHING GOES RULE**

If you want to change or add a rule, just vote. Majority rules. This includes people not playing the game.

Send your best rules or questions to us! [www.smokemon.com](http://www.smokemon.com)