



# MECARD™

## BATTLE THEM ALL!

### DELUXE

 1 □ EVAN	 2 □ PHOENIX	 5 □ VENOMA	 8 □ CROCKY	 3 □ SHUMA	 25 □ MECARD FION
 12 □ WINGTOK	 4 □ MUGAN	 16 □ KANGSHI	 17 □ DOKORY	 6 □ TANATOS	 24 □ MOTHON
 10 □ YURL	 15 □ MIRINAE	 18 □ MOMORU	 11 □ MECARD OCTA	 14 □ TADOR	 28 □ BABEL
 9 □ TERO	 7 □ ALTA	 13 □ PRINCE KONG	 19 □ GERYON	 20 □ CRANG	 30 □ ANDROMAGICIAN
 21 □ MANTARI	 23 □ STRONGHORN	 22 □ MECARD KING JAWS	 29 □ PARRIE	 27 □ COKAT	 26 □ MURUS

### JUMBO

32 □ MECARD EX

31 □ MECARD NEO

### MEGA

33 □ DRACHA



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# RULES

## CONTENTS



3 Cards



1 Mecardimal

## GAME CARD

### ATTACK POINTS

If a Mecardimal grabs this side of the card and the car opens, match the Mecardimal's faction to one of these three numbers.

### MATCH ABILITY

When the character shown on this card and the Mecardimal that picks up this card both match, the Mecardimal gets to use this ability.



### ABILITY

When a Mecardimal picks up this card, it gets to use this ability.

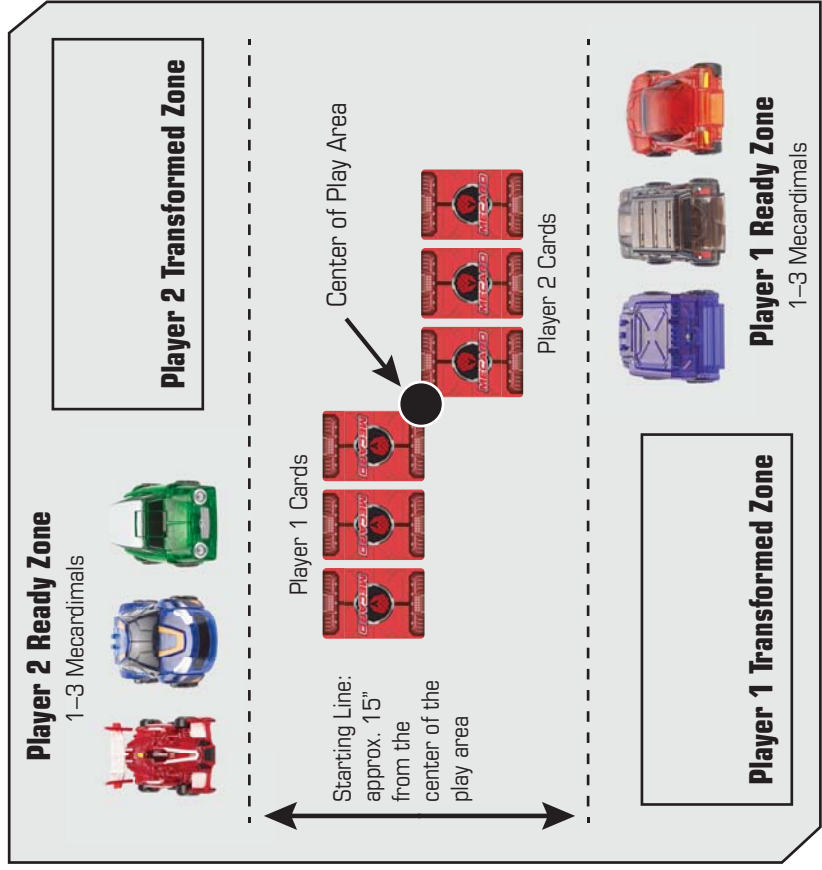
### TYPE

The color bar determines what type of card this is: gold, silver, bronze.

## SETUP

Before playing, set up the play space as shown in the diagram to the right. Each player will need 3 cards — each of a different type (gold, silver, bronze) — and 1–3 Mecardimals. Place the cards face-down. Start with the Mecardimals in the closed vehicle position, in the player's Ready Zone. (At the start of the game, the Transformed Zone will be empty.)

For how-to videos and additional information, visit:  
[WWW.MECARD.COM](http://WWW.MECARD.COM)



## HOW TO PLAY

Mecard is played in rounds. For each round, do the following: Each player chooses one Mecardimal from their Ready Zone. The players then count down — 3...2...1...Mecardimal GO! — and push their Mecardimals toward the cards in the middle of the play area at the same time. Players must release their Mecardimals before crossing the Starting Line.

If neither Mecardimal opens and grabs a card, then the turn is over. Go to

### ROUND CLEANUP.

If one Mecardimal opens and grabs a card, then the owning player wins the card.

Go to **ABILITIES.**

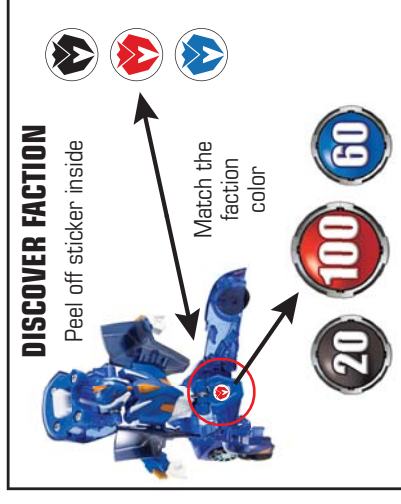
If both Mecardimals open and pick up cards, then there is a **BATTLE!**

## BATTLE

Match the Mecardimal's faction to the corresponding points number on the side of the card it picked up. Remember to use the number on the side of the card that the Mecardimal grabs, or holds onto. The two sides can be very different! The Mecardimal with the highest points is the winner and gets the card; go to **ABILITIES.** If there is a tie, see below.

In the event of a tie, there is a face-off!

- Both players line up one card in the original starting position.
- At the count of 3, they push the Mecardimal toward their own card.
- If neither Mecardimal transforms, play the round again.
- If one Mecardimal transforms and the other does not, the transformed Mecardimal is the winner.
- If both Mecardimals transform, repeat the challenge, but move each card one card-length back. Repeat this process until a winner is chosen.



## ABILITIES

Starting with the player who did not win a card, each player gets to use the **ABILITY** on any card that their Mecardimal picked up. If the Mecardimal that picked up the card is the same as the Mecardimal shown **ON** the card, the player gets to use the **MATCH ABILITY** on the card as well. No card may be targeted with the same ability more than once in a turn. Example: If a player rotates a card using an ability, the other player can't rotate it back. After resolving abilities, go to **ROUND CLEANUP.**

## ICONS



Rotate this many cards in the field 180 degrees.



Look at this many cards in the field, then return them face-down.



Move this many cards in the field to a new location. The moved card(s) must share at least one edge with an existing card.

## ROUND CLEANUP

Any Mecardimal that opened up—whether it grabbed a card or not—is put in each player's Transformed Zone. Any Mecardimal that didn't open up goes back to each player's Ready Zone.

If a player won a card, that card is placed face-up directly behind his or her Starting Line. This creates a new Starting Line one card-length behind the current line.

If a Mecardimal grabbed a card but lost a battle, the card is placed back face-down into any open starting position.

If no player has won 3 cards, play another turn.

**The first player to win 3 cards wins the game!**

