

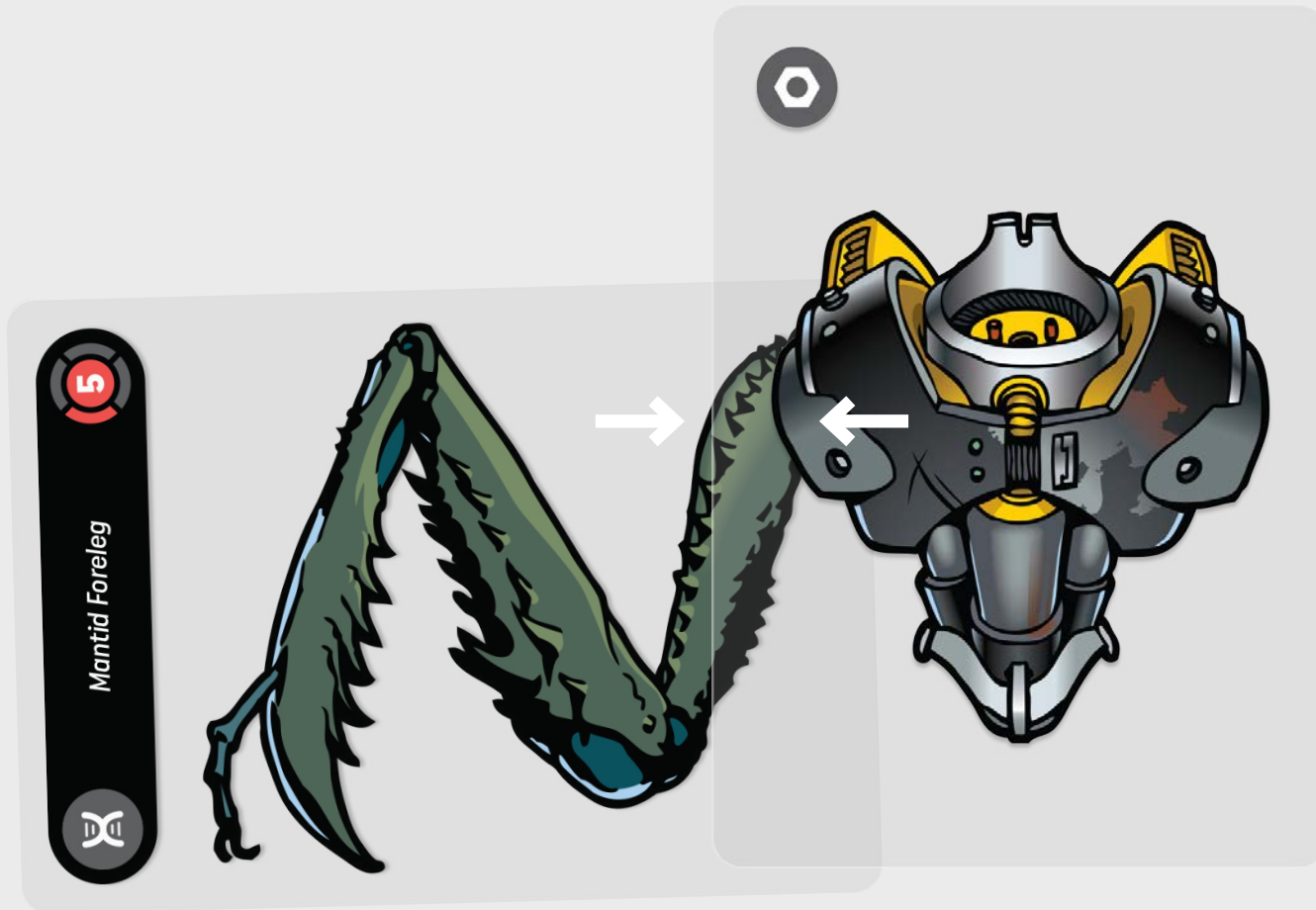


THE MONSTER-BUILDING TRANSPARENT CARD GAME
DIGITAL GUIDE

XYbrid™ is a card game
in which 2-4 players
build monsters in a
competition to be the
most infamous scientist.



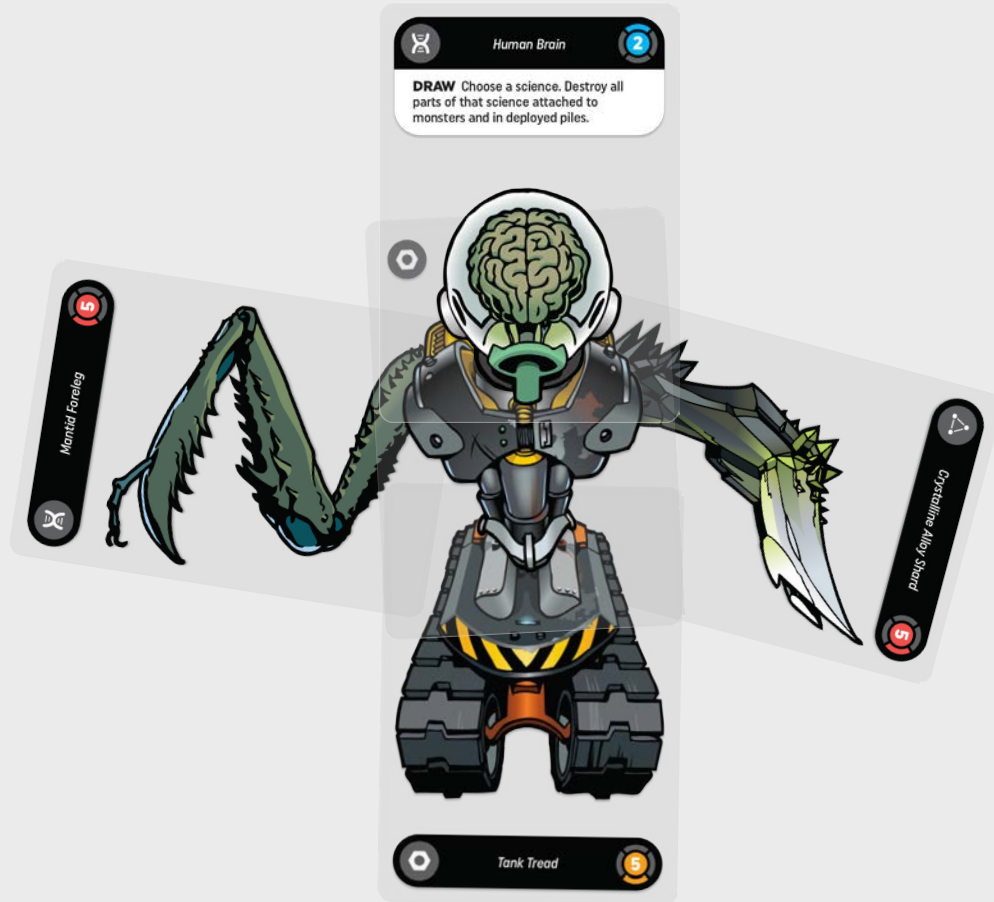
Part cards are transparent.
Attach parts to create your **monsters**.




Use secret **breakthrough** cards to enhance your strategy.



When each player's monster has **a head, a core, two arms, and legs**, deploy them and battle for infamy.

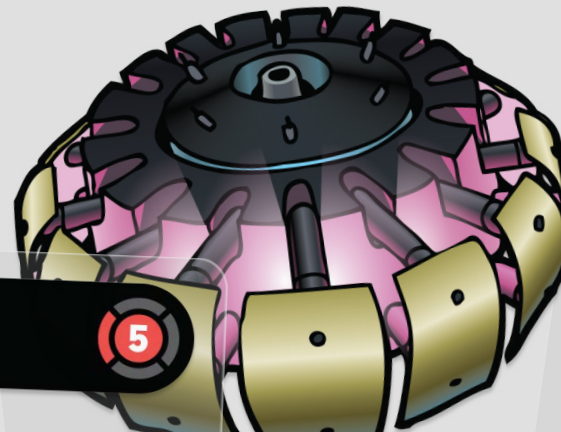




DEPLOY If this monster has a  part, you may destroy a part attached to a monster or in a deployed pile.



The most infamous player after three rounds wins!





MONSTERS



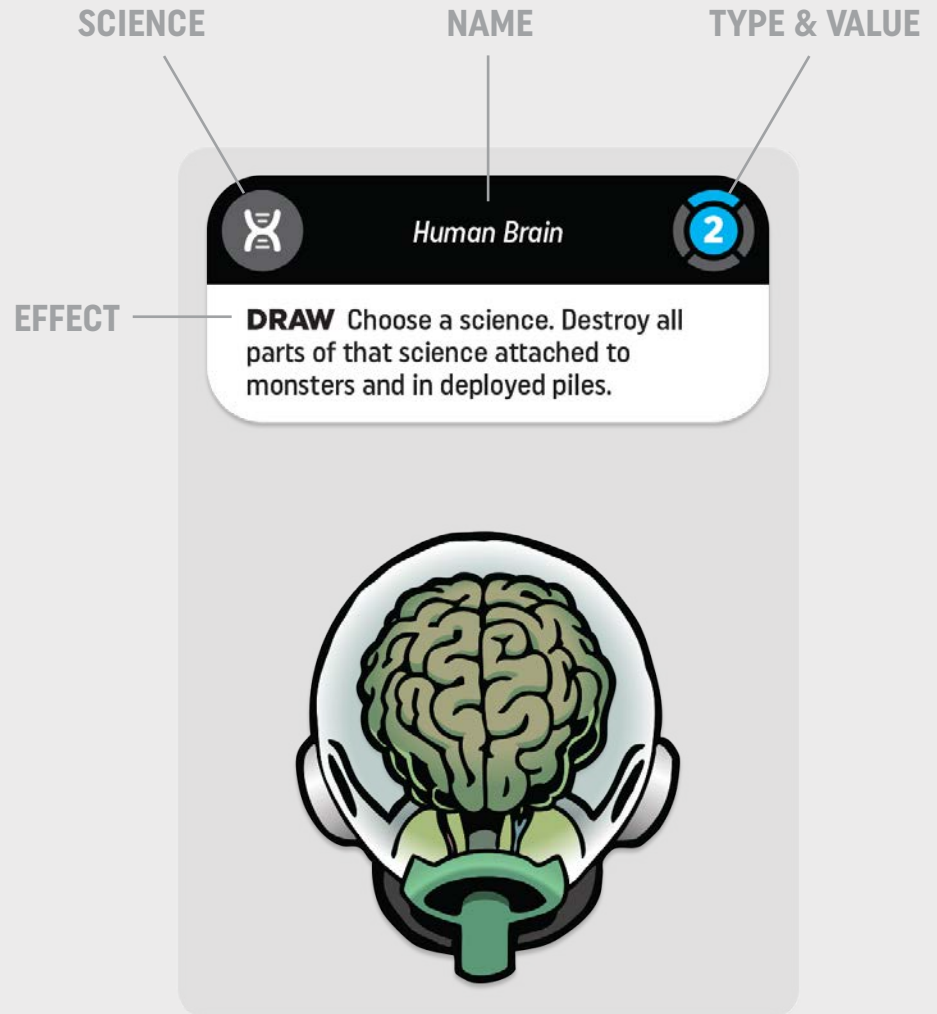
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bored.
LEISURE CO.

MONSTERS

You build monsters
by attaching parts.






Parts have
a few attributes...



MONSTERS

Type

Each part has a specialized type, identified by the badge on the right.

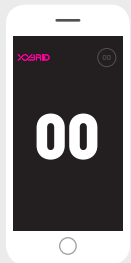
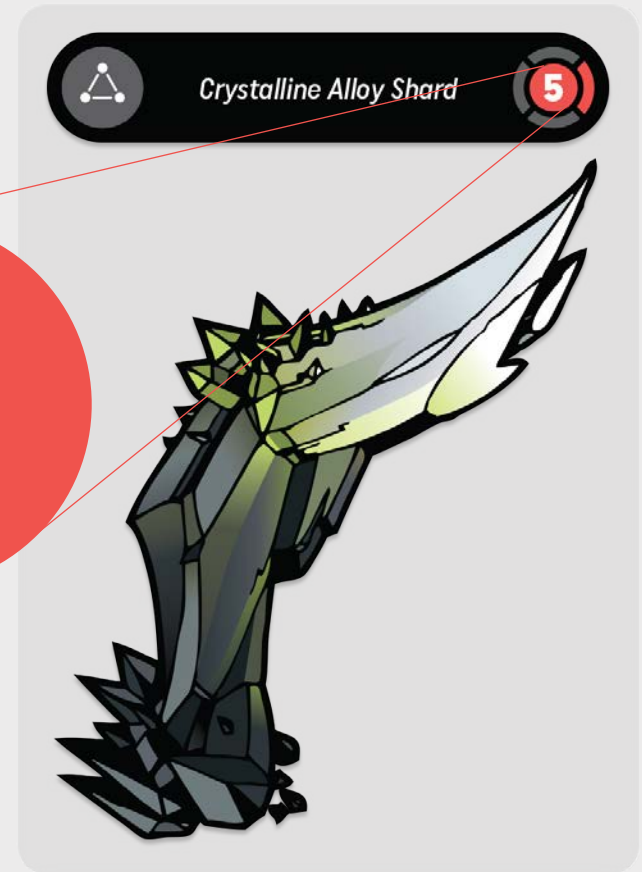
HEAD	Monsters require one head part. On head parts, the top section of the badge is highlighted blue.	
ARMS	Monsters require a right arm and a left arm—just flip the part to choose left or right when you attach it. On arm parts, the left/right section of the badge is highlighted red.	
LEGS	Monsters require one legs part. On legs parts, the bottom section of the badge is highlighted yellow.	
AUXILIARY	Auxiliary parts are not required. A monster may have any number of auxiliary parts. On auxiliary parts, the whole badge is highlighted purple.	
CORE	Parts without a badge are core parts. A core part is always the first part of a monster. Core parts may not be destroyed or drawn.	

MONSTERS

Value

Each part has a value that indicates **the number of infamy points you gain** when your monster is deployed (core parts have a value of 0).

5



Use the free XYbrid web app at **00.xybridgame.com** to keep track of your infamy points on your touch device.

Science

Parts are categorized into four sciences, identified by the symbol on the left.

BIOLOGY

Animals, plants, and organic matter



CHEMISTRY

Compounds, crystals, and dangerous reactions



PHYSICS

Energy and invisible forces



ROBOTICS

Machines, computers, and artificial intelligence

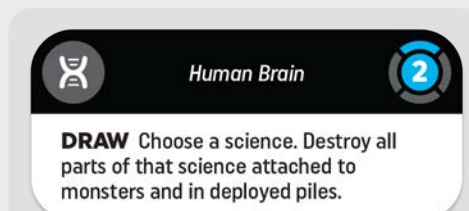


Effect

Many parts have additional, unique text that affects the game. Most effects have specific labels:

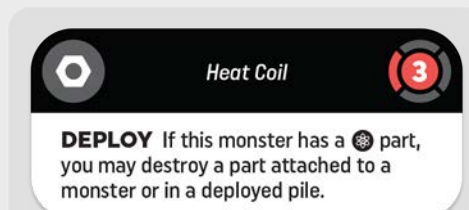
DRAW

DRAW effects only occur **when you draw the part**.



DEPLOY

DEPLOY effects only occur **when you deploy your monster**.
A part must be attached to a monster for its DEPLOY effect to occur.



MISSION

MISSION effects may be activated at the beginning of your turn (before drawing), but only if the part is **in your deployed pile**.
Normally, players don't have deployed piles until after the first round.



Sometimes an effect will destroy one or more parts.
Destroyed parts go to the bottom of the deck. Players are not allowed to look at the bottom of the deck.

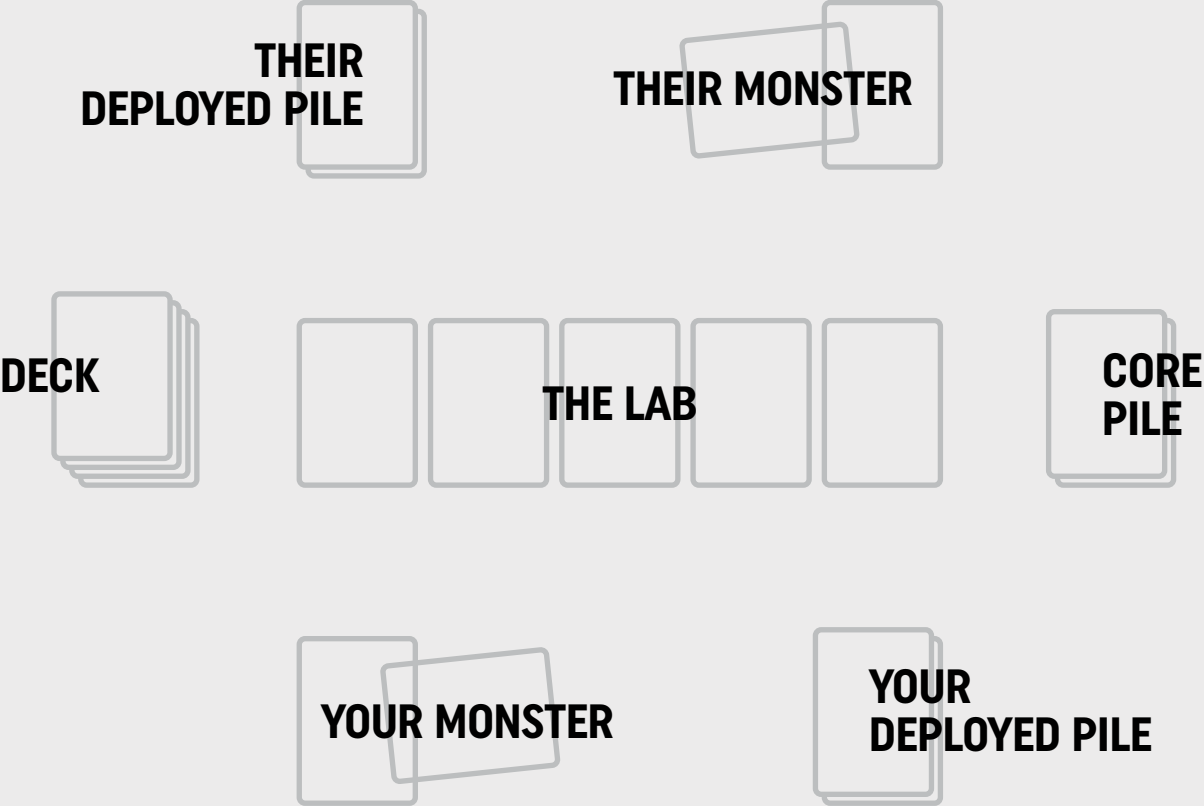




GAMEPLAY



Play Configuration (2 players)

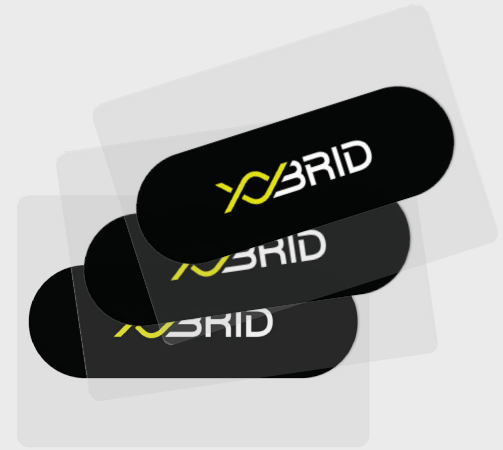


Start with two piles of parts: *the deck* (all parts except core parts), and *the core pile* (all the core parts).

Shuffle the deck and put parts from the top of it onto the table equal to double the number of players, plus one (*for example, in a two-player game, put five parts*). These parts are *the lab*.

When you draw parts, draw from the lab. When the lab runs out, *restock* it with parts from the top of the deck to its original number.

If it's the first round, shuffle the **breakthrough cards** and deal three to each player. Players may look at their breakthrough cards but should keep them secret from opponents.



Then, each player chooses a **core part** to start his or her monster. For the first round, randomly determine which player will go first and take turns clockwise. For subsequent rounds, the least infamous player goes first (if players are equally infamous, randomly determine who among them goes first).

Each round, players take turns drawing parts and building their **monsters**.

Follow these steps during your turn.

1 MISSION

You may activate one part with a MISSION effect in your deployed pile.

Normally, players don't have deployed piles until after the first round.

2 DRAW

Draw a part from the lab. You may only draw a part your monster needs, or an auxiliary part. If there are no parts in the lab your monster needs, you may draw any part.

Remember, if the lab runs out of parts at any time, restock it immediately.

3 BUILD

Attach all parts from your hand to your monster. If your monster has already met the requirement for a part, you may keep it in your hand, or swap it with a part of the same type attached to your monster. Swapping is not considered drawing.

4 END

Pass the turn. If all monsters are complete and it is the last turn of the cycle, players simultaneously **reveal up to one breakthrough card** of their choice, activate them in turn order, then **deploy all monsters**.

Follow these steps when monsters are deployed.

1 DEPLOY

All DEPLOY effects occur in order of highest value to lowest value.

If multiple parts with DEPLOY effects have equal value, activate them in turn order. If the effects are controlled by one player, that player chooses the order in which they activate.

2 GAIN INFAMY

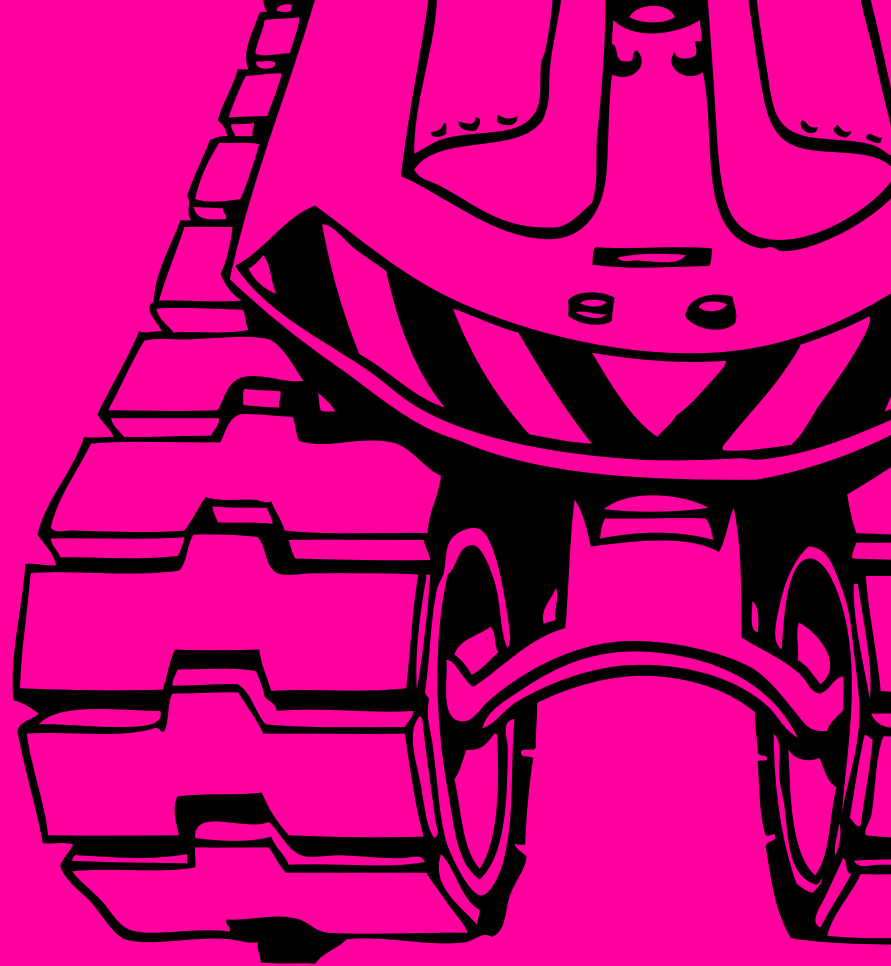
Add the values of your monster's parts and gain that much infamy. Then, gain 1 infamy for each part in your hand.

3 REFRESH

Put all the parts of your monster into your deployed pile. It's no longer a monster. Shuffle all parts in players' hands and parts in the lab into the deck, then restock the lab. Remove all revealed breakthrough cards from the game.

Choose a new core part and **begin the next round.**

The most infamous player after three rounds wins.



GLOSSARY



GLOSSARY

arm — the parts of a monster that reach, grab, manipulate, and strike. A right arm and a left arm is required for a monster to be complete. Players may flip arm parts to be either left or right.

attach — to connect a part to a monster by playing one part next to another

auxiliary part — peripherals and additive parts that enhance a monster. Auxiliary parts are not required for a monster to be complete. A monster may have any number of auxiliary parts.

breakthrough — a card type with surprise effects that is revealed immediately before deployment

control (an effect) — to have command of an effect. The player in control of an effect makes all choices associated with that effect. Effect actions (such as gain, draw, destroy, swap, etc.) are taken by the player in control of the effect.

core — the main body of a monster. A core part is always the first part of a monster. Core parts cannot be drawn or destroyed.

core pile — the pile of only core parts, kept separate from the deck

cycle (of turns) — a complete sequence of turns in which each player takes one turn

deck — the randomly-ordered pile of parts from which the lab is stocked and onto the bottom of which destroyed parts go

deploy — to put a complete monster into action. During deployment, players activate DEPLOY effects and gain infamy as described in the GAMEPLAY section.

deployed pile — the pile of parts a player has deployed

destroy — to put a part on the bottom of the deck

draw — to put a part into a player's hand from the lab. DRAW effects are activated when a part is drawn.

effect — the unique abilities a part has in addition to its type and science(s)

head — the thinking part of a monster. One head part is required for a monster to be complete.

infamy — a point score players compete to increase.

lab — the zone of play from which players draw parts. Each round begins with a number of parts in the lab equal to double the number of players, plus one.

legs — The part of a monster that gives it mobility. One legs part is required for a monster to be complete.

mission — an effect that can occur from parts in a player's deployed pile

restock (the lab) — to restore the lab to the number of parts it had when the game started, by putting parts into it from the top of the deck

round — a unit of play in which each player builds one monster. A round ends after deployment is finished.

science — an attribute of parts. Sciences include biology, chemistry, physics, and robotics.

swap — to exchange the places of two parts. Swapping is not considered drawing.

type — the attribute of a part that signifies whether it is a head, arm, legs, auxiliary, or core part

value — the attribute of a part that indicates the number of infamy points a player gains when the monster to which it is attached is deployed.



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