

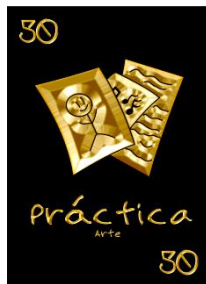
# MASTER

Welcome to Master!

A game where you can have fun with your friends, you must try to be the first player to have the most experience among the 4 skills, collecting the most cards.

## BOOSTING AN IDEA OR DREAM

Life is about growing and learning different things along the way, Master wants to reflect this truth through an interactive card game, where you can gain experience and wisdom with the different skills included in the game, not only that, but also the other players will want to surpass you on this path so you can stop their path or on the contrary they can take away your experience.



Contenido:

- 120 cards, divided into:
  - 4 golden wild cards for each skill (Study, Practice, Memory, Train)
  - 27 cards for each skill:
    - Blue: Knowledge
    - Purple: Arts
    - Green: Life
    - Purple: Sport

Game setup:

**1. Choose Dealer:** Choose a player to shuffle and deal the cards at the start of each round.

**2. Deal Cards:** The dealer deals 4 cards to each player.

**3. Place Deck:** The remaining deck is placed face down in the center of the table as the Draw Pile.

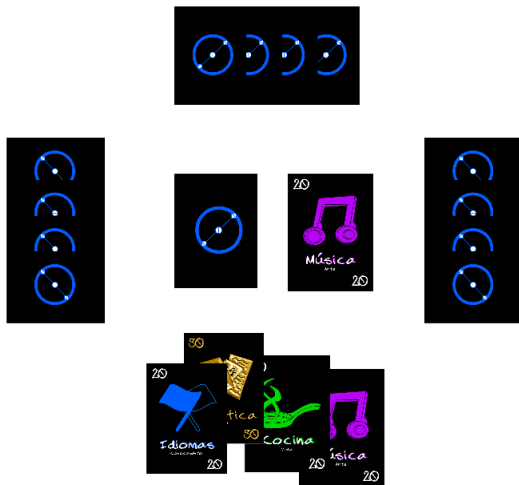
**4. Start Discard Card:** Turn over the top card of the draw pile and place it face up next to the deck; this will be the Discard Pile .

**5. Order of Play:** The player to the right of the dealer is the first to play. In subsequent rounds, the player who won the previous game goes first.

*Note: Each player needs a space in front of them to place the sets of cards they build up during the game. This space is called each player's deck.*



Setup example:



### Gameplay:

On your turn, you have several options to advance in the game. You can do one of the following:

#### a) Forming a set:

Forming a set means putting together two identical cards of a skill to place in your deck and gain experience points. You can form a set in the following ways:

- **Using two identical cards from your hand:** If you have two cards of the same type and color, you can place them together in your deck.
- **Using a card from your hand and an identical card from the discard pile:** You can combine a card from your hand with the top card of the discard pile, as long as they both belong to the same skill.
- **Using a wild card:** If you have a card of a skill and a wild card of the same category, you can use them together to form a set. Place the wild card under the skill card so that it can be easily identified.

**Important Note:** Each time you add a new set to your deck, place it alternating between horizontal and vertical positions. This will help keep them organized and differentiate them during play.

#### b) Discarding a card

If you are unable or unwilling to form a set on your turn, you have the option to **discard a card**. To do so:

- Choose a card from your hand and place it face up on the discard pile.
- This card will then be available for subsequent players to use if they wish to form a set with it.

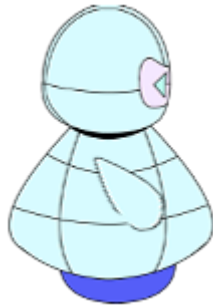
#### c) Attempting a Skill Steal

Each player may attempt to **steal the top set from another player's deck**. To do so:

- Choose another player's top set and place a card of the same skill or a wild card into their deck, indicating that you are attempting to draw.
- The attacked player may defend themselves by playing an identical skill card or a wild card of the same category.
- If the attacked player cannot defend or chooses not to, the attacker keeps the set and adds it to his own deck.

**Stealing example:** If you wish to steal Player A's "Sport" set, place a "Sport" card or a wild card into his deck. Player A must respond with a "Sport" card or a wild card. If he cannot, you lose the set.

*Note: You cannot attempt a steal with the first cards each player places when they "go down" (i.e. at the start of the game). Also, you cannot attack another player if you have not yet placed your first cards on the table.*



#### Ending your turn:

At the end of each turn, you must make sure you have **4 cards in your hand**. This means that if you used any cards during your turn (either by forming a set, discarding, or attempting a draw), you must draw cards from the draw pile until you have 4 cards again.

- **If you attacked another player and they defended themselves, both of you must draw cards from the deck to complete your hands up to 4 cards.**

#### End of the game:

The game continues until **\*\*the draw pile is exhausted\*\***. When this happens, players will continue playing until they have no cards left in their hand.

- *Important: Passing your turn is not an option. If you cannot form a set or attack another player, then you must discard a card.*

#### Final score:

At the end of the game, each player calculates their **experience score (EXP)** by adding up the

value of each card in their deck. The player with the highest experience score is declared the winner of the game.

*Master Nunca Muere*

#### Credits:

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