

Grotto Beasts! Quick How-To-Play Guide

This guide explains the core basics of how to play the game. For full gameplay rules, see the Official Game Manual.

About the Game

Grotto Beasts! is a trading card game where you and another player play in a Rumble against each other to determine a Champion! Players summon Beasts to their team and form strategic attacks against their opponents, adding diverse Grottos to their sideline to boost abilities. With powerful Wishes, players can bring chaos to score their way to victory!

Players can opt into a more specific deck, calling upon a powerful Challenger from the Jermaverse or from the world of the Grotto Beasts itself! These Challengers increase the crazy effects within the game and provide an even more strategic experience.

Card Information

There are four types of cards to collect and summon in the game! Players will construct their 40-card deck with Beast, Grotto and Wish cards. When players agree to Rumble with Challengers, one Challenger is selected in addition to their deck.



Beast Cards will typically be the most common card used in each player's deck. Beasts can attack, block, use card effects, and move between the Team and Sideline.



Grotto Cards can only be summoned to the Sideline and are not able to move, but provide powerful card effects for the player and their Beasts.



Wish Cards are one-time effects that once used are discarded. They bring strong card effects to a player, and are the easiest way to interact with your opponent.

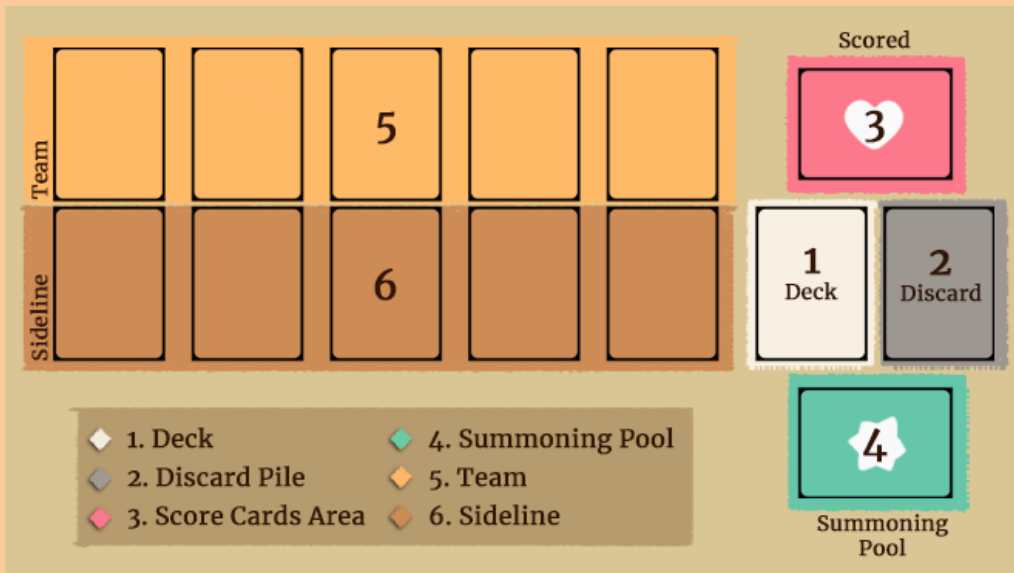


Challengers are special characters from the Jermaverse or the land of the Grotto Beasts, who will aid you by providing very unique card effects.

The Game Area

The place in front of each player is called the Game Area. The Game Area contains multiple locations for card placement, including the In-Play Area, made up of the Team and Sideline.

Your Game Area



1. **The Deck** is randomized and placed face-down. If the Deck ever runs out of cards, the Discard Pile is shuffled and becomes the new Deck.
2. **The Discard Pile** is where any card that has been used or defeated in battle are placed.
3. **Scored Cards** are placed face-down in the Scored Cards area, and is how players will determine who has won the game.
4. **The Summoning Pool** is a collection of cards that were spent in order to Summon. Cards placed in the Summoning Pool are always face-down and the order cards are placed here must be maintained.
5. **The Team** is an area where up to 5 Beasts and the Challenger may reside.
6. **The Sideline** is an area below the Team where up to 5 Beasts and Grottos may reside.

Game Flow

Each game is played over a series of turns. Each turn is made up of Phases that guide players through the game.



The Battle

Battles are determined by the total amount of Power a player chooses to attack with, versus the total amount of Power a player chooses to defend with.

Only Beasts on a Team may be chosen to Attack or Defend, and a player may choose as many or as few as they like - even none at all. Challengers may also join a Battle to attack or defend, but do not have to.



In this example, the attacking player chooses to attack with Beelt and EEE-Vamp, while the other player defends with their Highlyre. The attacking player's Beelt and EEE-Vamp have a combined total 4 Power, while the lone Highlyre has 3 Power. The attacking player assigns three of their four Power to the Highlyre, which will defeat it, and the defending player can assign two of their three Power to the Beelt to defeat it. The defeated Beasts are discarded, and the attacking player scores 1 card for having one remaining Power to deal to their opponent.

Paying Summoning Costs

Players can summon any card in their hand by paying the summoning cost listed on the card. To pay the summoning cost, the player moves that many cards from their hand into their Summoning Pool, face down, in an order of their choosing. In response, their opponent draws that same number of cards from their Summoning Pool. If the opponent runs out of cards in their Summoning Pool, they draw any remaining cards from the top of their deck.



A player may summon as many cards in their hand as they are able and are guaranteed one Summon per turn. However, as soon as their opponent has zero cards in their Summoning Pool, a player may not summon any further even if they pay the summoning cost.

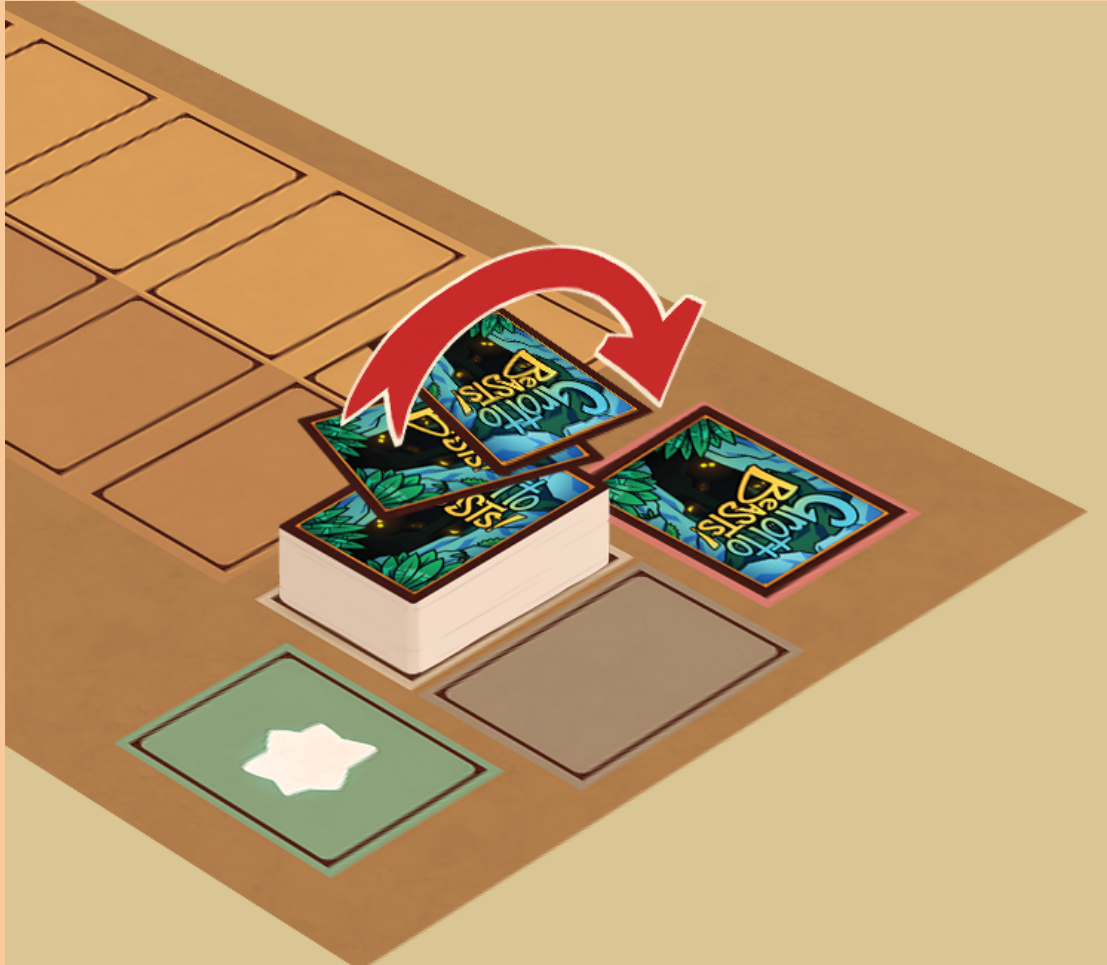
Scoring Cards

The objective of the game is to score a number of cards equal to the Goal. In a standard game, the Goal is ten (10). If players use Challengers, each player has their own Goal they must reach, determined by the Goal listed on the Challenger.

You need to score 16 cards to win with Glueman



Typically when a player Scores a card, they move the top card of their deck face-down into their Scored Cards area. With few exceptions, players are not allowed to look at or use the cards they have scored. While scoring may lead you closer to victory, you will end up losing out on these resources!



More Information

Full Game Manual: To be Revealed Soon

Grotto Beasts Wiki: In Development!

Official Website: grottobeasts.net

Official Twitter: twitter.com/GrottoBeastsTCG

Official YouTube: youtube.com/@grottobeasts

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