

# Monster Musume: The Exchange Program Card Game

## Concept:

For thousands of years, monsters have been hiding in secret villages all over the world or walking among us in disguise. But now, monster-people have recently revealed themselves to humanity, and they've enrolled in the Cultural Exchange Program. It is an interspecies government initiative created to allow those monster-people, also called liminals, to visit human society. Through homestay visits, liminals will learn from mankind and share their own experiences with us.

On a whim, **you** have signed up to be an Exchange Program host. And for some reason, all the liminals in the program are actually attractive monstergirls!

In this deck-building game\*, you will host a variety of monstergirls in your house, spend time with all of them (maybe a little extra time with your chosen 'Waifu'), and help the girls graduate from the Cultural Exchange program.

Earn points for each girl you help graduate, and the player with the most points at the end of the game is the winner.

\*A deck-building game is a card game where each player starts the game with a simple deck filled with weak cards, then buys better cards to improve the deck, which in turn let them buy *even* better cards and start scoring points.

## Mechanics:

### Trust cards:

Your deck starts with some very basic Trust cards, which you can use to acquire new monstergirls and higher value Trust cards. These Trust cards are important because, unlike monstergirl cards, you can play any number per turn.

### Monstergirls:

Monstergirls are the primary way to improve your deck, and the only way to earn points. At the beginning of the game, you can play only one monstergirl per turn, but later on you can chain several monstergirls for an exciting game-swinging turn.

### Experience:

Some cards, such as the basic Culture cards in your starting deck, grant experience tokens. At the end of each of your turns, you can pay the experience cost of **one** monstergirl you played that turn to have her graduate from the program. She moves from your deck to the Graduated pile and is now worth points toward victory.

### Waifu:

You can choose one monstergirl card to be your favored girl, also known as your "Waifu". She gets a special opportunity to graduate at the end of the game, and you get to play her more often than normal.

- The actual monstergirl card stays on the board for reference, while a 'My Waifu' card takes her place in your deck. It has the text "Play this as a copy of your Waifu. During Cleanup, put this on the bottom of your deck."

Additional notes about Waifus:

- Each player starts with a Starter character as their Waifu.
- When you end your turn, you can pay 2 Experience to choose one monstergirl card you played that turn and make her your new Waifu (discarding the previous one).
- When the game ends, each player can pay their current Waifu's experience cost to have her graduate.

### House Expansions:

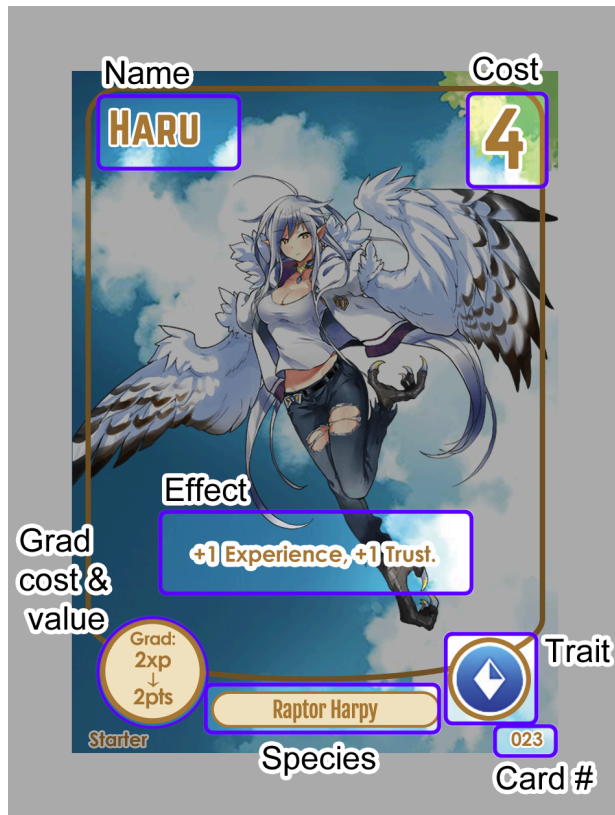
At the start of the game, players only have 1 Action per turn, meaning they can only play 1 monstergirl card. Throughout the game, House Expansions will appear, granting all players additional Actions. This causes the game to transition to different phases, each with different optimal strategies.

When a card is drawn from the Main Deck to be put into the Exchange Program Queue, first check if it's a House Expansion. If it is one, put it into the Expansion area where it benefits all players for the rest of the game.

When the final Expansion appears from the Main Deck, the game ends immediately.

(If an Expansion is drawn from the deck for a monstergirl's effect, ignore it, draw a replacement card, then put the Expansion back on top of the Main Deck)

## Card anatomy:



**Cost:** The amount of Trust needed to purchase the card.

**Effect:** The effect that occurs when you play the card. This can give Trust, grant an extra action, draw cards, or many other things.

**Graduation cost:** The amount of experience you must spend to graduate the card, which removes it from your deck and makes it worth points.

**Graduate value:** The number of points the card is worth when graduated.

**Prodigy:** Instead of having a Graduation cost, some monstergirls are Prodigies, meaning they graduate automatically at the end of the game.

**Card Type:** On non-monstergirl cards, the circle in the bottom left displays the card's type instead.

**Species:** This describes that girl's monster species, and has no effect on the game.

**Trait:** The icon on the right side of monstergirl cards. It represents that character's personality, and is referenced by some game effects.

**Starter:** Some monstergirls have the word "Starter" in the bottom left corner. These cards are not put into the main deck.

## Traits:

Cool	Cute	Devilish	Passionate	Pure

## Play zones:

### Your zones:

**Hand:** Your current hand of cards. At the end of your turn, discard any you didn't play, then draw back to 5.

**Deck:** Your deck of cards. When it is empty but you need to draw a card, shuffle your discard pile into your deck, then resume drawing.

**Discard Pile:** The cards you've played on previous turns or you recently purchased.

**Waifu:** Your monstergirl Waifu. She remains in play face up, and you get her card effect whenever you play your My Waifu card.

**Graduated Pile:** Where your monstergirls that have graduated are kept. Count up their total points at the end of the game.

**In Play Area:** The cards you've played this turn. Discard them at the end of each turn.

### *Shared zones:*

**Main Deck:** The big pile of all the unpurchased cards. Kept face-down.

**Exchange Program Queue:** The face-up monstergirls available for recruitment. Refill it to 6 cards at the end of each turn.

**Retired Pile:** Where cards that were retired from any player's deck go. They are removed from the game and cannot return.

**Trust/Experience Piles:** One pile for each tier of Trust/Experience, available for purchase by any player.

**Experience Counters:** For keeping track of your available XP.

## Game Flow:

### Start of game:

1. Give each player a 10 card starting deck of 7 'Helping Out', 2 'Culture', and 1 'My Waifu'.
2. Give each player a random Starter monstergirl as their Waifu, or let players pick their favorite. (They all have the same effect, but different Traits). Put the remaining Starter characters in the Retired Pile.
3. Shuffle the main Monstergirl deck.
4. Deal the top 6 cards of that pile into the Exchange Program Queue, face-up.
5. Deal out a number of face-down 14 card piles equal to the number of players in the game, then add one House Expansion to each of those piles. Set all the unused cards aside in the Retired Pile, then shuffle each 15-card pile individually to distribute the House Expansions, then stack those piles to make the Main Deck.
6. Each player shuffles their own deck and draws 5 cards.
7. Choose a random player to go first. Remember who went first, since it affects the end of game procedures.

### Turn order:

1. **Action Phase:** Play any number of Experience cards and up to **one** Monstergirl card (effects that grant Actions can increase the number of Monstergirls you can play).
2. **Buy Phase:** Play any number of Trust cards and buy any number of cards with your Trust. Purchased cards are placed in your discard pile.
3. **Cleanup Phase:** Discard your played cards and your remaining hand, and lose any unspent Trust. For each Monstergirl you would discard from play, you may do one of these instead:
  - a. Pay 2 Experience to make her your Waifu, discarding your previous Waifu.
  - b. Pay her Graduation cost to have her graduate. You can only Graduate one girl per turn. (When you switch Waifus, you may Graduate the previous one)
4. **Draw Phase:** Draw back up to 5 cards (reshuffle your discard pile into your deck if needed), then refill the Exchange Program Queue from the main deck.

### End of game:

Once there are as many House Expansions in play as there are players, the game will end soon:

2 players: The 2nd Expansion to appear ends the game.

3 players: The 3rd Expansion ends the game.

4 players: The 4th Expansion ends the game.

5 players: The 5th Expansion ends the game.

After the final Expansion appears, continue play until just before the turn of whichever player went first, to make sure every player took the same number of turns. Then the game ends.

At the end of the game, all 'Prodigy' cards automatically graduate from all players' decks and discard piles. Then each player may pay to graduate their Waifu, then each player tallies their graduated monstergirls.

The player with the most points wins and receives the honor of being crowned the **Best Exchange Program Host**. In a tie, all tied players share the win.

## Game components:

### Basic Cards:

**A: Culture:** 10 copies for starting decks + 10 copies for purchase.

**B: Immersion:** 20 copies

**C: Helping Out:** 35 copies for starting decks + 10 copies for purchase.

**D: Preparation:** 25 copies.

**E: Heroism:** 25 copies.

**F: My Waifu:** 5 copies (to support up to 5 players)

**G: House Expansion:** 5 copies (to support up to 5 players)

### Monstergirl Cards:

**#1-185:** including 10 Starting characters. 1 copy of each.

### Tokens:

**Experience:** Unlimited copies. (use coins, beads, dice, etc.)

## Card Clarifications:

**003: Bima:** "Draw 1 card. Each player must give 1 card from their hand to the player on their left."

- The given cards are placed in their new owner's hand.

**005: Kuu:** "+1 Trust for each Cute Monstergirl you have in play or graduated."

- This counts Monstergirls played before or after Kuu, and it includes Kuu and your Waifu (since your Waifu is always 'in play').
- This clarification also applies to similar cards.

**015: Ruka:** "+2 Trust. If your Waifu is Devilish, +2 additional Trust."

- Since Ruka is Devilish, playing My Waifu while she's your Waifu will give the additional Trust.
- This clarification also applies to similar cards.

**035: Gala:** "Retire any number of cards in the Queue and replace them. Ignore any House Expansions drawn and put them back on top of the main deck."

- Set the House Expansions aside, finish refilling the Queue, then put all the Expansions back on top of the Main Deck.

**053: Queen:** "+3 Trust. If you have a Honey Bee in play or graduated, +3 additional Trust."

- The only card with the Honey Bee species is #032 'Honey'.

**058: Dina:** "+1 Trust for each Monstergirl you play this turn (including this one)."

- This counts Monstergirls played before or after Dina, and it includes 'My Waifu'.

**073: Lato:** "Each player gains a Helping Out card to their discard pile."

- If there aren't enough copies left for each player, start with you and go clockwise.
- This clarification also applies to similar cards.

**079: Fan Long:** "If your Waifu is Cool, +4 Trust. Otherwise, each player must discard 1 of their graduated Monstergirls, then Fan Long graduates."

- The discarded Monstergirls stop being worth points, but can be graduated again later.
- Each player chooses which of their own girls is discarded.

**080 Pirati:** "Each player may retire 1 card from their hand or discard pile. For each opponent that did, you draw 1 card."

- You only draw for each *opponent* that retired a card, not from you retiring a card.

**092 Miia:** "Pay 1 Experience for: +1 Trust. Draw 2 cards."

- If you can't pay the Experience, you don't get either of the other effects.
- This clarification also applies to similar cards.

**111 Nia:** "If your Waifu is Passionate, draw 4 cards. Otherwise, retire Nia and each opponent must discard their Waifu."

- While players have no Waifu, 'My Waifu' can be played but won't do much.
- Players can make a new monstergirl into their Waifu on their turn normally.

**175 Vynette:** "Each opponent must pay you 1 Experience to draw 1 card."

- If they don't have 1 Experience to pay you, they don't draw a card.

**E: My Waifu:** "Play this as a copy of your Waifu. During Cleanup, put this on the bottom of your deck. (This card can't be retired, given away, or stolen)"

- This card counts as a Monstergirl and costs an Action to play.