

Monster Maker Wars Gaiden: The Double-Headed Lion Main Rules

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1. Game Summary

This is the battle between the Royalist army, who are supporters of Princess Vishnus, the successor to the throne, and the Republic army, led by the genius commander Storm.

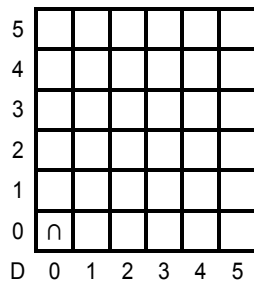
Once, Vishnus and Storm were lovers. Even now, deep down they still love each other, but they must continue fighting until one is defeated.

It is a simulation-RPG type game, but the rules are simple, and if neither player thinks too long, it should finish in about 40 minutes. However, winning does require using your head a bit.

2. Components

Map: 1 (6x6 grid) Pieces: 20
Cards: 15 Rules

3. Victory Conditions



"Lion's Head Castle" is at the D0 space of the game-board.

The Royalist player wins if Vishnus enters "Lion's Head Castle" (Even if there is an enemy piece in the castle, unless it is the berserker Aji, it is a Royalist victory).

The Republic player wins if Vishnus is defeated.

4. Setup

The Republic player sits in front of the image of the castle on the map, and the Royalist player sits on the opposite side. The numbers on the map indicate the distance ('D') from the castle. As diagonal movement is allowed, there are 3 spaces with a D of 1, and no D greater than 5.

The Republic player places the 9 characters (pieces) of their army in spaces with a D of 0 (the castle) or 1. There is a maximum limit of 3 characters on the castle, or 2 characters on any other space. This limit is applied to all spaces at any time during the game.

The Royalist player places 1 each of their characters on the 11 D5 spaces.

Both armies' pieces should be placed so that their opponent cannot tell what character they represent.

The Royalist player takes their army's 8 cards in hand, and the Republic player takes their 7 cards.

5. Moving pieces

The Royalist player moves first, and play continues alternating players. During your turn, you must move 1 of your army's pieces. You may only move a range of 1 space. Diagonal movement is allowed, but there are the following restrictions:

Royalist player: The space moved to must have a lower D number than the space started in.

Republic player: The space moved to must have a higher D number than the space started in.

Exceptions:

- 1) Knights: Can also move to any adjacent space with the same D number.
- 2) Warrior: Can also move to any adjacent space with the same D number, but only if there is an enemy piece in the target space (consider diagonal spaces as adjacent).
- 3) Dragon Rider Aila: Aila can move to any space that contains an enemy, or to the castle, regardless of distance.
- 4) Berserker Aji: Aji can move to an adjacent space with the same D number that has an enemy in it by declaring "Vishnus is my prize!". If Vishnus is in that space, then, as declared, Aji automatically wins. If it is any other piece, Aji automatically loses.

6. Combat

6-1. If after movement is done, there are both friendly and enemy pieces in the same space, a combat will occur. The player that moved the piece is the attacker.

6-2. If there are 2 or more enemy pieces in the space, the attacker, without looking at their identity, chooses which one to attack.

6-3. Each player reveals their character in combat to the other player along with one face-down card. When both cards are chosen, they are turned face-up, and the number on the card is added to the character's combat value, and the player with the higher total wins. The losing character is removed. If both players match the same total, both characters are removed as mutual death.

6-4. If a 'Retreat' card is played, retreat as directed on the card, which read as follows:

Republic 'Retreat' card: Retreat to any space with a D value of 1 less.

Royalist 'Retreat' card: Retreat to any space with the same D value.

The Dragon Rider Aila always retreats to the castle.

The space retreated to does not need to be adjacent, but cannot have any enemy pieces in it. The limit to characters in a space must be followed. If there is no legal space to retreat to, the retreating character is removed.

6-5. If a 'Skill' card is played, that player chooses 1 card from their discard pile and plays that card. If there is no discard pile, 'Skill' cards cannot be played. After being played, the card taken is again placed in the discard pile along with the 'Skill' card.

6-6. Used cards are placed in that player's discard pile. Both players' discards are face up so that the other player can see them. If you no longer have any cards in hand, all of your discards are returned to your hand.

6-7. A single piece can only perform 1 combat each turn.

6-8. If a piece that has been revealed is in a space with another friendly piece, they may be shuffled (in general, once a piece is shown, it can be mixed with as it is being placed down. The enemy should no longer know which piece is which).

7. Cards



Republic Player (7 cards)

Skill: Can exchange with a discard. Republic Skill card is only usable by a Magic User

Retreat: Retreat to a space with a D value of 1 less



Royalist Player (8 cards)

Skill: Can exchange with a discard. Royalist skill card is only usable by Thieves or Magic users.

Retreat: Retreat to a space with the same D value

8. Constructing the pieces

Important: In this game, it is vital that players cannot tell what characters each others' pieces represent. If you are careless with cutting or folding the pieces, it will be easy to tell what character each piece represents by the defects in construction.

8-1. Cut along the solid gray lines. Fold as shown below along the dashed lines. Underneath the characters name, class, and combat value is the overlap. This overlap gets folded, and glued to the base, as shown on the lower right. Do not push the overlap all the way to the back of the base; the crease between the overlap and the bottom of the character side should run even with the front of the base.



An alternate method of making pieces is to cut the character portraits/descriptions out and paste them to solid, identical pieces., such as Lego Quatro building blocks. The advantage to this is that the pieces are more resistant to damage and imperfections than if the pieces included with the magazine are just folded out. 2 colors of pieces, 1 for each side, will be needed.

FAQ

Q1 The rules state "There is a maximum limit of 3 characters on the castle, or 2 characters on any other space", but can an enemy character enter to attack a space that has 2 characters in it?

A1 Yes. As long as at the end of combat that space's stacking limits are not exceeded, there is no problem with doing this.

Q2 I enter a space that has 2 enemy characters in it. The enemy plays a 'Retreat' card during combat. Because of this, there is 1 friendly and 1 enemy character remaining. Does combat continue?

A2 No. There is a limit of 1 combat per space per player turn. If at the end of the other player's movement, there is still an enemy in the same space, combat occurs. In this case only, 2 combats can occur in 1 turn. Note that this answer also applies if you enter a space with 2 enemy characters and defeat one in combat.

Q3 Can a 'Skill' card be used to retrieve a 'Retreat' card from your discard pile?

A3 Yes.

Q4 Can a discard pile be returned to the hand at any time? For example, if 'Skill' is the only card left in your hand, and one of your Magic Users are attacked, can you use the 'Skill' card, retrieve the discard pile and attack an enemy character with a card you just retrieved, and then get that card back with the 'Skill' card you played?

A4 The only cards that 'Skill' can be exchanged for are ones that were in the discard pile at the beginning of the movement phase.

Q5 Aila's special rules state that "When chosen to retreat, returns to the castle", but what if there are already 3 characters on the castle?

A5 She is removed without retreating

Q6 Can Aji use the 'Retreat' and 'Skill' cards? If so, do they retain their special power or just become '0'?

A6 Either can be used, but they become '0'.

Q7 When Vishnus is in the same space as an ally, and Vishnus is selected by Aji to be attacked, can Vishnus use her ability to switch with an ally before she automatically loses?

A7 The switching ability, and the thief Charlemagne's ability to inspect opposing pieces can be used at any time until the combat opponent is chosen, and so takes priority.

Q8 Grinn's special rules state "When battling Lufiea, even if he wins, he abandons his victory and retreats", but what about if there is a tie resulting in mutual death?

A8 For mutual death, both are removed as in the normal rules.

Q9 Mondor's special rules state that "When *attacking* Ganda Wolf, can declare mutual death", but what happens if he is attacked by Ganda Wolf?

A9 Combat proceed as normal, this special ability does not apply when Mondor is attacked by Ganda Wolf.

Q10 When due to a character's special ability, there is an automatic win, loss, or mutual death, are cards still played?

A10 No.

Q11 In regard to the "Moving pieces" rules, can Dianne and Aji use the exception for warriors?

A11 No. That exception does not apply to Warrior Queens and Berserkers.

Q12 When using Ganda Wolf's special "can choose that neither side can play any cards" ability, how is combat resolved?

A12 The result is determined by comparing just the characters' numbers.

Q13 Can the 'Skill' card be used by someone other than a Thief or Magic User as a bluff card?

A13 Yes, it can be used without effect (as a '0') by any class.

Q14 If Lufiea or Lolienne are used to strengthen Dianne, they must be revealed before cards are played in order to benefit from their effect, but what about with Titina and Millienne?

A14 They work in the same way, and must be revealed before cards are played as proof they are together.

Q15 A piece that is revealed can be shuffled with other pieces when it is returned to the board, but what about when a piece moves into a space with a previously revealed piece? Can they be shuffled then?

A15 Yes, they can.

Monster Maker: The Double-Headed Lion Character special abilities

Republic Side



- 1. Storm (Warrior 5) Republic forces' commander**
 - * Can choose what card to play after looking at the enemy's card.
 - * When battling Vishnus, automatically loses.
- 2. Roland (Knight 4) The republic's leader**
- 3. Mondor (Magic User 5)
Ganda Wolf's twin brother**
 - * When *attacking* Ganda Wolf, can declare mutual death.
- 4. Garla (Magic User 4) Ganda Wolf's ex-lover**
 - * When battling Ganda Wolf, automatically wins.
- 5. Tamroan (Warrior 4) In love with Racoon**
 - * When battling Racoon, automatically loses.



- 6. Grinn (Warrior 5) Orc**
 - * When battling Lufiea, even if he wins, he abandons his victory and retreats.
- 7. Gorbois (Knight 5) Dwarf**
- 8. Aji (Berserker 8) Human**
 - * The effect of his played card becomes 0.
 - * When battling Vishnus, automatically wins.
 - * When declaring 'Vishnus is my prize!', if his opponent is anyone other than Vishnus, automatically loses.
- 9. Aila (Dragon Rider 2)**
 - * When battling Vishnus, combat value becomes 5.
 - * When battling Lolienne, automatically loses.
 - * When chosen to retreat, returns to the castle.

Royalist Side



- 1. Vishnus (Princess 0) Successor to the throne**
 - * When battling Storm, automatically wins.
 - * When battling Aji, automatically loses.
 - * When attacked, if there is an ally in the same space, may switch with that ally and have them participate in combat.
 - * When entering an enemy's space, if a retreat card is played on her, that card can be returned to hand, unless she is attacking a Dragon Rider.
- 2. Lancelot (Knight 4) Royalist forces' commander**
- 3. Alshark (Warrior 5)
Strongest warrior in the Royalist army**
- 4. Dianne (Warrior Queen 4)
Sister-in-law of Vishnus, Queen of Leoslik**
 - * If either Lolienne or Lufiea are in the same space or an adjacent space to Dianne, her combat value becomes 5. In order to receive this bonus, either Lolienne or Lufiea must be shown to the opponent before cards are played.
- 5. Lufiea (Magic User 4) Younger sister of Vishnus**
 - * Even if she loses to Grinn, Grinn retreats and Lufiea is not removed.

- 6. Ganda Wolf (Magic User 5)
Legendary Magic User, Mondor's twin brother**
 - * When battling, can choose that neither side can play any cards.
 - * When battling Garla, automatically loses.



- 7. Charlemagne (Thief 3)
Daughter of Shaas nobility**
 - * When choosing a combat opponent, she can look at their identities.
- 8. Titina (Warrior 4) Human**
 - * If in same space as Millienne, combat value becomes 5.
- 9. Millienne (Warrior 4) Human**
 - * If in same space as Titina, combat value becomes 5.
- 10. Racoon (Warrior 4) Human**
 - * When battling Tamroan, automatically wins.
- 11. Lolienne (Archer 3) Elf**
 - * When battling Aila, automatically wins.

Republic Side

Royalist Side

Character Interactions

