

TETRA MASTER

INSTRUCTION MANUAL



ILLUSTRATED BY:
TOBIAS VYSERI
RULES ADAPTED BY:
JONAH KELLMAN

WHAT IS TETRA MASTER?

Tetra Master is a card game that originated in the wildly popular video game Final Fantasy IX. It was a digital card game that allowed players to collect, win and trade cards with non-player characters within the game's universe. The cards all feature iconic characters and monsters from within the game's vast and creative world. Player reception to Tetra Master wasn't great, as many people felt like there was too much randomness and battles relied heavily on hidden and cryptic in-game calculations. For this physical version we've tried to eliminate some of the more frustrating experiences, primarily by changing the complex and confusing mathematical calculations with more easily understood die rolls. Hopefully this makes the experience fun, while still being reminiscent of the original Tetra Master.

Game Contents:

110 Monster Cards

24 Arena Cards (6 Blocked Cards & 18 Empty Cards)

36 Six-Sided Chocobo Dice



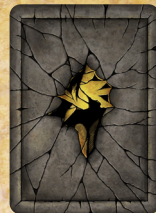
SETUP

THE ARENA

Shuffle the Arena Cards together. Deal cards from the top of the deck in a 4x4 grid between the two players. This grid, consisting of both blocked and empty spaces, will be the Battle Arena. Set aside the 8 unused cards for the remainder of the battle.



Empty Card



Block Card

THE MONSTERS

Shuffle the Monster Cards together. Deal five cards to each player. Monster Cards are double-sided, blue for one player and red for the other, with the same artwork, stats and arrows on both sides. Players do not need to flip cards over while they are in their hands.



THE CARDS

To the right is an example of a Tetra Master Monster Card. The yellow arrows indicate in what directions it will interact with other cards. The numbers below its name indicate its Attack Stat and Type, as well as its two Defence Stats (one for each Type).

Once the game is set up, randomly determine the starting player. That player may play their first card on any empty space in the Battle Arena. Blocked spaces prevent cards from being played on them. After the first card is played, the other player may play a card, and the game continues with players taking alternating turns. One player should always play their cards red-side up; the other should always play their cards blue-side up.



Attack Stat & Type (Left)
Defence Stat & Type (Right)

GAME STRUCTURE

TURN SUMMARY

- Play a monster card.
- Check to see if any fights will occur.
- Execute the fights in the order chosen by the attacking player.
- After each fight, execute a Combo Chain.
- After all of the fights are completed, check to see if any more cards will be captured without a fight.









WINNING & LOSING

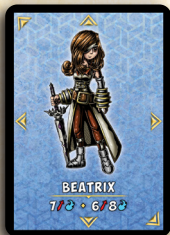
A battle continues until both players have played all five cards. The player with the most cards showing their colour face-up (red or blue) at the end of the battle wins.



STARTING FIGHTS

When a Monster Card is placed in the Battle Arena, it's considered an attacking card. If the attacking card has arrows pointing at any number of enemy cards that have arrows pointing back, it fights them. If there is more than one enemy card that has an arrow pointing back, the attacking player chooses which fight occurs first.

To fight, the attacking player rolls a number of six-sided dice equal to the Attack Stat of the attacking card. An attack will have a type associated with it, either Physical , Magical  or Flexible  . The defending player then rolls a number of six-sided dice equal to the appropriate Defence Stat - either Physical  or Magical . In the case of a Flexible Attack Stat, the defender uses the lower of the two Defence Stats. The sum of the attacking player's dice is compared to the sum of the defending player's dice; the player with the higher sum defeats and captures the other player's card. If the sum is a tie, the attacker wins. The defeated card is flipped over to indicate its new owner.



Kuja & Beatrix
would fight here!

LET'S FIGHT!

In the example to the right, the red player places Ifrit to the left of the blue player's Behemoth. Both cards have arrows pointing at each other, so they fight.

To do this, the red player will roll 7 six-sided dice and add up the total. Because Ifrit's Attack Stat is magical, the blue player will use Behemoth's Magical Defence Stat and will also roll 7 six-sided dice and add up the total.

Let's assume the red player's dice add up to 22 while the blue player's dice only add up to 19. In this instance the red player would defeat Behemoth and flip it over to the red side.

If instead the red player's dice add up to 20 but the blue player's dice add up to 22, the blue player would defeat Ifrit and flip it over to the blue side.



7d6 vs **7d6**
Sum=22 Sum=19



COMBO CHAINS

To execute a Combo Chain, look at the arrows on the defeated card and identify the cards they point to: any such cards not owned by the attacking player are also captured by that player. Flip these cards over so that every card pointed at by the defeated card is showing the same colour. It doesn't matter if these cards have arrows pointing back at the defeated card—they're still captured, without a fight. These captured cards won't chain a second time.

If the attacking card won the fight and there are more cards still owned by the defending player that have arrows pointing back at the attacking card, another fight occurs. This means it's possible for one card to fight multiple cards in a single turn, and each of these fights can trigger Combo Chains. It's also possible that a Combo Chain will reduce the number of fights that turn by preemptively capturing a card that otherwise would have fought.

After all fights have been completed (or if there weren't any fights), and if the attacking player still owns the card they played, look at the arrows on the card they played and identify the cards they point to: any such cards without arrows pointing back at the card just played are captured. Flip these cards over. These captures don't trigger Combo Chains.

All cards that are captured, whether they were defeated in a fight, combo, or unresisted capture are flipped over as soon as they are captured.

C-C-C-COMBO TIME!

Let's go back to the example of the red player flipping over the blue player's Behemoth from page 7, assuming there are more cards in the Battle Arena.

Because Chocobo is owned by the blue player and is pointed at by the defeated Behemoth, it will be flipped and captured.

Here, because Ifrit wasn't defeated and because Bomb has arrows pointing at Ifrit, another fight will occur.

Finally if Ifrit has won all the fights it participated in, it will flip over the blue player's Shiva.



VARIANT: TOURNAMENT MODE

After completing a battle, each player takes all the cards they own from the Battle Arena (including cards they captured during the battle, but excluding cards they previously owned that their opponent has since captured) and is dealt five additional cards. Between the cards they kept or captured from the previous battle and the new cards they were dealt, each player chooses five cards to use for the next battle. Setup a new Battle Arena (randomly) and battle as usual.

The first player to win three battles is the Tournament Champion.

Tournament Mode may also be played as first-to-four or first-to-five wins. If you shuffle two Tetra Master decks together, you can even go as far as first-to-nine wins.



MORE VARIANTS

CHOSEN ARMY

All the Monster Cards are revealed to both players before the game begins. In turn order, players select cards to add to their hand. Each player may acquire up to five cards. The combined Attack, Physical Defence and Magical Defence of all five cards can't exceed 70 points.

CONTROLLED ARENA

In the Controlled Arena variant, no attacks or captures ever trigger Combo Chains. The Controlled Arena option can be played with any other variant of Tetra Master.

MATH IS HARD

Instead of adding up all the dice in a fight, just count and compare the number of Chocobos (sixes) showing. In the event of a tie, the attacking player wins.





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