

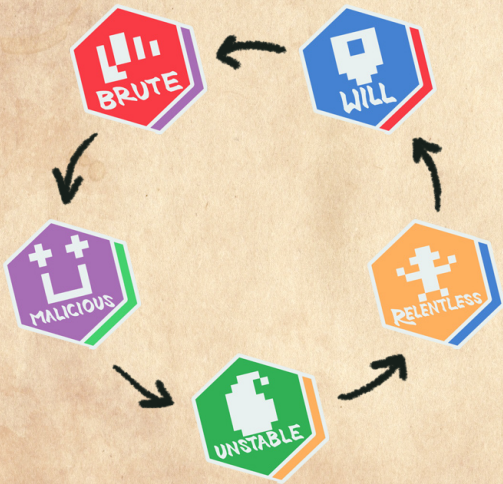
MONSTER CROWN

THE OFFICIAL
TRADING CARD GAME

Tamer's Guide



Version 1



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[1.0] OVERVIEW:

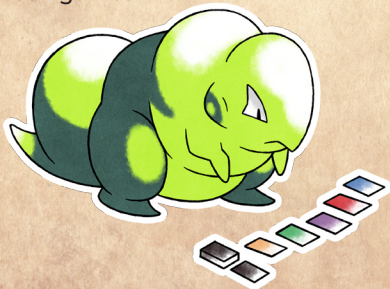
In the *Monster Crown Trading Card Game*, two Tamers go head-to-head to build a team of Monsters and experiences to destroy the other, proving that only one can be King.

[2.0] GAME OBJECTIVE:

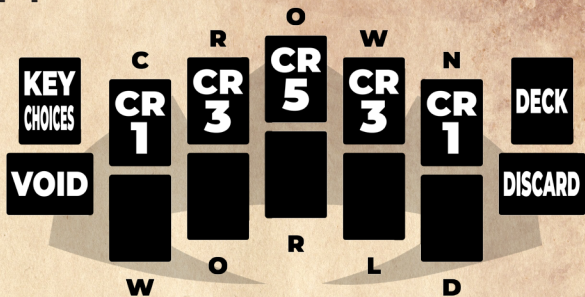
Each Player uses Monsters they control to attack Opposing Monsters, **Demoting** them and trying to knock them off of their Opponent's Crown Slots! When a Player controls no Monsters in their Crown Slots, **THEY LOSE!**

[3.0] COMPONENTS:

- ◆ A deck composed of 40-60 cards. This is broken down into **Monster** cards, **Location** cards and **Adventure** cards. You may have no more than **3 copies** of any card in your deck (determined by the card's ID number).
- ◆ A **Key Choices** deck (up to 5 **Starter Monsters** or **Ally** cards). You must have at least 1 **Starter** in your Key Choices. Starter Monsters are denoted by their **"STARTER"** Habitat. See more in section [4.1a].
- ◆ A Player may also have a **Sideboard** of up to 15 cards that they may exchange with cards in their deck between games.



[3.1] THE FIELD:



◆ Each Player's Field consists of two different kinds of Slots: **Crown** and **World** Slots. Details on these are found in a later section, [4.4].

◆ When cards are **Demoted**, they move to a horizontally adjacent lower Slot. When a card in the central (CR5) Slot is Demoted, the Player who caused the Demotion chooses the direction the card will go.

◆ If cards are sent to the **Void** via card effect, those cards are considered removed from the game.



2. **HABITAT**

Monsters gain various benefits from **Location** cards that match their **Habitat**! Most Locations have a **Biome** ability that allows Monsters to interfere when these cards are targeted, and sharing the same Habitat gives further bonuses!

3. **CROWN RATING (CR)**

A Monster whose **CR** exceeds the **CR** of the **Crown Slot** they occupy will **Demote** at the end of your turn! Take advantage of the stability of low **CR** Monsters, but enjoy the reckless power of high **CR** Monsters!

4. **↘ATTACK**

One of a Monster's two **Combat Stats**. During Encounters using **↘Attack**, compare the **↘Attack** Stat of both Monsters in Combat! Monsters with lower or equal **↘Attack** are Demoted!

5. **‡MAGIC**


One of a Monster's two **Combat Stats**. During Encounters using **‡Magic**, compare the **‡Magic** Stat of both Monsters in Combat! Monsters with lower or equal **‡Magic** are Demoted!

6. **‡SPEED**

‡Speed allows a Monster to negate Combat! When a Monster is Encountered, you may **Exhaust** it to end the Combat if its **‡Speed** is higher than the attacker's! This action is referred to as **EVADE**.

◆ Sometimes you will see **Power** used as a collective term for all three Stats (**↘Attack**, **‡Magic**, and **‡Speed**.)

BOSS

Some Monsters also have a  icon on the upper left corner of their card! These Monsters are very powerful, and **Demote** at the end of the turn if they are not on a Crown Slot that matches their CR exactly.



7. BASE

“Base” on a Monster simply shows that it is not a **Hybrid** or **Fusion** of Monsters. Base Monsters can be played in Crown or World Slots.

◆ **TAMER**

Tamer Monsters represent other people and their Monsters. They may be played in your **World** or **Crown Slots**. They may not **Gene Surge** or activate **Encounter** effects, and you do not draw a card when they **Demote** from play. While in World Slots, they may target Crown Slots for Encounters, and they are not counted as **Wild Monsters**.

[4.1a] Key Choices, Ally Cards, and Starter Monsters

Your **Key Choices** deck is composed of 5 cards, split among **Starter Monsters** and **Ally** cards. You must have at least 1 Starter in your Key Choices. Starters and Allies are limited to 1 copy of each card, must be placed in your Key Choices, and are not added to your main deck.



- ◆ Starter Monsters are denoted by their special “**STARTER**” Habitat. Both players play a Starter from their Key Choices facedown in their CR5 Crown Slot when the game starts.
- ◆ Ally cards are denoted by the “**Ally**” ability in their text. They may be played from your Key Choices when they meet the specific requirements on the card.

[4.2] ADVENTURE CARDS

[4.2a] Journey Cards

Journey cards may be played at any time during your own Main Phase when no other effects are being resolved. They do not require any Slots to use.

[4.2b] NPC Cards

NPC cards are played in **World Slots**. To activate the effects of NPC cards, you may **Exhaust** it to activate its **Encounter** effects, or **Encounter** it with a Monster in your Crown Slots. You can even **Encounter** your Opponent's cards with your Monsters in this way, so watch your resources!

[4.2c] Quest Cards

Quest cards are played in World Slots, like NPCs. To use Quest cards, you first **Exhaust** them, then add a **Quest Counter** to the card. You may then activate the ability on the card that matches how many **Quest Counters** you have.

[4.2d] Combat Cards

Combat cards are played exclusively during the **Combat Phase**, as described in that section [5.1c].



[4.3] LOCATION CARDS

Location cards are played in World Slots like NPCs, Quests, and Tamer cards. To use a Location card, you may **Exhaust** it to activate its **Encounter** effects, or **Encounter** it with a Monster in your Crown Slots. Be wary, again, as your Opponent can **Encounter** your Locations in play as well!

[4.4] CROWN AND WORLD SLOTS

[4.4a] Crown Slots

Crown Slots are where you play and manage the **Monsters** that protect you. You may **Gene Surge** with **Monsters** in Crown Slots during **Combat** (unless they are **Tamer** cards). When you have no cards in your Crown Slots, you lose the game!

[4.4b] World Slots

World Slots contain cards you do not “own,” such as **NPCs**, **Quests**, and **Locations**. Any Monster may be played from your hand into a World Slot, becoming a **Wild Monster**. This activates any **Wild** effects a Monster may have. You may use Wild Monsters to Encounter World Slots, but they may not Gene Surge or activate Encounter abilities for you.

[4.5] EFFECT/ABILITY TIMING AND RESOLUTION

If an effect or ability would be activated in response to another card, always resolve the last effect or **Keyword Ability** to take place first (*Last in, First Out*). Effects and Keyword Abilities that have not resolved yet will not resolve if the card or Player that activated them is no longer in play or in the game.

Card effects may not be used if the text of the effect cannot be obviously completed. If a card requires you to target a Monster, and there are no Monsters in play, then you may not play that card. If an effect would have you search your deck for a card however, you may perform this action even if you do not find the specific card in your deck.

The turn Player always decides the order of events that would take place simultaneously. For instance, if multiple cards would Demote at the end of your turn, you choose in what order they Demote.

PLAYING THE GAME

[5.0] SETTING UP

1. Decide which Player will go first, either by coin toss or Rock-Paper-Scissors. The Player who goes first does not draw on their first turn, and may not Encounter using Monsters on that turn.
2. Each Player shuffles their deck, and then may cut their Opponent's deck (take the approximate bottom half of the deck and place it on top).
3. Each Player places a Starter Monster from their Key Choices into their CR5 Crown Slot, facedown.
4. Each Player draws five cards from their deck. If a Player does not like their hand, once, they may shuffle any number of cards from their hand into their deck and draw that many cards.
5. The Player going first enters their Setup Phase.

[5.1] TURN OVERVIEW

[5.1a] Setup Phase

Draw one card from your deck, unless you went first and it is your first turn. Then, all cards you control become Active.

[5.1b] Main Phase

Actions in your main phase can be performed in any order and, unless otherwise stated, an unlimited number of times.

- ◆ **Tame:** [Once per turn] You may play a Monster from your hand into one of your Crown Slots. Monsters may be played facedown. You may only play cards in Crown Slots adjacent to other cards in Crown Slots that you control.

◆ **Venture:** *[Once per turn]* You may play a card from your hand into one of your **World Slots** (NPC, Quest, Monster, or Location cards). Cards in World Slots may be played facedown.

◆ **Encounter:** *[You may not use Monsters for Encounters if you go first and it is your first turn]*

There are two main types of Encounters:

1. Exhausting Monsters to target a card. Crown Slot Monsters will activate Encounter abilities on things like NPCs and Locations (you may even Encounter your own cards!). If a Monster Encounters another Monster, **Combat** begins!

2. Exhausting a card to activate its own Encounter effects.

More Encounters in section **[5.1c]**.

◆ You may flip any card on your field faceup, except for cards that you played facedown that turn.

◆ Play any number of **Journey** cards from your hand.

[5.1c] Encounter

Many types of cards have **Encounter effects**, including some Monsters. You may activate these abilities by **Exhausting** the card on your turn, if you control it. You may also target cards (yours or your Opponent's) with a Monster in your **Crown Slots** to activate Encounter effects; you may do this even if the target is Exhausted! Use this to your advantage to get the most out of every card in play.

◆ **Exhausted** cards are turned 90° sideways. They become **Active** again at the start of their next turn.

To use Monsters for Encounters, select an **Active Monster** you control, Exhaust it, target a card in any Crown or World Slot (including your own), and perform the following steps. You may only Encounter with each Monster **once per turn**, and **Wild Monsters** may not Encounter Crown Slots.

1. If the Target is facedown, **flip it faceup**. If it has any **Encounter** abilities, activate them; and if it is not a Monster, **Demote** it. If it is a Monster, move on to **Combat**.
2. To start **Combat**, choose a **Combat Stat**: \searrow **Attack** or \uparrow **Magic**.
3. Declare whether or not you will **Gene Surge**. To **Gene Surge**, you may **Exhaust** any number of **Crown Slot Monsters** you control to **Surge** with them. From each **Surging Monster**, you may choose to give one of its aspects to the Monster in **Combat**:
 - ◆ a **Stat** (\searrow **Attack**, \uparrow **Magic**, or \rightarrow **Speed** — this replaces the Monster's original Stat for this **Combat Phase**)
 - ◆ a **Surge Ability** (denoted by a \otimes icon)
 - ◆ their **Type** (overwriting the original Type of the Monster for this **Combat Phase**)
 - ◆ their **Habitat** (this does **not** overwrite the Monster's previous **Habitat**, and may stack with others)
4. Play any **Combat Cards** from your hand or activate any **Monster Combat** effects or abilities.
5. Your **Opponent** may then choose to **Evade**, **Gene Surge**, play **Combat Cards**, or activate **Monster Combat** effects or abilities.
6. Once all effects and **Gene Surges** are resolved, compare the chosen Stat of both Monsters. Monsters with lower or equal Stats are **Demoted**, moving down a Slot!

Don't Panic!

If a Monster in a **Crown Slot** is Demoted from play during Combat, even if it wasn't the target of the Encounter, its owner **draws 1 card**. Luck may always be just around the corner!

- ◆ Remember, this effect does not activate for **Tamer Monsters** Demoted from play!

[5.1d] Demotion and Facedown Cards

When a card is **Demoted**, it moves down one Slot. Cards in **Crown Slots** Demote horizontally to lower Crown Slots (e.g., **CR5** to **CR3**), and cards in **World Slots** do the same. Demoted cards also push all **faceup** cards below them down the same number of Slots. When a card would be Demoted while on the last Crown or World Slot, that card is placed in the **Discard Pile**.

Facedown cards cannot be targeted for effects, unless specifically mentioned, and negate **Demotions** of cards above them. This is a good way to protect powerful cards by placing facedown cards in Slots below them. If a facedown card has a **Burst** ability, you may flip it **faceup** at any time if the conditions of the ability are met. Force your Opponent to contend with the unknown to break through your defenses!

[5.1e] End Phase

Your Monsters whose **CR** exceeds the **CR** of their **Crown Slot** now Demote, moving down a Crown Slot! After that, your **♣Boss Monsters** on Crown Slots that do not **MATCH** their **CR** also Demote!

- ◆ Monsters in **World Slots** are immune to these end-of-turn Demotions!

[6.0] WIN CONDITIONS

There are two primary Win Conditions in the *Monster Crown Trading Card Game*.

1. Successfully **Demote** all of your Opponents' **Crown Slot Monsters** off the Field.
2. Successfully allow your Opponents to **deck out** (they can no longer have enough cards in their deck to draw at the start of their turn).




[7.0] GLOSSARY

- ◆ **Active:** An Active card is one that's **faceup** and oriented vertically. Active **Monsters** can be used to initiate **Encounters** or to **Gene Surge**. After use, an Active card becomes **Exhausted**.
- ◆ **(Type) Advantage** - see **Type**
- ◆ **Adventure:** Adventure cards are divided into **NPC**, **Combat**, **Journey**, and **Quest** cards.
- ◆ **Ally:** Ally **Monsters** may be kept in **Key Choices** along with any **Starter Monsters**. Allies may be played from **Key Choices** at any point during the game if the conditions of their Ally ability is met.
- ◆ **↘Attack:** ↘Attack represents a Monster's physical Power. 🩸**Brute** and 🛡️**Will** Monsters often have higher ↘Attack than ⚡**Magic**.















- ◆ **Base:** “Base” on a **Monster** simply shows that it is not a **Hybrid** or **Fusion** of **Monsters**. **Base Monsters** can be played in **Crown** or **World Slots**.
- ◆ **♁Boss:** **♁Boss Monsters**, denoted by the **♁** icon on the upper left corner of their card, **Demote** at the end of the turn if they are not on a **Crown Slot** that matches their **CR** exactly.
- ◆ **👊Brute:** **👊Brute Monsters** beat down **👑Malicious Monsters** with raw, physical force. **🛡Will Monsters'** stoic shield outlasts the harsh pummeling of **👊Brute Monsters**.
- ◆ **Burst:** If a **facedown** card has a **Burst** ability, you may flip it **faceup** at any time if the conditions of the ability are met.
- ◆ **Combat (card):** **Combat cards** are played exclusively during the **Combat Phase**.
- ◆ **Combat (Phase):** The **Combat Phase** begins when another **Monster** is **Encountered**. To begin **Combat**, the attacking **Player** chooses what **Combat Stat** they are going to use. They then perform any **Gene Surges**, play any **Combat cards**, and activate any applicable abilities. The **Opponent** then responds with their own **Gene Surges** and so on.
- ◆ **Counter:** **Counters** are used to keep track of various game statistics. You can use any small objects (coins, candy, etc.) to represent **Counters**. **♁Quest Counters** are the most common, but you may see others such as **Void Counters**, **Charge Counters**, and so on.
- ◆ **Crossroads** - see *Habitat*
- ◆ **Crown Rating (CR):** A **Monster** whose **CR** exceeds the **CR** of the **Crown Slot** they occupy will **Demote** at the end of your turn.

- ◆ **Crown Slot:** Each Player's field includes five Crown Slots, with **Crown Ratings** numbered in order from CR1, 3, 5, 3, 1. Crown Slots are where you play and manage the **Monsters** that protect you. Below the Crown Slots are corresponding **World Slots**.
- ◆ **Crypt** - see *Habitat*
- ◆ **d6:** A six-sided die.
- ◆ **deck:** Each Player's deck is composed of 40-60 cards, with no more than three copies of each card. Their **Starter** and **Ally** cards are kept in a separate **Key Choices** deck.
- ◆ **Demote:** When cards are Demoted, they move to a horizontally adjacent lower **Crown** or **World Slot** (e.g., CR5 to CR3). When a card in the central Slot is Demoted, the Player who caused the Demotion chooses the direction the card will go. Demoted cards also push all **faceup** cards below them down the same number of Slots. When a card would be Demoted while on the last Crown or World Slot, that card is placed in the **Discard Pile**.
- ◆ **Discard:** Cards Demoted from play are placed in the Discard Pile. **Journey** cards are also Discarded after use. Some cards' abilities may allow you to pull cards out of Discard, **Gene Surge** with them, or so on.
- ◆ **Duchess's Garden** - see *Habitat*
- ◆ **Encounter:** To perform an Encounter, select an **Active Monster** you control, **Exhaust** it, and target a card in any **Crown** or **World Slot** (including your own). If the target is **facedown**, it gets flipped **faceup**. If it has any Encounter abilities, they are activated; and if it is not a **Monster**, it gets **Demoted**. If the target is a **Monster**, the **Combat Phase** is initiated.

- ◆ **Evade:** If an **Active Monster's** **Speed** is higher than its **Opponent's** during a **Combat Encounter**, it can choose to **Exhaust** and negate that **Combat** by **Evading**.
- ◆ **Exhaust:** **Exhausted** cards are turned 90° sideways. They become **Active** again at the start of their next turn.
- ◆ **facedown:** **Facedown** cards do not **Demote**, nor can they be targeted for effects. If a **facedown** card has a **Burst** ability, you may flip it **faceup** at any time if the conditions of the ability are met.
- ◆ **faceup:** **Demoted** cards push all **faceup** cards below them down the same number of **Slots**.
- ◆ **Flatlands** - see **Habitat**
- ◆ **Fusion:** **Fusion Monsters** will feature in future sets.
- ◆ **Gene Surge:** During **Combat**, you may **Exhaust** any number of **Active Monsters** you control to **Surge** with them. From each **Surging Monster**, you may choose to add any one of the following to the **Monster** in **Combat**: a **Stat**, **Surge ability** (denoted by a  icon, see section **[8.0]**), **Type**, or **Habitat**.
- ◆ **Habitat:** **Monsters** gain various benefits from **Location** cards that match their **Habitat**.
- ◆ **Hybrid:** **Hybrid Monsters** will feature in future sets.
- ◆ **Journey:** **Journey** cards can be used during your turn, when you are taking no other actions. They are played from your hand, and are sent to the **Discard Pile** after use.
- ◆ **Key Choices:** Your **Key Choices** deck is composed of 5 cards, split among **Starter Monsters** and **Ally** cards. You must have at least 1 **Starter Monster** in your **Key Choices**. **Starter Monsters** and **Ally** cards must be placed in your **Key Choices**, and are not added to your main deck.

- ◆ **Location:** Location cards are played in **World Slots**. To use a Location card, you may **Exhaust** it to activate its **Encounter** effects, or Encounter a Location in any Player's field with a **Monster** in your **Crown Slots**.
- ◆ **♣Magic:** ♣Magic represents a Monster's magical **Power**. ♣Malicious and ♣Unstable Monsters often have higher ♣Magic than ♠Attack.
- ◆ **♣Malicious:** ♣Malicious Monsters' vicious tendencies are best at manipulating ♣Unstable Monsters. ♠Brute Monsters beat down ♣Malicious Monsters with raw, physical force.
- ◆ **Monster:** Monster cards are one of the three main types of card, the others being **Adventure** and **Location** cards. Monsters can be played into **Crown** or **World Slots**, the latter becoming **Wild Monsters**. You can win by **Demoting** all of your Opponent's Monsters from their Crown Slots into the **Discard Pile**.
- ◆ **Mountains** - see *Habitat*
- ◆ **Nio Kio City** - see *Habitat*
- ◆ **NPC:** NPC cards are played in **World Slots**. To activate the effects of an NPC card, you may **Exhaust** it to activate its **Encounter** effects, or Encounter an NPC in any Player's field with a **Monster** in your **Crown Slots**.
- ◆ **Power:** Power is used to collectively refer to all three **Monster Stats** (♠Attack, ♣Magic, and ♠Speed).
- ◆ **Quest:** Quest cards are played in **World Slots**. To use a Quest card you first **Exhaust** it, then add a ♣Quest Counter to the card and activate the **ability** that matches how many ♣Quest Counters you have.
- ◆ **♣Relentless:** ♣Relentless Monsters eventually wear down ♠Will Monsters with their endless drive. ♣Unstable Monsters resist ♣Relentless attacks with their unpredictable forms and movement.

- ◆ **Sepnal** - see *Habitat*
- ◆ **Slot** - see *Crown Slot* and *World Slot*
- ◆ **▶Speed:** ▶Speed represents a Monster's agility Power; outspeeding an Opponent during Combat can allow a Monster to Evade. 🗡️ Relentless Monsters tend to have higher ▶Speed.
- ◆ **Special** - see *Habitat*
- ◆ **Starter:** Starter Monsters, denoted by their special "STARTER" Habitat, are kept in your Key Choices deck. Both Players play a Starter from their Key Choices facedown in their CR5 Crown Slot when the game starts.
- ◆ **Stat:** The three Monster Stats are ↘Attack, †Magic, and ▶Speed. ↘Attack and †Magic are also referred to as Combat Stats. ▶Speed is used to Evade.
- ◆ **Surge** - see *Gene Surge*
- ◆ **Tamer:** Tamer Monsters represent other people and their Monsters. They may be played in your World or Crown Slots. They may not Gene Surge or activate Encounter effects, and you do not draw a card when they Demote from play. While in World Slots, they may target Crown Slots for Encounters, and they are not counted as Wild Monsters.
- ◆ **Target:** Any card chosen as the target for an ability.
- ◆ **Territory:** A Wild Monster's Territory consists of the World Slot that it occupies, any directly adjacent World Slots, and the Crown Slot above it; for example, the Territory of a Wild Monster in the CR5 World Slot encompasses the CR5 and both CR3 World Slots, and the CR5 Crown Slot (on all Players' fields).
- ◆ **Token:** A Token is a temporary card that can be created by the effect of another card's ability.

- ◆ **Tundra** - see *Habitat*
- ◆ **Type:** The five Monster Types are  **Brute**,  **Malicious**,  **Unstable**,  **Relentless** and  **Will** (effective in that order). A Monster's **Combat Stat** is doubled if it has **Type Advantage**.
- ◆ ** Unstable:**  **Unstable Monsters** resist  **Relentless** attacks with their unpredictable forms and movement.  **Malicious Monsters**' vicious tendencies are best at manipulating  **Unstable Monsters**.
- ◆ **Void:** If cards are sent to the Void via card effect, those cards are considered removed from the game.
- ◆ **Waterways** - see *Habitat*
- ◆ **Wild:** Any **Monster** played from your hand into a **World Slot** becomes a **Wild Monster**. This activates any **Wild** effects they may have. **Wild Monsters** can **Encounter World Slots**, but may not **Gene Surge**, activate **Encounter** abilities, or **Encounter Crown Slots**.
- ◆ ** Will:**  **Will Monsters**' stoic shield outlasts the harsh pummeling of  **Brute Monsters**.  **Relentless Monsters** eventually wear down  **Will Monsters** with their endless drive.
- ◆ **Woodlands** - see *Habitat*
- ◆ **World Slot:** The five slots underneath the **Crown Slots**. **NPCs**, **Quests**, **Locations**, and **Wild Monsters** are played here.



[8.0] KEYWORD ABILITIES

☒ **Adaptive Reaction** - During Combat, you may treat this card's **Speed** as higher than its Opponent's. If this ability was gained with Gene Surge this card becomes Active.

Biome - If a Monster would Encounter this card, you may make a Wild Monster you control become the new target. If it shares this Habitat, it gains +1 **Power** for that Combat.

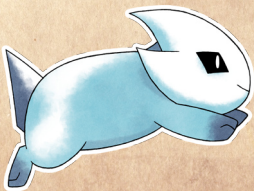
☒ **Crown Break** - This card has +1 Demotion. If this ability was gained with Gene Surge, this card gains +1 **Power** for that Combat.

☒ **Deep Wound** - Demotions from this card cannot be prevented. If this ability was gained with Gene Surge, the Encountered card's controller discards 1 card for each time that card was Demoted.

Minion - If you control 2 or more cards with **Minion** in your World Slots, **Boss Monsters** you control may target Crown Slots for Encounters.

Questline - If a Monster would Encounter this card, you may make a Crown Slot Monster you control the new target.

☒ **Wild Gene** - Once per turn, this card may Gene Surge as and with a Wild Monster. If this ability was gained with Gene Surge, you may flip this card facedown after any Demotions.



On Cards and Life

Well, it feels crazy to be here! Someone is presently reading a rule book of a game I made, and they even cared enough to get all the way to the back! The ride to get here, both in game development and how life brought me to want to make a game, has been super interesting. This is a genuine combination of spite and love. People will tell you to put your aspirations, your talents, and your dreams on the back burner of reality. Well, to those people, I say "BOOOO! BOOO YOU SUCK! SCREW YOU I MADE A GAME AND YOU'RE STILL DOING WHAT YOU'RE DOING, AND IT IS BORING AND SUCKS!" I suppose what I'm trying to say here is that you should always put your best foot forward and love yourself enough to have faith in yourself. Not everyone can or will succeed. All the worse to never try. If you're doing something because you love it, success is a vague metric anyway. Being able to experience something day to day and loving it is real success. I feel this way every time someone wants to talk about the game with me. I feel this way watching my wife put up with me (will this age well? I'll let you know if it doesn't, and we can laugh that I put it in a rule book to a card game together).

Love yourself, appreciate your talents and learn from your faults. Never give up on what you want to do. Try to live a life worth looking back on and being proud of. You have that option every day. Be genuine and it will always attract people of the same flock. You can't ask for much more.

To you and your dreams I say Godspeed. Thanks for playing!

Studio Aurum

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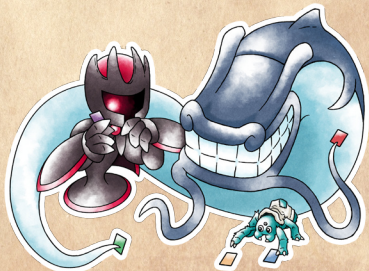
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Illus. Lordylrony

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