



MONSTER KEEP

Version 1.01a

Initial Publishing: 20 June 2025

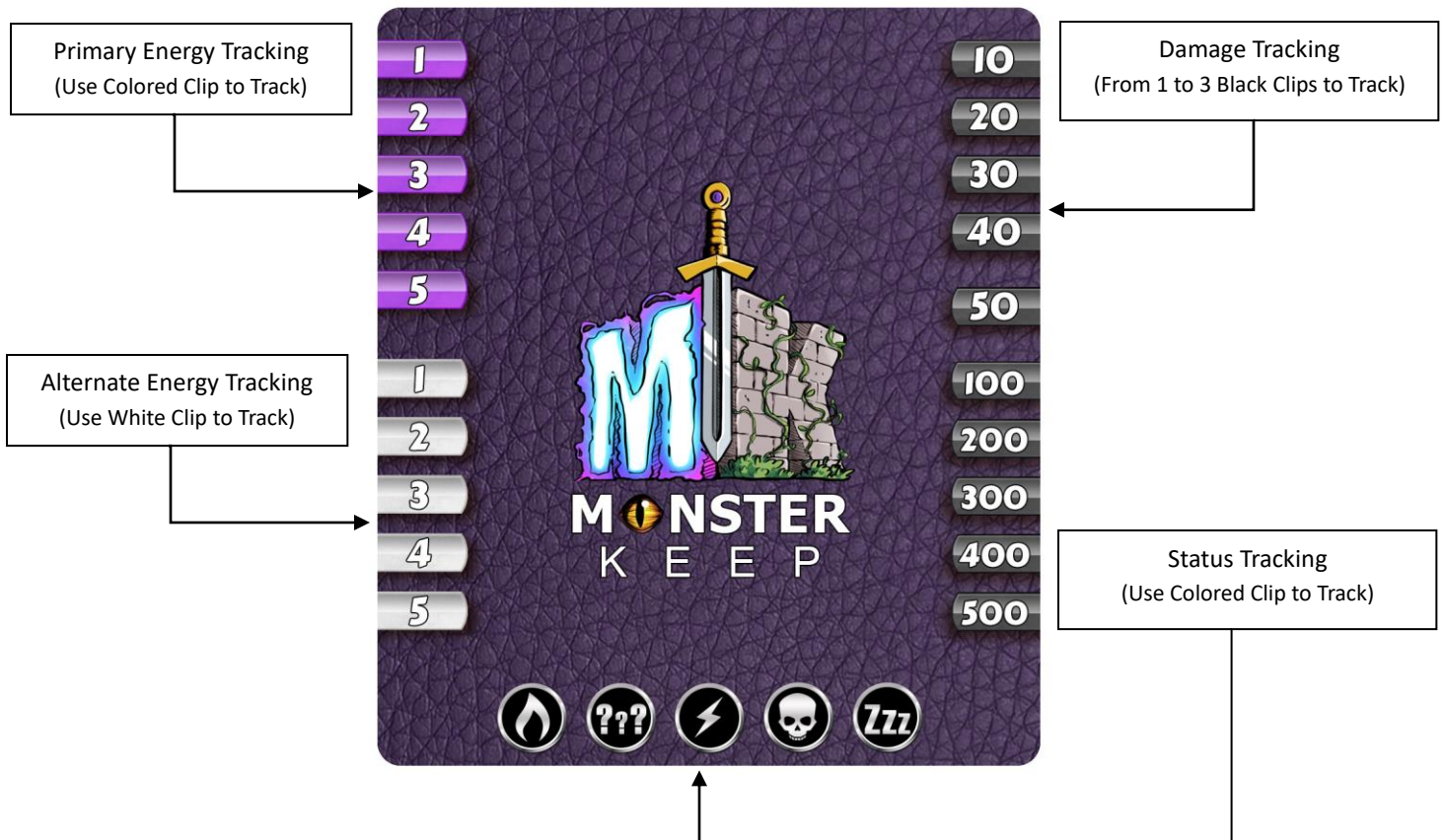
Revision Date: 27 June 2025



Monster Keep “Accessory” Tracker

Tracker Layout

Here is a sample of one of the eight (8) available versions of the MK Tracker. This one is a sample of the Purple Colored Monster set.



The actual Monster Card can be placed in the middle of the MK Accessory where there is an existing lip on the bottom of the Tracker.

Tracker Clips

There are eight (8) distinct colors of clips available for each type of Monster. Here is a sample of the Purple Color Clip which may be used in conjunction with the Purple MK Tracker.



The Colored Clips are used to track the Primary Energy Levels and the Status (if any). The Black Clips (up to 3 of them) are used to track Damage and the White Clips are used for Alternate Energy. Similarly, the Alternate Energy Tracking may use a color other than White but not Black or the Primary Energy Color.

Monster Keep “Accessory” Tracker

Colors Available

There are a total of eight (8) available versions of the MK Tracker. Here is a table listing all the available versions.

Color	Description
Green	Earth-like Monsters related to nature primarily.
Red	Fire like Monsters that can sometimes burn an opponent.
Blue	Water like Monsters related the oceans and seas.
Yellow	Electric ability Monsters which can cause harmful bolts of energy.
Purple	Psionic ability Monsters which can bend the opponent’s will.
Orange	Melee ability Monsters who can knock an opponent out.
Black	Dark-matter Monsters who rely on the night’s shadow.
White	Metallic Monsters who can pack a pretty good punch.
Colorless	These are Generic Monsters who have no specific color.

Details about Colorless Energy

The Colorless Energy is tracked using the “White” Clips and you make use the White MK Trackers to do so since the “primary” color of a Colorless Monster is considered to be “White” too. In the “Monster Keep” variation of play, we will show how to use two (2) colored decks to play the game with a simpler variant of the game.

How to Track Damage

Using one (1) to three (3) Damage Clips (Black), you may track Energy up to 590 Health Points. So, to accomplish this, the top section of the Track defines Damages between 10 and 40. Next a clip may be used to Track 50+ Damage and lastly a clip may be used to Track 100+ Damage.

If you were dealt 120 Damage and were at Full Health, you would have ONE (1) Black Clip on 100, and then ONE (1) Black Clip on 20 (as an example).

Monster Keep “Accessory” Tracker

How to Track Damage (Cont....)

Let us look at a more comprehensive example of some Damage that your Monster may endure during several turns for more completeness.

Round #1: Full Health. Your Monster starts with 150 HP.

You are dealt 30 HP of Damage. To track this place one Black Clip at 30.

Round #2: Your Monster has been dealt 30 HP during the last Round.

You are dealt 30 HP of Damage. To track this place one Black Clip at 50 and place a 2nd Black Clip at 10 for a two (2) Round Total of 60 Damage.

This leaves your Monster with 90 HP.

But don't worry you don't need to keep track about how much Health you have. A Monster is knocked-out when the amount of Damage is GREATER or EQUAL to his HP and in our case 150 HP.

To summarize, it would take 5 or more Rounds to knock-out your Monster because in our example the opponent deals 30 Damage per Round.

Damage to Support

Some Monsters have abilities to attack not only your Primary Monster but also your Support Monsters which you have yet to deploy (or may have retreated on a previous Turn). Damage Tracking of this type of Damage is identical but you must do the Damage according to the rules of the attack (All Monsters, Primary Monsters or a Specific Monster).

As you note, tracking the Damage for more than one Monster in traditional versions is a bit tricky and not very elegant. Furthermore, it is compounded when some Monsters can attack more than one of your Monsters at a time.

Lastly it is possible to Track Damage when a Monster is switched from Attacker to Support given that Damage remains on a Monster, even if they are switched.

Monster Keep “Accessory” Tracker

Tracking Various Statuses

Icon	Description
Flame	Your Monster has been Burnt: you take 20 Damage and flip a coin to determine if the burn heals.
Question Marks	Your Monster is Confused: When attacking flip a coin. If it is a Head your attack may proceed normally. If it is a Tail the attack fails.
Bolt	Your Monster is Paralysed: You cannot Attack or Retreat unless you flip a coin on Heads. This status last only 1 turn.
Skull	Your Monster is Poisoned: You are dealt 20 Damage.
Zzz	Your Monster is now Sleeping: You cannot Attack or Retreat until you flip a coin which lands on Heads.

How to recover from...

The various Statuses can be recovered using various methods. Here is a bit of a summary of what can occur and how you can account for the various Status in-game.

1. Increase the Level of your Monster
By changing from “base” Monster to a Level 1 Monster, all Status are RESET. Same goes for leveling up from Level 1 to Level 2.
2. Retreat to a Support Position
This may only be used by Confused and Poisoned Monsters. Those two (2) Status are RESET when you switch out your Attacker and a Support Monster.
3. By the successful Coin Toss
This will work on a Burnt and Sleeping Monsters. Those two (2) Status are RESET when you successfully toss a coin (Lands on Heads).

Remember to know your options and how you can counter given Status caused by an opposing Monster. Statuses add a lot of complexity to the “classic” and “pocket” game but offer even greater strategy in how you build your deck and choose your Monsters.