MANGAKATTLE: DEMOLIEST MEGACATCH YOU JMA COWBOY ON A STEEL HORSE I RIDE







S.KRAM BY (PEN NAME)

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CHAPTER 2

READING PHASE (ROUND 2):

In addition to the three rules from Round 1, the other players judge whether you met the Trend. If you meet the Trend, you gain Fame, based on the rules on the Trend Card.

TREND PHASE (ROUND 2):

At the end of the round, discard the existing Trend. Then, the person with the lowest Fame draws 3 Trends, chooses 2 to play face-up, and discards the other. If players are tied for lowest, may choose together or decide randomly.

TREND CARDS: ROUND ONE: none ROUND TWO: 1 Trend ROUND THREE: 2 Trends ROUND FOUR: 4 Trends

MANGAKATITLE: DEADLIEST MEGA- LATEN WELCOME BACK! OUR SHIP IS SINNING HERET AND ON FIRE KUSS ME ARDS) (b Ö THEME STARTING RUOY) OBSESSIONS YOUR Brw

BY (PEN NAME)___

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CHAPTER 3

READING PHASE (ROUND 3):

S. KRAM

Two Trend cards are in play! In addition to the three rules from Round 1, the other players judge whether you met the Trends. If you meet one or more Trends, you gain Fame based on the rules on the Trend Card.

TREND PHASE (ROUND 3):

At the end of the round, discard the existing 2 Trends. Then, the person with the lowest Fame draws 5 Trend Cards, chooses 4 to play, and discards the other. If players are tied for lowest Fame, they may choose together or decide randomly.

TREND CARDS: ROUND ONE: none ROUND TWO: 1 Trend ROUND THREE: 2 Trends ROUND FOUR: 4 Trends

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MANGAKATTLE: DEADLIEST MEGA- CATCH How Man (WESONGHT TO HUN THE DEADLY KATTU AND YET NOW HERET we the Funera etwhich is to som the HUNTERS- MONTE BEEOME CARDS) THE PREN, I.E. THE HUNTED. THIS IS TRULY AN xanAL OF Poenic Isnice THEME which L GAMERIS VERY POPULAR IN THIS DAY STARTING AND AGE. 'm mixe Sizwing off forenter e WAIT : WE'AR SSIONS (YOUR a M SMED' MEASI A GIANT, BATTLE MECHA! DUKW 5 OB QUR × ACE 1PL

BY (PEN NAME) S. KRAM

CHAPTER 4

READING PHASE (ROUND 4):

Four Trend cards are in play! In addition to the rules from Round 1, the other players judge whether you met the Trends. If you meet one or more Trends, you gain Fame based on the rules on the Trend card.

AND THE WINNER IS..!:

At the end of Round 4's Reading Phase, the mangaka with the most Fame wins! If two or more players are tied for most Fame, all players vote for the tiebreaker.

TREND CARDS: ROUND ONE: none ROUND TWO: 1 Trend ROUND THREE: 2 Trends ROUND FOUR: 4 Trends

