



- [Home](#)
- [Cheats!!!](#)
- [News](#)
- [PS2](#)
- [N64](#)
- [PlayStation](#)
- [Dreamcast](#)
- [PC](#)
- [Entertainment](#)
- [Hardware](#)
- [Downloads](#)

[Cheats](#) [Features](#) [News](#) [Previews](#) [Reviews](#) [Strategies](#)

Review: Monster Rancher Battle Card



Dpad Destroyer

It's been a while since those Pokemon-play-alikes last saw the light of day, and now Tecmo brings them back in a game that, while not frighteningly **original**, does manage to stack the deck with fun.

It doesn't matter what you think!
[Email Me](#)

Oh Mocchi, You're So Marketable!

Monster Rancher and Pokemon have enjoyed a controversial relationship. Monster Rancher hit the Playstation before Pokemon took the Game Boy by storm, so many consider 'Rancher to be the original monster-breeding game. Still, one can't help but wonder when one sees Monster Rancher Battle Card, a game which owes a lot to the form and design of the **Pokemon** collectable card game.

Read/Write reviews



3.5 4.0 4.0 4.0

- Publisher:**
Tecmo
- Developer:**
Tecmo
- Available:**
July 2, 2000
- Genre:**
STRATEGY
- ESRB Rating:**
N/R

The Monster Rancher series has always been about simple graphics, happy music, and no-brainer gameplay, and the Battle Card seed doesn't fall too far from the tree. The highlight here is the card game itself, which manages to be fairly deep, even if it doesn't have the labyrinthine rules that bog down Wizards of the Coast's Pokemon Card Battle. You have three monsters, your opponent has three of his own, and you alternate turns making attacks and playing Skill Cards. That's it. Selecting cards and making plays in MRBC is extremely easy, though you'll have to bang through a handful of unnecessary dialog boxes in-between matches.

Suezo Crazy

Fans of the *Monster Rancher* cartoon series and Playstation

Search GamePro.com

- [Free Stuff](#)
- [Letters](#)
- [Forums](#)
- [Chat](#)
- [User Reviews](#)



See a problem with the Site? [Contact Us](#)

owners dying for a video card game would do well to pick up Battle Card. It's a harmless, fun card battle that requires strategy, quick thinking, and an inexhaustible appetite for cute gladiators doing what they do best - kicking ass..

[Submit a Code!!!](#)

[Ad Information](#)

[Print Advertising](#)

[Press Releases](#)

[Subscribe](#)

[Customer Service](#)

[Jobs](#)

[About Us](#)

[Staff](#)

[The 2000 Industry White Paper](#)

[GamePro.com Privacy Statement](#)

[GamePro.com Copyright](#)



Pro Tips

Attacks that steal Guts are always useful. If your opponent is stockpiling Guts (you can tell if he goes a round or two without attacking), use these attacks to make sure his plans fall flat.



Pro Tips

Cards that up INT, POW, or both types of damage are extremely useful. Throw out one, then use an attack that damages all enemies, and the damage bonus will count on every enemy hit. Be careful, though, because the bonus counts for the opponent's attacks, too.



Monster Rancher predicts the future.



Related articles:

[First Look: Monster Rancher Battle Card](#)