



Deadly Harmony is a game designed by Dylan Green. Co-production and artwork by Zane Mankowski. A note on bold type: inside of many paragraphs you will find words in bold type. These are the vocabulary terms that are used within the context of the game. A glossary of these terms can be found at the end of these rules.

Deadly Harmony games are 20-40 minutes long under the usual two player version. Under the three and four player variants, play may last slightly longer. The game-play consists of players keeping hands of cards that represent their potential options. Players execute combat moves by playing cards simultaneously. In the midst of combat the psychological heart of the game unfolds; the players must outwit their opponent by looking for tells, bluffing, and knowing their adversary better than he knows himself.

## **Introduction**

Deadly Harmony is a game that attempts to capture the flavor of old Kung-Fu movies of the 70's and classic arcade fighting games of the early 90's. Over the course of the next few minutes you will take on the role of a fighter in a one-on-one bout of martial arts. This game is about reading your opponent, knowing what he is going to do next, and being a step ahead. So prepare yourself, lace up your gloves, and get ready to FIGHT!

## **Game Objective:**

Deadly Harmony is played in a series of rounds. During these rounds each player will choose a card from their hand, play them simultaneously, and resolve the card's effects. Each player's goal is to defeat their opponent in one of two ways: by depleting the opponent's Vitality to zero, or by gaining control of four Edge Tokens.

## **A Note on Construction:**

You will find the files needed to play the game in the Materials Section. Print out the Cards file and Characters Sheet file. To cut the cards out I recommend a paper cutter. These can usually be obtained relatively inexpensively and will serve you well for this purpose. Once you have cut the cards out I recommend placing them in plastic card sleeves and backing them with standard playing cards. This is much simpler than trying to mount the paper on cards and cheaper than printing on cardstock. I recommend the sleeves with an opaque back as this game requires all the cards be totally indistinguishable from one another.

## **Components :**

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After printing and cutting out the cards you should have the following components:

9 Fierce Strike Cards.  
 9 Quick Strike Cards  
 9 Rest Cards  
 9 Throw Cards  
 9 Parry Cards  
 18 Miss Cards  
 7 Character sheets.  
 7 Character Special Move Cards

You will also need some stackable tokens of some sort. Poker chips work great. Pennies will also work. You'll need 30-50. Though it is not necessary, getting chips in 4 colors (red for Vitality, white for Qi, blue for Edge Tokens, and green for Rhythm) does make things easier.

## Playing the Game:

The game is played over a series of several turns, with each turn being played the same way. Players choose cards from their hands, place them face down onto the table, simultaneously turn them over, and resolve the interaction of the cards effects. There are 4 types of cards: Strike, Parry, Throw and Rest. Each of these cards has its own abilities. Each card is balanced with a card that that is can overpower, and a card which has an advantage over it (like rock-paper-scissors). Strike allows you to damage your opponent, sapping his Vitality and bringing you closer to victory. Parry allows you to block your opponent's Strikes and potentially steal his energy. Throw allows the player to overcome their opponent's Parries, and take control of the fight, but leaves you vulnerable to his Strikes. Rests have their own unique attributes that make them valuable to play, but also dangerous.

## Character Sheets and Basic Concepts:

- 1.) **Character Sheets:** Character Sheets are representations of the various characters available to take control of over the course of the game. In the center of the character sheet is the character's portrait and name. Around the character portrait there are various numbers and spaces, all of which have bearing on different parts of play. This section explains the Character Sheet and all of its parts.
  - a. **Attributes:** Below the character portrait in the center of the Character Sheet there are a series spaces with the terms Speed, Power, Technique and Guard. These are called the Attributes. Each Attribute is a numeric representation of the character's various abilities. The various Attributes and what they mean are listed below:
    - i. **Power:** This Attribute determines how much damage your character can inflict on your opponent.
    - ii. **Speed:** This Attribute determines how fast the character's attacks are, and therefore how hard they are to block.
    - iii. **Guard:** This Attribute determines the character's ability to deflect incoming attacks.
    - iv. **Technique:** This Attribute determines the maximum number of cards the player can have in their hand.

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- b. **Qi Pools:** Around the outside character portrait and Attributes are circular spaces called Qi Pools. Qi Pools are used to keep track of the ebb and flow of **Qi**. Over the course of the game players will move tokens clockwise around this circle to represent the flow of Qi within their character. Each player starts with ten Qi, five in each of the pools marked Available.
- i. Qi: Qi is the energy used to pay the cost to put cards in play. Qi is represented by the tokens which are placed on the Character Sheet inside of the Qi Pools. When you play a card you must pay the cost, listed in the top left corner of the card, by moving tokens clockwise from the Available Pool to either the Exhausted Pool or Burned Pool as required by the Card. Qi comes in two types, Yin and Yang. Different Cards cost varying amounts of the two types of energy. How much Qi a player has available to them at any given time will change over the course of the game. At the start of the player's turn all tokens in all of the pools, except the Available Pools, will move one step clockwise. The practical up shot of this is that when a player spends Qi of one type it will, after a 2-3 turn delay, become Qi of the other type.



A Strike Card demands a player Exhaust 2 Yang. To do this Player A moves 2 Tokens from the Available Yang Pool along the blue arrow to the Exhausted Yin Pool. If Player A was required to Burn Yang he would have moved tokens from the Available Yang Pool along the red arrow to the Burned Yin Pool.

- c. On the Right hand side of the Character Sheet is a golden Circle marked Vitality. Inside of this circle is a smaller circle that has a number in it. At the start of the game each player will receive a number of tokens to place in the circle equal this number. These are called **Vitality Tokens**. Vitality Tokens represent a character's life force. Over the course of the game the number of Vitality Tokens a player has will fluctuate. Whenever a player is unable to block an attack from an opponent (see Strike Pg. 4) they will lose a number of Vitality Tokens. If at any time a player ever has zero Vitality Tokens they have lost the game.
- d. Edge: Below the circle marked Vitality is a circle marked Edge. At the start of the game each player will receive two tokens to place in the circle marked Edge. These are called **Edge Tokens**. Edge Tokens represent how much control over the fight a player has. As play continues players will struggle to steal Edge tokens from their opponent. If at any

- time a player has four Edge Tokens they win the game.
- e. **Rhythm:** To the left of circle marked Edge is a circle marked Rhythm. At the start of the game neither player will have any Rhythm. Over the course of the game, when a player loses Vitality tokens, they may receive Rhythm. When this happens a player will place tokens on this space. Tokens in this space are called Rhythm Tokens. If a player has Rhythm Tokens in their possession, they may use Rhythm, instead of Yin or Yang, to pay any cost demanded at any time, by any Card. When a player uses Rhythm to pay a cost they simply remove the Rhythm Tokens from their character sheet and place them off to the side of the play area.

## The Cards:

This section details the various cards in the game. These cards will make up the players hands. The special move cards are unique, and have the words “Special Move” printed on them so the players can differentiate them. Each character in the game has one special move card that their player will receive at the beginning of the game when they choose their character. The Miss Cards are only used when one player has played a Strike Card. For the rest of the game they should remain off to the side of the play area.

- 1.) **Strike:** The Strike Card represents the player's character making an attack on their opponent. When a player plays a Strike Card they are trying to damage their opponent. A successful Strike will cause the opponent to lose Vitality Tokens. The number of Vitality Tokens lost is equal to the attacking characters Power attribute, though it may sometimes be more or less depending on circumstances. Whenever one player makes an attack on another, the target of the attack is given a chance to defend themselves. To resolve whether or not a Strike deals damage the players must perform a **Strike Check**.
  - i. To resolve a Strike the player who played it must take the Strike Card and a number of the **Miss** Cards equal to their character's Speed. The player then shuffles these cards, while being careful to keep track of where the Strike Card is. The player then places all of these cards face down, on the table, in such a way that none of the cards are stacked on top of each other, once again keeping track of the Strike Card's position. The defending player now must turn over a number of cards equal to their character's Guard Attribute. Their goal is to find the Strike Card that is hidden among all of the cards that are face down on the table. If they turn over the Strike Card the attack has been **Blocked**. This means that they lose no Vitality Tokens. If they turn over all of the Cards they are allotted by their Guard attribute without finding the Strike Card, then they have failed to Block the attack. The attacking player must show the other player where it was hidden. They must turn over one card. That card must be the Strike Card. *If an attacker cannot show their opponent where the Strike Card is hidden on the first try the Strike Card fails entirely and no damage is dealt.* After the Strike Check is preformed, the Miss Cards are returned to the side of the play area and the cards the players played returned to their hands.

1. Example: Player A plays a Quick Strike. His character's Speed is 5, and a Quick Strike grants a +2 Speed Modifier, so he takes 7 of the Miss Cards (5 for his character's Speed and 2 for the Quick Strike's Speed Modifier). He shuffles these cards, and the Quick Strike Card, below the table,

careful to keep track of where the Strike Card is located among all of the Miss Cards. Finally when they are shuffled up enough Player A places the Cards, face down, on the table in front of Player B. Player B's Guard Attribute is 2, so he only gets to turn over 2 of the 8 cards. Player B thinks back on Player A's patterns for hiding the Strike Card. He knows that the last two turns Player A hid the Card on one end of the line of face down Cards. With this information in mind he begins waving his hand over the face down Cards while watching Player A's face for some sort of tell. As his hand passes over the middle he sees Player A's eyes tighten, just a bit, but he keeps his hand moving. Was that a tell? Was that a bluff? Moving his hand back over the middle, again, Player A's eyes tighten up. Player B takes a chance, and turns over the middle Card. Crap, it's a Miss Card! But Player A's glanced towards the left end of the Cards after Player B had revealed the middle Card. Going on a gut instinct, Player B goes for the Card on the far left. Success! He has found the Strike Card and Blocked the attack!



A. Player A takes 7 of the Miss Cards (5 for his Speed Attributes and 2 for the Speed modifier of the Quick Strike). He shuffles these together with the Quick Strike Card and lays all 8 of the cards face down on the table.



B. Player B has a Guard (GRD) Attribute of 2 so he gets to turn over 2 of the face down cards. His goal is to find the Strike Card and Block the attack. First he turns over one of the middle cards. Unfortunately it is one of the Miss Cards.



C. Player B is allowed to turn over 1 more card. On a hunch he decides to turn over the card on the left. Success! He turns over the Strike card and in doing so Blocks the attack. If Player B had been unable to find the Strike Card, Player A would have had to reveal it's location by turning over 1, and only one, card, the Strike Card. If Player A fails to reveal the Strike card on the first try, the Strike fails and deals no damage.

- 2.) There are two kinds of Strike Cards: Quick Strikes and Fierce Strikes. Quick Strikes grant players a +2 bonus to Speed (the **Speed Modifier**) making a Strike harder to Block. Fierce Strikes grant a +2 bonus to Power (the **Power Modifier**), causing a strike to deal more damage.
- 3.) Strike Cards allow a player to Burn Yang to increase the Power of the player's character until the end of the turn. Doing so will increase the damage of a player's attack. This increases a character's Power Attribute and is not considered a Power Modifier. To Burn Yang a player must take Qi from their Available Yang Pool and move it to their Burned Yin Pool after both players reveal their Cards (the start of the Play

Phase). This burned Yang must be paid in addition the card's regular cost. While this will increase damage from your attack on a 1-to-1 basis, it will also cause the that has been burned to not become available again for an additional turn!

- 4.) Strike Cards allow a player to Burn Yin to inflict Stun, in addition to damage, with a successful strike. For every point of Stun inflicted on an opponent, they must randomly discard one Card from their hand. To do this a player presents their hand face down to their opponent. The opponent then removes the proper number of cards from the player's hand without looking at them. These cards are shuffled and placed face down off to the side of their owner's character sheet, in what is called the **Stun Pile**. At the start of each turn both players draw one random card (chosen by their opponent) from the Stun Pile back into their hand.
- 2.) **Parry**: The Parry Card increases the player's Guard attribute to 5 until the end of the turn. It also prevents you from suffering Stun. In addition to these benefits, if a player Blocks an opponent's attack with a Parry Card, all of the Yang and/or Rhythm used to pay for the Strike (Exhausted *and* Burned) is taken from the attacker and placed in the defender's Burned Qi Pools. Qi captured in this way can be divided up and placed in either or both of the Burned Qi Pools at the defenders discretion. Rhythm stolen in this manner is placed in the Rhythm area of the Character Sheet.
- 1.) Example: Player A plays a Quick Strike Card (cost: Exhaust 2 Yang) and Player B plays a Parry Card (cost: Exhaust 1 Yin and 1 Yang). When resolving the Strike, Player B turns over 5 of the Cards that the Players A placed face down on the table (see Strike Check Pg. 3). During the Strike Check Player B is able to Block the attack; thus Player B suffers no damage and captures the Qi that Player A used to pay for his Strike Card. He chooses to place it in his Exhausted Yin Pool. This energy has become Player B's to use as they see fit and follows all of the rules associated with Qi as normal.
- 3.) **Rest**: Rest represents the player's character giving ground in order to take a breath, or re-orient themselves. When you play a rest Card you perform the following actions:
- 1.) Draw all cards in your Stun Pile: If you have any cards in your Stun Pile, place them in your hand.
  - 2.) Refresh Qi Pools: Players move all Qi in all of the pools, except the Available Pools, one step clockwise. (see Pg. 8 for example)
  - 3.) Re-arrange your Available Yin and Available Yang as you see fit: Player may move any number of tokens from one of the Available Qi Pools to the other.
  - 4.) Gain 1 Rhythm. Take 1 token from the pile of unused tokens, and place it in the Rhythm area of the Character Sheet.
  - 5.) Gain 3 Vitality. Player takes 3 tokens from the pile of unused tokens and places them on the Vitality area of their Character Sheet. A player can never have more Vitality Tokens than the number listed on their Character's Vitality (Vit) attribute on the character sheet.
  - 6.) Note: the actions of a Rest Card are always resolved *before* the actions on any other Card!
- 4.) **Throw**: The Throw Card allows players to take control of Edge Tokens, which represent the upper hand in the fight. If a player plays a Throw and their opponent plays either a Parry or a Rest Then the player who played the Throw takes one of the other player's Edge Tokens. If one of the players has four Edge Tokens they win the game.
- 1.) Example: Player A plays a Parry Player B plays a Throw. Throw beats Parry and Rest; therefore Player B takes one of Player A's Edge Tokens. If at this time Player B had four Edge Tokens he would win the game.

- 5.) **Miss:** Miss Cards form their own deck which is placed off to the side until a player plays a Strike Card (see Strike Check. Pg. 4)
- 6.) **Special Moves:** Each of the Special Moves has its own abilities. Each Card is unique and each is associated with one of the characters. When a player selects their character at the start of the game they should take the Special Move Card associated with that character and follow the instructions printed on it. The Special Moves that exist thus far, their effects, and examples of how they work in play can be found in Appendix A.

## Game Set Up:

- 1.) Each player chooses a character sheet and its appropriate Special Moves card.
- 2.) Place the remaining Special Move Cards and character sheets off to the side, they will not be needed.
- 3.) Each player places five tokens in each of the Available Yin and Available Yang spaces on their Character Sheet.
- 4.) Each player should then take a number of tokens equal to the Vitality (Vit) Attribute listed on their character sheet, place them on the space marked Vitality.
- 5.) Each player should then place 2 tokens in the space marked Edge on their character sheet.
- 6.) Place the remaining tokens off to the side where both players can reach them.
- 7.) Each player may construct their hand out of Parry, Strike, Throw and Rest cards available until they have a number of cards equal to the Technique attribute printed on their character's sheet. These cards represent your character's abilities throughout the game. Every turn, when you play a card. After you have resolved the events of that turn the cards returned to your hand. If for some reason a player does not want their Special Move card they may choose not to take it and choose one of the standard cards instead.
  - a. Example: Player A, has a Technique of 6. He takes a Quick Strike, a Fierce Strike, a Rest, a Throw, and a Parry. These cards in addition to his Special Move Card bring his hand size to six, which is his character's Technique attribute. At this point he has taken all of his allotted cards and constructed his hand.
  - b. Note: A player may not have access to all of these cards at all times. When a player suffers Stun (see Strike Pg. 4) they are forced to discard cards. These discarded cards are placed off to the side of the character sheet in what is called the Stun Pile. Each turn, if a player has cards in their Stun Pile, they draw one random card from the Stun Pile and place it into their hand.

At this point the game is set up and ready to play. Next we will cover the phases of the game and what happens therein.

## The Turn Sequence:

Play in Deadly Harmony has four phases. These phases are the following:

1. **Upkeep**
2. **Play**
3. **Resolve**
4. **Regroup**

The game ends when either player has been reduced to zero Vitality Tokens, when one player

has four Edge Tokens.

## The Upkeep Phase:

On the Upkeep Phase 2 things happen:

- 1.) Players **Refresh Qi**.
  - a. At the start of the player's turn they will move any Qi *not* in the Available Pools of their Character Sheet, clockwise, one step. On the first turn this step does not happen because all of both character's Qi is already in their Available Pools. All the Qi in every pool (except the Available Pools) moves to the next pool clockwise around the circle. This is called Refreshing Qi. Remember every turn Qi that is *not* in the available pools moves *clockwise around the circle one step*.
    - i. *Example:* All of the tokens in the Pools marked "Recovering" are moved clockwise to the pools marked "Available." All of the tokens in the Pools marked "Spent" are moved clockwise to the pools marked "Recovering." All of the tokens in the Pools marked "Exhausted" are moved clockwise to the pools marked "Spent." All of the tokens in the Pools marked "Burned" are moved clockwise to the pools marked "Exhausted."
  - b. Players draw 1 random card from their Stun Pile. To do this present the cards face down to your opponent and have them pick one. That card is returned to your hand.

## The Play Phase

On the Play Phase 3 things happen.

- 1.) Players choose and play cards from their hand. This is done by choosing a card and placing it face down on the table.
- 2.) After both players have chosen their cards and placed them on the table they turn these cards over, showing their opponent what action they have chosen.
- 3.) Players pay the costs associated with their cards. These costs are listed on the top-left corner of the cards. Players pay the cost of the card they have chosen by moving Qi from the appropriate Available Pools clockwise to either the Exhausted or Burned pool, as required by the card.
  - a. *Example:* Player 1 chooses to play a Strike. He exhausts the 2 Yang required by the card by moving two tokens from his Available Yang Pool to the Exhausted Yin Pool.
  - b. It is at this time that all costs for any card must be paid. This includes costs listed as "Burn." If a player wishes to Burn extra Yang (that is above and beyond the normal cost of the strike) for extra damage this is the time that these costs are paid. The same is true of Yin that is Burned to inflict Stun.
  - c. Any time a card demands a player Exhaust/Burn "Ki" a player may Exhaust/Burn either Yin or Yang as they see fit.
  - d. Note: If at any time a player chooses to play a Card that they do not have the Qi to pay for they have preformed a **Fumble**. When a player has performed a Fumble their card has no effect, but they must pay as much of the card's cost as they can. A player who Fumbles has their Guard reduced to zero for that turn, meaning no Strike Checks are necessary. A player who Fumbles simply takes damage from their opponent's Strikes. Also if their opponent has played a Throw, they lose one Edge Token.
    - i. *Example:* Player A chooses a Quick Strike Card from his hand for his desired

action. After both he and his opponent have chosen their Cards they turn them over and pay the costs associated with them. Player A realizes at this step that he does not have the 2 Yang required to pay the cost of his chosen Card. Instead he exhausts the 1 Yang he does have and performs no action on this turn. But Player B has played a Throw this turn! This means that Player A loses one of his Edge Tokens to Player B. If Player B had four Edge Tokens at this point he would win the game.

## The Resolution Phase

During the Resolution Phase one of many things may happen. What happens is based on what Cards the players have chosen to play. Below is a list of the possible Card combinations and their various resolutions. Various Special Moves function differently than the normal Cards. In these cases follow the rules printed on the Card.

- 1.) Strike and Strike: Both players resolve Strikes as usual. The player with the most Edge Tokens resolves first. If neither player has more Edge Tokens the player with the fastest total Speed of their Strike resolves first (Speed attribute + Speed modifier). If both strikes are of the same type, player who's character has the highest Speed Attribute resolves first. If characters are still tied then the Strikes are considered simultaneous.
- 2.) Strike and Parry: Strike is resolved normally, but the defender gets to turn over 5 Cards. Whoever played the Parry Card also gains the special abilities printed on the card for that turn.
- 3.) Strike and Throw: Strike is resolved normally. Player who played Throw pays costs but gains no benefit.
- 4.) Strike and Rest: Rest resolved first then Strike resolved as normal.
- 5.) Parry and Parry: Players pay costs of Cards, but nothing else happens. Feel free to glare across the table at your opponent. Also the snarling of scathing witticisms is recommended. One player must accuse the other of having killed their master. This is required.
- 6.) Parry and Throw: The player who played the Throw Card takes one of his opponent's Edge Tokens.
- 7.) Parry and Rest: Rest is resolved first. Player who played Parry pays cost but gains no benefit.
- 8.) Throw and Throw: Players pay costs, after this the player with the most Available Yin takes one of his opponent's Edge Tokens. If players are tied for Available Yin, nothing happens.
- 9.) Throw and Rest: Rest is resolved first. The player who played the Throw Card takes one of his opponent's Edge Tokens.
- 10.) Rest and Rest: Both players perform the actions listed on the Rest Card.

At the end of the resolution phase the cards that the players have played are returned to their hand.

## The Regroup Phase:

During the Regroup phase 3 things may happen. These effects are dependent on whether or not a player suffered damage because of a strike:

- 1.) Players lose Vitality equal to the amount of damage they suffered because of attacks or other effects. Players remove a number of tokens from the space marked Vitality on their character

sheet. If a player ever has zero Vitality, they lose the game.

- 2.) A Player who loses Vitality because of a strike gains Rhythm. How much Rhythm they gain is determined by the Strike Card.
- 3.) A player who loses Vitality because of a Strike may also suffer Stun if their opponent Burned Yin to inflict Stun along with damage as the effects of a successful strike.

### **Winning the Game:**

Players continue repeating these phases, round after round until one player is reduced to 0 Vitality (Vit) or one player has control of 4 Edge Tokens.

## **Glossary**

**Attributes:** Numbers which represent a character's ability such as how fast their attacks are or how much life energy they have. (Page 2.)

**Block:** A Strike is blocked when the player targeted by the Strike turns it over during a Strike Check. A blocked strike deals no damage. (Page 4)

**Burn:** Moving Qi from the Available Pool to the Burned Pool. (Page 2)

**Character Sheet:** Sheet that represents a player's combatant in the fight. It contains all the information on that character, and has spaces on it for keeping track of Ki, Vitality, Edge, and Rhythm. (Page 2.)

**Exhaust:** Moving Qi from the Available Pool to the Exhausted Pool. (Page 2)

**Edge Tokens:** Tokens that represent which player has the advantage in the fight. Each player starts with two Edge Tokens. Each player struggles to steal these from their opponent. Players steal Edge Tokens by playing Throw Cards. If a player ever has four Edge Tokens they win the game. (Page 3.)

**Fumble:** When a player Fumbles they have chosen a card during the Play Phase that they do not have the Qi to pay for. When a player Fumbles their chosen card has no effect, their Guard is reduced to zero for that turn. If a player Fumbles and their opponent plays a Throw, the player who Fumbled loses an Edge Token to their opponent. (Page 8.)

**Guard:** Representation of a characters ability to deflect incoming attacks. See Block. (Page 2)

**Qi:** Energy used to put cards into play. Qi is represented by tokens in the Qi Pools. Players must move tokens out of the Qi Pools marked Available and into the Exhausted and/or Burned Pools to put a Card into play. Each turn, tokens that are not in the Available Pools move one step clockwise around the circle. (Page 2.)

**Qi Pools:** Areas on the character sheet used to keep track of the flow of Qi. The Available Yin and Available Yang pools are storehouses for energy, represented by tokens, that are used to pay the cost to put Cards into play. The other Qi Pools (Burned, Exhausted, Spent, and Recovering) are used to show the progression of Qi as it moves through a characters system. (Page 2.)

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**Miss:** The Miss Cards serve only one purpose, they are used for determining when a strike lands. (Page 4.)

**Parry (Card):** Parry increases a players Guard attribute to 5 and allows them to steal their opponent's Qi and/or Rhythm. (Page 6.)

**Power:** The Attribute that determines how much damage a Strike deals to an opponent. Power is representative of a characters physical strength. (Page 2)

**Power Modifier:** A number printed on Strike Cards that is added to a Character's Power when determining Strikes. (Page 5.)

**Play Phase:** The second phase of a game turn in which players choose their cards and pay their associated costs. (Page 8.)

**Rhythm Tokens:** Tokens that are given to player after receiving damage. Rhythm can be used to pay the cost of any card as if it were Yin or Yang. When used in this way the tokens are added back to the pile of un-used tokens. (Page 3.)

**Refresh Qi:** At the start of the Upkeep Phase players shift all the Qi in each pool, except the Available Pools, one step clockwise around the circle. This means that Yin that is spent to play cards eventually becomes Yang, and visa versa. (Page 7.)

**Regroup:** The final phase of a game turn in which players lose Vitality Tokens, gain Rhythm, and suffer Stun. (Page 9.)

**Resolution Phase:** The third phase of a game turn in which players, having shown each other their cards, resolve the card's interacting effects. (Page 8.)

**Rest:** Rest grants its user various benefits but makes them vulnerable to Throws. (Page 6.)

**Special Move:** One of the various cards with unique effects. Each one of the Character Sheets has an associated Special Move. At the start of the game when a player chooses their Character Sheet, they take its corresponding Special Move. (Page 6. See also Appendix A)

**Strike:** Strikes are used to damage an opponent and drain them of their Vitality Tokens. If a player ever has no Vitality Tokens then they lose the game. (Page 4.)

**Strike Check:** The system by which players determine if a Strike is successful and deals damage. (Page 4.)

**Stun:** A player may Burn Yin to inflict Stun as well as damage with a successful Strike. For each point of Stun a player suffers they must discard one card. (Page 5.)

**Stun Pile:** When a player is forced to discard cards because of Stun they are shuffled and placed off to the side of their character sheet in what is called the Stun Pile. At the start of every turn players draw one of these cards, chosen at random by their opponent, and place it into their hand. (Page 5.)

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**Speed:** The Attribute that determines how many Miss cards a player is given when performing a Strike Check. Speed is representative of how fast a character's attacks are, and therefore how hard they are to repulse. (Page 2.)

**Speed Modifier:** A number printed on Strike Cards that is added to a Character's Speed when determining Strikes. (Page 3.)

**Technique:** The Attribute that determines how many cards a player can have in their hand. Technique represents how adept at martial arts a character is. (Page 2.)

**Throw:** Throws are used to steal Edge Tokens from opponent. If a player ever has 4 Edge Tokens they win the game. (Page 6.)

**Upkeep:** The first phase of a game turn in which players Refresh Qi by moving all tokens not in the Available Qi Pools one step clockwise around the Character Sheet and draw a card from their Stun Pile if there are cards therein. (Page 7.)

**Vitality:** The Attribute that determines how many Vitality Tokens a player has. Vitality tokens represent how much life energy a character has, and therefore how much damage they can take before falling unconscious. (Page 2.)

## **Appendix A: Special Moves**

- 1.) **Special: Counter (Parry):**(Burn 3 Yang) If your opponent plays a Strike Card this turn, it has no effect and the opponent suffers 5 damage.
  - i. Example: Player A plays a Strike, Player B plays counter. Player A's Strike has no effect and Player A suffers 5 damage. Because this is a Parry type card it is vulnerable to Throws.
- 2.) **Special: Blind Fury (Rest):** (Burn 2 Yang). Set your Guard attribute to 0 for this turn. If target opponent plays a Rest this turn, it has no effect and the opponent suffers 5 damage.
  - i. Example: Player A plays Blind Fury. Player B plays a Rest. Player B's Rest has no effect and Player B suffers 5 Damage. Because this is a Rest type card, if player B had played a throw, Player A would have lost an Edge Token. In addition, this card sets the user's Guard to 0. This means that if Player B had played a Strike, no Strike Check would have been necessary. Player A would simply have to suffer the damage. Because this is a Rest type card its effects will always transpire (unless an opponent playing the same character plays the same card). It is also vulnerable to Throws.
- 3.) **Special: Nerve Strike (Rest):** (Burn 3 Ki) Turn all of cards in your opponent's Stun Pile face up. These cards remain face up until they are returned to your opponent's hand.
  - i. Example: When this card comes into play its player must burn 3 Qi. Doing so means that all of the cards in the opponent's Stun pile are turned face up. All of

these cards should remain visible until they are returned to their owner's hand. This way when your opponent chooses a card to return to your hand they know exactly what cards you have and what cards you don't and they control which cards are returned to your hand and when. Because this is a Rest type card it can be canceled by "Blind Fury" and is vulnerable to Throws.

- 4.) Special: Feint (Static): (Burn 1 Ki) During the Regroup Phase reveal this card from your hand and pay its cost and return it to your hand. Then reveal another card from your hand. If you play this second card on the next turn it has no basic cost. All its additional costs (Burn X additional Yang...) must be paid separately.
  - i. During the Regroup phase, Player A reveals Feint from his hand and pays its cost. Then he reveals a Fierce Strike from his hand. On his next turn during the Play Phase he plays the Fierce Strike card. Because of the Feint card's ability he does not have to pay the base cost of the Fierce Strike. If he decides to burn extra Yang or Rhythm for extra damage that cost must be paid in the usual manner.
- 5.) Special: Focus (Rest): (Burn 1 Ki) You gain +2 Power until the end of the next turn. This +2 bonus stacks (+2, +4, +6, etc.) for every consecutive turn you play Focus.
  - i. Player A chooses to play Focus. Therefore until his next turn he has a +2 bonus to his Power Attribute. If he were to play a Strike on his next turn, it would deal 2 additional damage. If he were to play Focus again on his next turn this would become a +4 bonus. This bonus would continue to stack until either a Strike is played (in which case the bonus is applied to damage) or another card is played (in which case the bonus is lost). Because this is a Rest type card it can be canceled by "Blind Fury" and is vulnerable to Throws.
- 6.) Special: Poison (Rest): (Burn 2 Yin) When this card comes into play place it next to your character sheet with 3 tokens on it. This card remains in play until there are no tokens on it. During your upkeep phase remove a token from this card. When you do this your opponent must either Burn 1 Qi or lose 2 Vitality. Because this is a Rest type card it can be canceled by "Blind Fury" and is vulnerable to Throws.
  - i. Player A plays Poison. He places the card on the table with 3 tokens on it. At the start of every Upkeep Phase he removes a token from it. When this token is removed Player B must either Burn 1 Ki, or lose 2 Vitality.
- 7.) Special: Grapple and Pin (Parry) (Burn 2 Yin) If your opponent plays a Strike, that card has no effect. In addition you may either switch your Edge Tokens with your opponent or your opponent suffers 4 stun.
  - i. Player A plays Grapple and Pin. Player B plays Strike. Player B's Strike has no effect. Player A may now choose to either inflict 4 Stun on Player B, or to take all of Player B's Edge Tokens and swap them with his own. He may only choose one of these effects. Because this is a Parry type card it is vulnerable to Throws.

### **Additional Rules:**

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**Variant:**

Some players have expressed a preference for starting with 8 points of Qi (4 in each of the Available Yin and Available Yang pools at the start of the game) instead of the usual 10. Some feel that this makes the game more engaging as players must pay closer attention to their Qi flow.

**3 Player Rules:**

The game play of the three player game is exactly the same as the two player game, except that instead of playing 1 opponent players must face two.

**Set up**

Follow the set up for the game as normal but make the following changes:

- 1.) Each player is given 3 Edge Tokens.
- 2.) Each player must take 1 Miss card and add it to their hand. This card does not count against a player's Technique score. That is, they must add it to their hand but they do not need to count it as a card for the purpose of building their hand at the start of the game. This Miss card in the players hand is called The Blind Spot.

**Game Play:****Upkeep Phase:**

The upkeep phase is preformed as normal.

**Play Phase:**

During the play phase, each player plays 2 cards instead of 1. These cards are placed face down on the table, with one card pointed towards each of a player's opponents. One of these two cards must be The Blind Spot.

**Resolution Phase**

When all of the players have played their cards face down, the cards are turned over and the Resolution Phase is performed. Cards are resolved based on which card is targeted toward which opponent.

**The Blind Spot:** The Blind Spot card will be played by each player, every turn. The Blind Spot card always loses every conflict. A Strike targeted at a Blind Spot automatically deals damage. A Throw targeted at a Blind Spot automatically steals an Edge Token.

**Regroup Phase:**

The Regroup Phase is resolved as normal.

**Being Eliminated from the game:**

A player is eliminated from the game when they are reduced to 0 Vitality or when they have lost all of their Edge Tokens. At this point the remaining players continue play until a winner is determined.

When a player is eliminated from the game, all of the Edge Tokens they have collected at that point are also removed from the game.

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**Winning:**

A player wins when all opponents are eliminated from the game either by being reduced to 0 Vitality or when they have no Edge Tokens.

**4 Player Rules:**

The four player game differs from the standard game and the three player game in that it is played in between 2 teams of 2 players each.

**Set up**

Follow the set up for the game as normal but make the following changes:

- 1.) Each team of 2 characters pools their life and Edge tokens together. Add the Vitality of both characters in a team together. This is the team's collective vitality. Each team is given 3 Edge tokens.
- 2.) Each player must take 1 Miss card and add it to their hand. This card does not count against a player's Technique score. That is, they must add it to their hand but they do not need to count it as a card for the purpose of building their hand at the start of the game. This Miss card in the players hand is called The Blind Spot.

**Game Play:****Upkeep Phase:**

The upkeep phase is performed as normal.

**Play Phase:**

During the play phase, each player plays 2 cards instead of 1. These cards are placed face down on the table, with one card pointed towards each of a player's on the opposing team. One of these two cards must be The Blind Spot.

**Resolution Phase**

When all of the players have played their cards face down, the cards are turned over and the Resolution Phase is performed. Cards are resolved based on which card is targeted toward which opponent.

**The Blind Spot:** The Blind Spot card will be played by each player, every turn. The Blind Spot card always loses every conflict. A Strike targeted at a Blind Spot automatically deals damage. A Throw targeted at a Blind Spot automatically steals an Edge Token.

**Regroup Phase:**

The Regroup Phase is resolved as normal.

**Winning:**

No single player is eliminated from the game. Instead a team of 2 players loses the game if they are reduced to 0 Vitality or their opponent's have control of 6 Edge tokens.

Designer Notes:

This game is dedicated to my Dad. Thanks for all those years spent listening to me rant. And to my mom for saying I was a “doer.”

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