

# How to play - Extended description rules:

## Setting up your play space:

You and your opponent each need a place for:

Your Deck of cards – these are *NOT* shuffled, they should be in a strategic order of your choosing.

A Discard pile for cards you no longer want to use this combat

A Disarm space for cards representing how much damage you've taken

An Engagement space for you and your opponent to play attack cards in a row



## Overview of game play – The order of things:

This is an overview of the process of game play – you can use this to get a sense of the order of the game and what steps are involved; we'll be describing steps in more detail further on:

1. Choose your hand of ten; organize the remainder of your deck and set your play space. You and your opponent should each have a hand of ten cards, a Deck, an identified Discard pile, a separate Disarm pile and an "out of play area".
2. Play first Engagement of up to three attack cards (place all face down, then flip each pair to resolve, one pair at a time).
3. If both players are not defeated (less than 10 cards in your disarm pile) at the end of the engagement, a player may exchange any cards in their disarm pile, for any cards in their hand.
4. At the start of the next turn, Discard any cards in your hand you don't want and then draw up to a hand of ten cards from the top of your deck.
5. Play second engagement of up to six attack cards (place all face down, then flip each pair to resolve, one pair at a time).
4. If undefeated at the end, exchange cards in your disarm pile (like step 3)
5. Discard cards in your hand and draw up to ten from deck (like step 4)
6. Play third and subsequent engagements; you can lay down as many attack cards as you have in your hand (place all face down, then flip each pair to resolve, one pair at a time).
7. Keep repeating this process until someone is defeated!

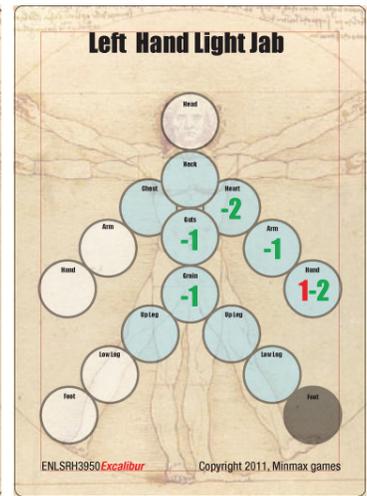
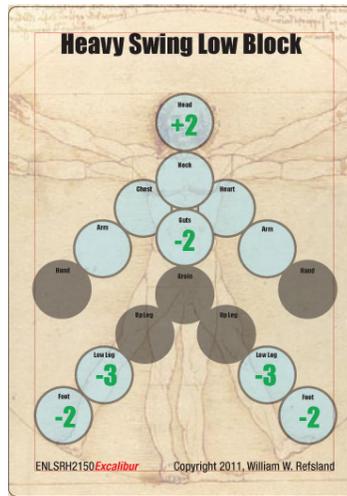
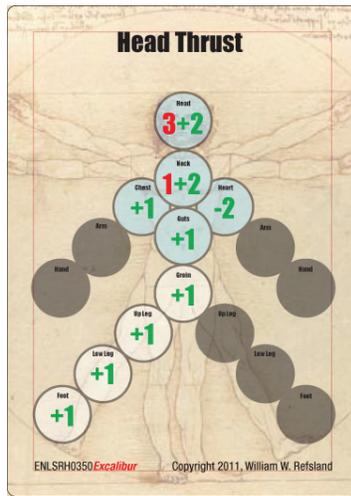
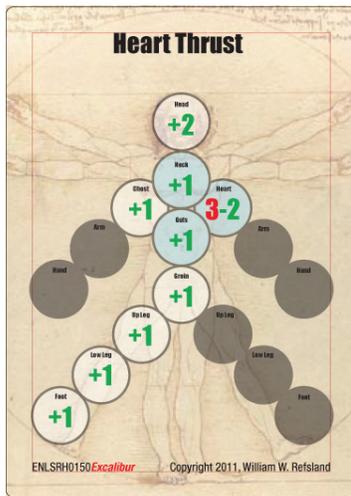
In this section we'll guide you through a more detailed description of card types, how to lay down engagements and resolve attacks... basically play the game.

## What are Attack and Form cards?

Attack cards are there to defend YOU and damage your OPPONENT; you play them face down during engagements

Attack cards give you five pieces of information:

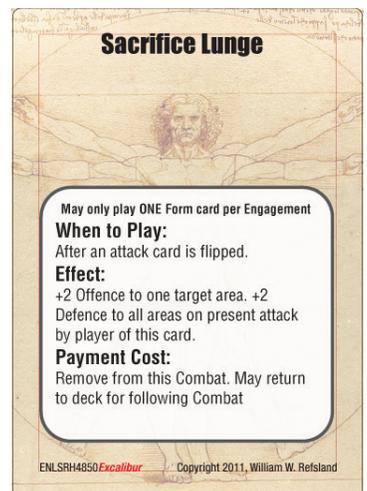
1. Where you're directing damage at your opponent - the red numbers tell you this
2. Where you're committing defenses for yourself - the negative green numbers tell you this
3. Where you're especially vulnerable to attack - the positive green numbers tell you this
4. Where your body is completely removed from attack - the shaded gray areas tell you this
5. Where your weapon can be moved to for your next attack card - the shaded blue areas tell you this



Form cards are kept in your hand and can be used to alter the outcome of attack cards during an engagement. You can only play ONE form card during any engagement and should use a "gentleman's pause" when using one.

Form cards give you three pieces of information:

1. When they can be played
2. What effect they have on an engagement
3. How much they cost to use – some cards will "pay their own cost" by being placed in the disarm pile; some will be removed from play



# How to lay down cards in engagements:

A combat is made up of a series of engagements; cards are first laid down face down, then resolved one pair at a time

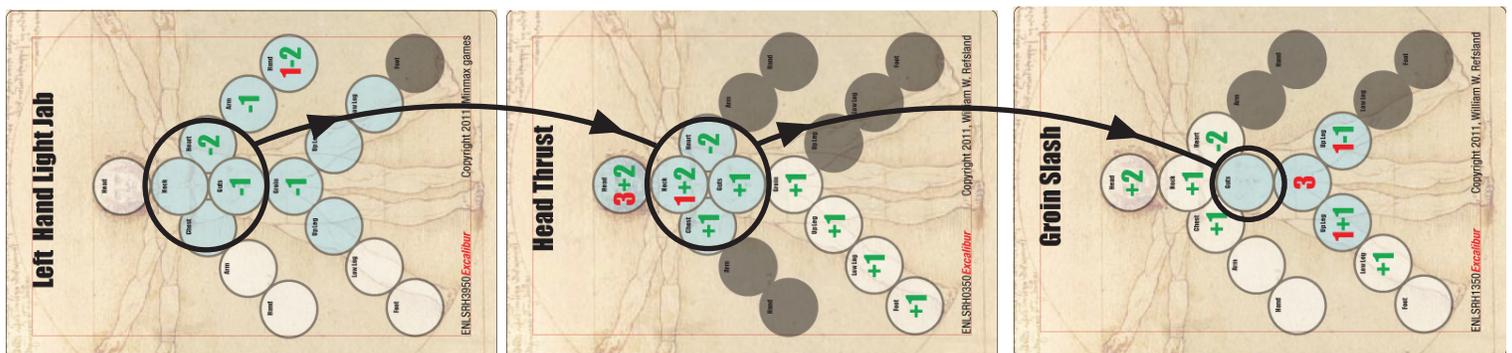
- The first engagement is played by you (and your opponent) laying down up to three cards of your choosing face down in a row. You don't have to play three cards, however if you choose to play two your opponent can play three. Cards should be played side by side and in the same order you and your opponent intend to flip them. Any attack that has no opposing card (an empty space), all areas (in the empty space) will be considered to have all "0" values in every area.
- This engagement (before flipping) would look like this:



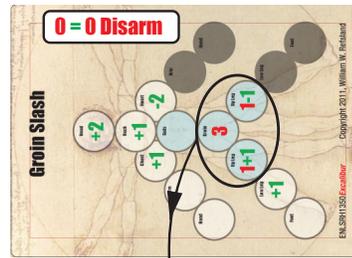
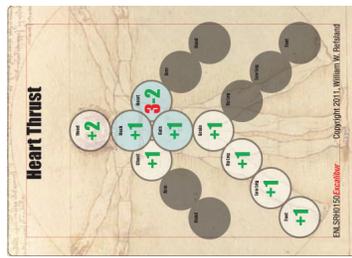
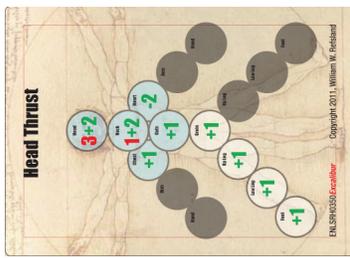
- During the second engagement up to six cards can be laid down by you and your opponent. Again, you don't have to play 6 cards, but be strategic!
- During the third and every engagement after that you and your opponent may lay down as many attack cards as are in your hand

Your engagement row can only be made up of attack cards from your hand. Although strategy should play a major role in choosing what cards to lay down, you must also make certain your cards follow weapon flow information on each card.

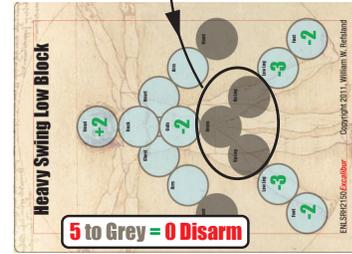
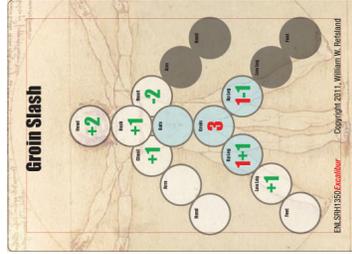
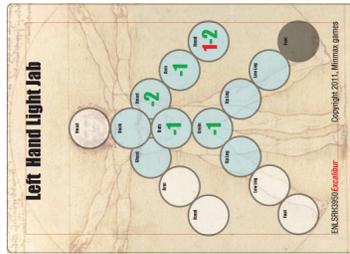
Weapon flow is shown by the shaded blue circles on each attack card. To follow weapon flow, sequential cards in an engagement must share at least one shaded blue body area (circle) in common. So card 1 and 2 must share weapon flow and card 2 and 3 must share weapon flow. Here's an example:







End of third attack flip  
**0 Disarms**  
**Total 6 Disarms**



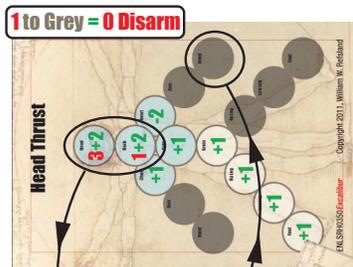
End of third attack flip  
**0 Disarms**  
**Total 5 Disarms**

To show how much damage you have, deal that number of cards off your deck and put them in your disarm pile as it occurs.

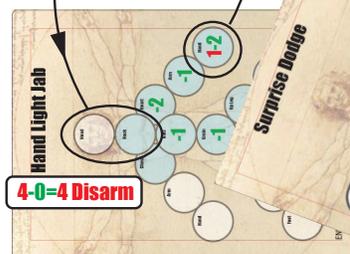
## So when do I play a form card?

Form cards are available to play from your hand (so long as you chose to include them in your hand) at the end of resolving a single pair of attack cards. Form cards alter how a pair of attack cards resolve; they do this in a variety of ways – increasing defense, changing the card played, altering attack etc.

You can play a form card following flipping attack cards but before Disarms are placed on your Disarm Pile. *Critically important to strategy* – you may only play ONE form card per engagement – so use it well and wisely. Here is an example using the previous Engagement's first attack flip:



End of first attack flip  
**0 Disarms**  
**Total 0 Disarms**



End of first attack flip  
**1 Disarm**  
**Total 1 Disarms**

**Form Card Reduces 4 to 1 Disarm**

The form card will describe what effect it has and what it costs to play. So in the example, before playing a form card you would have taken 4 damage; you think this is a horrendous number and you have a Surprise Dodge form card in your hand. You decide to play it (allowing for a gentleman's pause, your opponent passes on playing a form card). Surprise Dodge alters the your Disarm total by reducing the damage you take to 1. Based on the directions on the card, Surprise Dodge pays for itself – so it goes into your disarm pile and you and your opponent move onto the next set of attack cards in this engagement.

## So what's this gentleman's (gentlewoman's) pause?

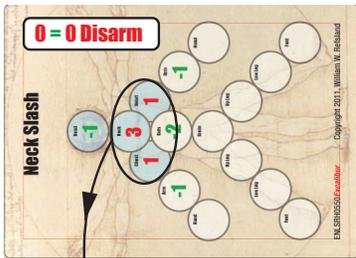
Because there are no instantaneous actions and all attacks are resolved simultaneously – there is a disadvantage to playing a form card too quickly. If you want to play a form card let your opponent know you intend to play one and give them a chance to play one as well, ideally both of you will play the card at the same time. If, for example, your opponent plays a form card without asking – you can play a form card after seeing your opponent's card – yes, you can use this information when making a decision about what to play. Both players put the form card on the card they want to effect or move at the same time. Please, no fiddlebits here, just drop the card clean and true.

## Over Parry – how attacks and defenses can affect later cards in an engagement

Over parry occurs when excessive defense from a single attack neutralizes later attacks. This is not a random occurrence and is something you should keep in mind when planning your engagements.

### Over parry can occur two ways:

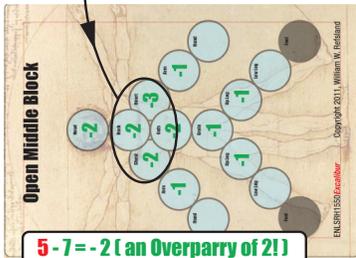
- You or your opponent has more defense than attack being directed at them. In this case, you have a defense of 7 and your opponent is only directing an attack of 5 So you have an over parry of 2.



End of first attack flip (new sample)

**0 Disarms**  
**Total 0 Disarms**

\*This overparry will negate the red values on the next 2 cards for the opponent in this sample. The green values will still be in effect.

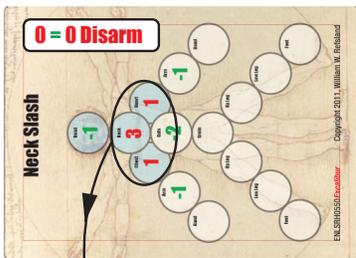


End of first attack flip (new sample)

**0 Disarm**  
**Total 0 Disarms**

When over parry of this kind happens, the excess defense (in this case 2) tells you how many of your opponent's attack cards you will ignore. Beware, over parry only eliminates your opponent's damage values (red numbers) on over parried cards – your opponent's defense values are still in place for the over-parried cards. Over parries don't continue past a given engagement.

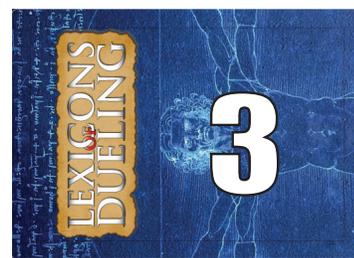
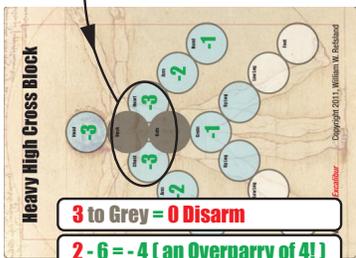
Here is an even better overparry for that attack:



End of first attack flip (new sample)

**0 Disarms**  
**Total 0 Disarms**

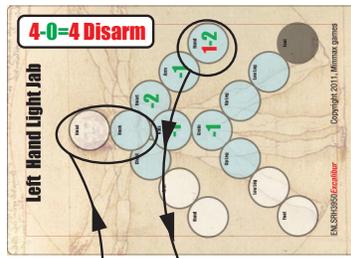
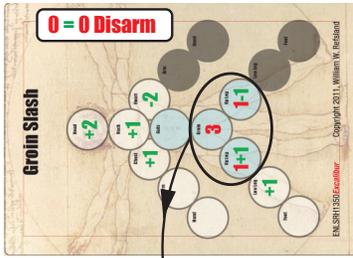
\*This overparry will negate the red values on the next 4 cards for the opponent in this Engagement. The green values will still be in effect. If this had been the 2nd or later Engagement it would have parried out to the 5th attack card!



End of first attack flip (new sample)

**0 Disarm**  
**Total 0 Disarms**

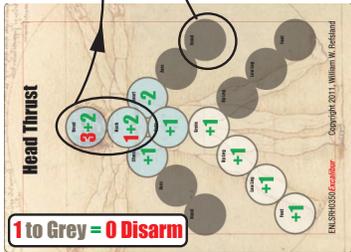
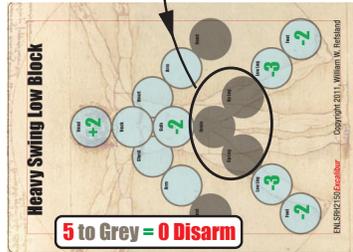
- Another way an overparry will occur is when an incoming Disarm value is reduced to 0 twice in a row, this will cause an an overparry of 1. In this sample your opponent did 0 Disarms to you twice in a row. Your opponent's next card will be parried by you.



End of second attack flip (new sample)

**4 Disarms**  
**Total 4 Disarms**

\*This overparry will negate the red values on the next card for the opponent in this sample. The green values will still be in effect.



End of second attack flip (new sample)

**0 Disarm**  
**Total 0 Disarms**

The 0-0 (two zero attacks in a row) represents if a player is being too defensive and not "engaging" the opponent with enough disarm, or if a player's style of play is figured out enough to keep the attacks at a 0 in consecutive flips.

*Remember, do not start counting a new over-parry result until the last result is completed!*

## Swapping cards to prepare for the next engagement:

Once you've completed an engagement, gather up the attack cards you used and put them back in your hand. Now you have two opportunities to adjust the contents of your hand, in order:

**First** – Examine your hand and look at the cards (if any) in your Disarm area. You may exchange, on a one for one basis, cards in your hand to retrieve cards from your disarm area. When you complete this step you have ended that engagement. Your Disarm pile must have the same amount of cards it had before the exchange before you proceed.

**Second** – At the **beginning** of a new engagement – before you lay down any attack cards – you may discard cards any cards you choose from your hand into the discard pile and draw from your deck back to a hand of 10 cards. This is why you want to organize your deck – so you can prepare to draw and change hands. Once you've completed this step, you lay down your next engagement and play proceeds from there.

## So how do I know if I've won....or lost?

When you, or your opponent have 10+ cards in your Disarm pile – you have lost. Beware, form cards often have a cost that will add cards to your disarm pile and may end your duel.

You can have a tie – both you and your opponent are disarmed to 10+ on the same card in an Attack flip. This is why many players choose to determine the true winner of a duel by playing three combats and seeing who wins more.

## Important things to remember:

- This is a game of skill not chance, so you don't have to shuffle
- A combat is what we call a game and it is made up of engagements
- There are two kinds of cards - attack cards and form cards
- When determining a winner, you usually play for 2 out of 3 combat wins
- You can only play 1 form card per any engagement!
- You win a combat if your opponent has at least ten cards in their disarm pile
- If you play a form card that moves a previously played card, it must have been a previous flip in an Engagement. Also place the card on the card you want to move, it is assumed to effect the card just flipped.
- You CAN drop a Dodge or Evade card as if you were dropping a Repeat Attack on a previous card to fake out, so long as you drop it clean and at the same time as an opponent. This is a LEGAL fake. To suddenly change your Repeat Attack drop, or delay the drop of a card at the last second so you can change out, is bad play, and will probably reduce an opponent's desire to play you again. In tournament, it will count against you. If you take part in the play of a Form card, the one you pull from your hand is the one you must play, you don't have to rush, just be a Gentleman (or Gentlewoman).

## Strategies to think about:

- Most players include 2 form cards in their hand and the majority of their hand are attack cards
- Organize your deck so you have the chance to draw cards you want; remember you can discard cards from your hand and draw cards at the beginning of each engagement
- Most form cards have a disarm cost of 1 so being at 9 Disarm is not a good time to play it.
- Think about changing strategies between Engagements and changing the cards in your hand so your opponent stays off guard.

More Tactics to come later!