

Taking of Taidian



MASTER NINE
九師父



History:

Doctor Williams, while looking for a way to use lightning as a renewable energy source discovered a way to fuse the energy with the human body, radically improving abilities of those who used his serum. Williams quickly saw the potential to help others, but he also knew that his research could be used as a weapon if it fell into the wrong hands. Williams code named his project Taidian, after the Chinese word “Power” and secretly set up a lab in northwestern Venezuela. Despite his best efforts, Williams could not keep Taidian a secret. Several governments and private organizations learned about Williams’ research and sent their best people to take the doctor and his research. Choose one of ten different characters as they fight for the control of the “Power”. Win as a team or take everything for yourself.

Set Up: Each player starts with a deck of 11 cards: 4 Coin cards, 1 Cash card, 2 Shield cards, 2 Kick cards, and 2 Punch cards. Place all remaining cards in separate stacks facing up in the middle of the table.

Each player starts with one of each of the four powering up cards: Aim, Strength, Skill and Healing. Start with the cards placed next to your character card with only the top of the cards showing.

Each player starts with one character card, 150 health points and zero energy. Use the trackers to mark your health and energy.

Character cards are chosen by the players, youngest to oldest, after shuffling the character cards face down drawing a character card at random. Alternatively, you may choose your characters, picking the one that fits your strategy.

The player with the most facial hair will start the game and play will move clockwise from there. Note: Some characters will start with more cards or energy. Check the character cards for details.

Teams:

At the beginning of the game you may form teams or you can leave the game open for in game treaties and backstabbing. Table talk is encouraged as is getting revenge.





Goal: Your goal is to be the first person or team to eliminate all opponents by killing your opponents' characters (health points at zero).

Game Play: After shuffling their cards, all players will draw the top five cards from their decks. The first player will **choose to take an upgrading turn or an attacking turn.** The first player may play all applicable cards before discarding the used and unused cards as well as any purchased cards into his or her own discard pile and drawing five new cards. Used cards go into your discard at the end of your turn.

Play will then move to the next player who will also choose an upgrading or attacking turn and follow the same steps as the first player.

Attacking Turn: On an attacking turn you may only play red attack cards. You may choose to attack one player or multiple players. Attack by laying your red attack cards in front of you and declaring which opponents are being attacked. After the attacked players subtract health points from their character, the attacker must discard all used and unused cards, and then draw five new cards. You may not play blue defense cards or black upgrading cards on an attacking turn.

The attacking player may choose to lay all attacking cards at the same time or they may play them one at a time to gauge a defender's defense. If they do so the affects will take place in the order that the cards were played.

Upgrading Turn: On an upgrading turn you may only use black energy or money cards from your hand. Use the money cards to buy cards from the stacks in the middle of the table. You may buy as many cards as you want during your turn, but they cannot be used until they have been shuffled back into your deck. You may also play energy cards from your hand. Once you have added your energy, take all used, unused, and purchased cards, and place them in your discard pile. Then, draw five new cards from your deck. You may not play any blue or red cards on an upgrading turn.



Note: With money cards, as with other cards, the cost is on the right side of the card. The value or buying power is on the left side of the card. For Cash and Gold the cost is higher than the buying power.

Defense:

You may play the blue defense cards only when your character has been attacked. Add up the number of attack points and subtract the number of defense points (You do not gain health from defense cards except for “Medics”) Play your blue defense card as soon as you are attacked and place in your discard pile after it is has been used. You will not replace the cards in your hand until after your next turn. You may choose not to use a defense card. You may not pay red or black cards when attacked.

Powering Up:

Powering Up can be a key component in your battle. Play the Bolt, Flash and Strike cards to add energy to your character. Once you have gained 10 energy points you are allowed to Power Up. If you go over ten energy points, Power Up and starting from 0 add the extra energy. To Power Up, pick one of the four power up cards and move it up to the first level. All cards with the matching symbol will have ten points added to their attack or block total. For example, if one the Power up you picked was strength, your punches are now worth 20 points of attack and your kicks are worth 15 points. You may power up three times for each card.

Structure Cards:

Green structure cards are added to your character as soon as you buy them. Structure cards will stay in play until another player plays a fire bomb card against your structure or the end of game. You may buy any number of structure cards, but you may not buy more than one of each type of structure card. If your structure is fire bombed, place the structure in your discard pile. You may add the structure as soon as it is redrawn. Because of this structure cards can never be stolen.

Special Cards:

- Any of your blue defense cards and the red First Aid card may be played to help a teammate or temporary ally.



-The Shotgun card stops any number of robbers used against you on one turn. It also does 5 points of damage anytime played during an attack.

-The 9mm and the Kick card may be played during defense or attacking to do damage to the attacker. If you “die” you may still do damage to your attacker. (Go down kicking so to speak.)

-The Shields are used to stop attacks or counter attacks they do not add health.

-The First Aid card is an attack card in that it may be played on an Attacking turn, but it is used to heal yourself or others.



-The Burn-Barrel card is used to get rid of unwanted cards from your hand. If you have the Burn-Barrel card you may use it on upgrading and attacking turns. Rather than putting the unwanted cards back into your discard pile, burn them by putting to the side and out for the rest of the game. You may not use the cards on the turn that you burn them. Also you may only burn up to two cards per turn.

-The red Poison card once played will stay in play for four rounds taking health at the beginning of each of the attacker’s turns before being put into the discard pile. It can only be stopped by an Antidote card. The Medic card may be played to counter a Poison card, but does not remove it from play. No other defense or structure cards stop the damage of the poison. If the attacker dies before the four turns are over the Poison stays active. Poison must remain on the same player for each of its active rounds. Note: Poison is an attack and allows the person being attacked to use Kicks or 9mms against their attacker, but only on the turn that it was first used against them.

-Robber cards are used without seeing the opponent’s cards. Also any attack cards that are stolen may be used that turn. Robber cards are played before any defense cards are played, allowing you to steal a 9mm or a Kick. The only exception is the Shotgun.

Character Abilities:

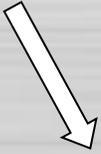
Each character has an ability that allows them to do special things or start with extra cards. Character abilities are on the bottom of the character card.





← **Power Ups**

Track poison



Track your energy



Track your health

Your character's ability.



Point Value

Power Up Icon

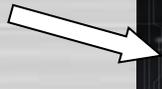
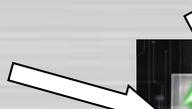
Cost

Card Background Color

Extra Info

Card type

Card Name



Lay out the cards like this on the table



Structure cards



Attack cards



Defense cards



Upgrading cards

Alternative rules:

~To encourage attacking the player who knocks out another player may take three cards of his/her choice from that knocked out player's deck and add them to their own.

~For shorter games add two more punch cards to the starting decks and/or start with only 100 health.

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