WU XING TCG

THE DEFINITIVE RULEBOOK

WHAT IS WU XING TCG?

In the world of **Invokers**, power is in your hands!

Invoke legendary creatures, unleash arcane magic, and dominate the battlefield with unique strategies. Each card is a **fragment of ancient energy,** ready to respond to your command.

Only the most cunning and powerful will ascend among the Masters of Invoking. **Are you ready to challenge your destiny?**

INITIAL SETUP

To play Wu Xing, **all you need is a deck of cards** entirely chosen by YOU and **a few tokens** to keep track of your Qi.
You can freely build your deck using any cards you want, whether from **Alpha Set or future Expansions**, for even more advanced strategies!

To start a Wu Xing match, you will need:
- **Deck**: Must contain at least **30 cards**, up to a maximum of **40**.
- **Dice**: Each player must have **5 Qi dice**.

For a more immersive experience, you can also use:
- **Playmat**: To better organize the playing field.
- **MP Die (d12)**: Useful for tracking your Marma Points.

Once both players have completed their setup, the match can begin! Each player starts with **12 Marma Points (MP)**, representing their life.
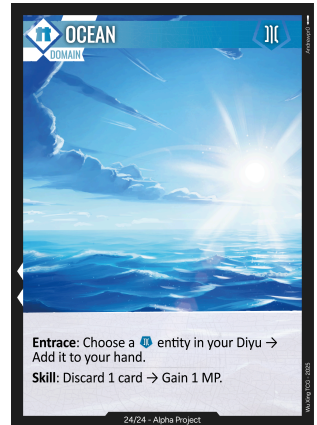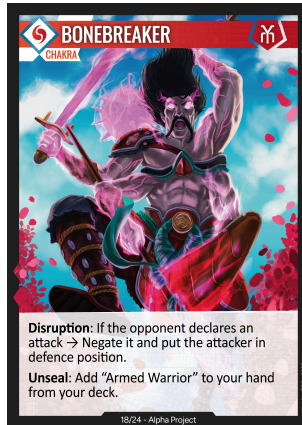
If MP reaches zero, the player loses. After shuffling their deck, each player **draws 4 cards**.

Now you're ready to play!

CARDS

In Wu Xing, there are **three types of cards** that you can use to build your deck: **Entities**, **Chakras** and **Domains**.

You can distinguish these two categories by their symbol and text in the top left corner.

All cards are associated with **one of the five Elements**. This is an important feature for deck building, as single-Element decks are not always the best!
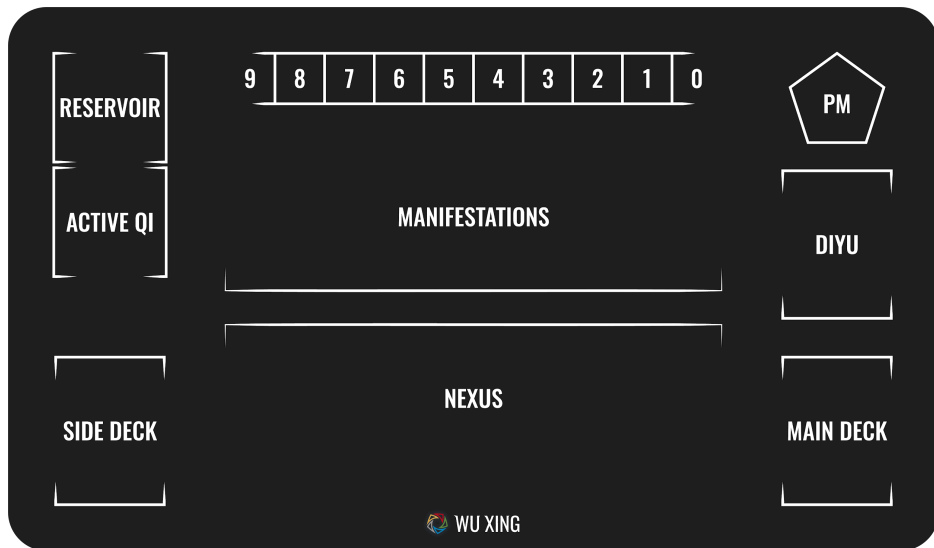
On each card, you can distinguish:

1) **Name**;
2) **Card type**: for Entities, this is the Rank;
3) **Element**: in the game there are 5:
4) **ATK** and **RES**: only for Entities;
5) **Effect**;
6) **Additional informations**;

You can easily tell the rank of the entity just by looking at the roman number on the top left of the card: **I** stands for Rank 1, **II** stands for Rank 2 and **III** for Rank 3.

PLAYFIELD

The game field is made up of different zones, each designed to hold specific components:

- **Main Deck**: the area where you place your deck.
- **Diyu**: the zone where your *discarded*, *destroyed*, or *sacrificed* cards are sent.
- **Nexus**: the area where you can place Chakras.
- **Manifestations**: the zone where you invoke your entities.
- **Release**: the area where domains are initially placed vertically, and once activated, moved to a horizontal position.
- **Reservoir**: the area where you place used Qi or Qi that has not been generated.
- **Generated**: the zone where you place Qi that you choose to generate (directly from the *Reservoir*).
- **Side Deck**: used in tournaments, this is where you keep your reserve deck.

INVOCATION

To deploy an Entity from your hand onto the field, you must first invoke it. Invocation is simple: **to invoke an Entity**, you must **sacrifice 1 Qi of its Element**.
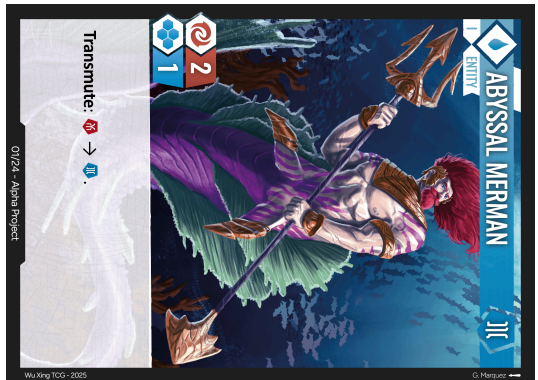
 # Example: to invoke an Earth Entity, you must sacrifice 1 Earth Qi. #

You can summon entities in two positions: *attack* or *defence,* but **always face-up**.

Entity positions **can be changed once per turn**, during either the *Main Phase* or the *Recovery Phase.*

ATTACK   DEFENCE

An Entity's unique trait is its ability to be **stacked**: a **higher-rank** Entity can be stacked **on top of 1 lower-rank** Entity.

The Entity at the top **can gain effects** from those beneath it and also determines the position of the entire stack.

 # Example, if the top Entity is in Attack Position, all Entities beneath it will share the same position. #

However, there are **some rules to follow**, based on the Entity Rank:

- **Rank 1** can be invoked directly onto the field.
- **Higher Rank** (Rank 2 and 3) must be placed on top of a lower Rank one.
    - Rank 3 → Rank 2 → Rank 1.

Remember: if a stacked Entity is destroyed, all underlying Entities are also sent to Diyu. This doesn't apply to "Return" or "Withdraw" effects: in those cases only the topmost Entity is affected.

EFFECTS

You may activate **one effect per one card per turn**. That means that you cannot activate the same effect on 2 same cards in the same turn.

Effects are divided into **active** or **passive** types. The active ones can be used only during the main steps while the passive ones, doesn't need to be activated (*Haste* and *Shell*) or they can be used in almost each moment as long as they're triggered (*Disruption*, *Entrance* and *Unseal*).

Effects are free to activate and they all have a keyword specific for their type.
- **Skill**: active type of effects that can be activated only during your turn.
- **Transmutation**: active type of effects that revolve around *transmuting* an element to another and, sometimes, with secondary effects. Activable only during your turn.
- **Disruption**: rapid effect that can be activated in response to another action, whenever you want and, if it's a Chakra, directly from your hand.
- **Shell**: passive type of effects that protects the entity against other effects and may have some secondary effects.
- **Haste**: passive type of effects that grant the entity the ability to attack all of your opponents entities during your battle phase, sometimes with secondary effects.
- **Unseal**: passive type of effects that is usable only when the Chakra is in the Diyu. Once you use it, the Chakra goes straight into the deck.
- **Entrance**: passive type of effects that triggers when a card enters the Domain.

- **Lineage**: special type of effects that it's inherited to the entities stacked on the entity that carries it. Once it's inherited, it acts as a "*Skill*".

CHAKRAS

Chakras function similarly to Entities but have a unique feature: they can be **placed face-down** in the *Nexus*. This affects when they can be activated:

- **During your turn**: if the Chakra is in your hand or has been on the field for at least two turns.
- **During the opponent's turn**: if the Chakra is already on the field.

Additionally, placed Chakras can be **activated during any phase** of either player's turn.

Exception: Chakras with the Disruption effect can be activated directly from your hand, even during the opponent's turn!

Remember: if all Nexus slots are occupied, you cannot activate any more Chakras!

DOMAINS

Domains have effects that can be used by both players, and the same goes for *Entrance*. Once the first card enters the domain, turn it horizontally. This way you mark that the domain has been used and no other cards can enter in it for free.

Effects **can only be activated during the Main Step** (either from *Awakening* or *Fading Phase*), with the exception of Disruption, which, as mentioned earlier, can be activated even during the opponent's turn.

If an effect of a placed Chakra is activated during the Battle Phase, the opponent must finish their attack if they were in the process of attacking, with the new effect applied.

In the case of a **Disruption**: if the card is placed, the situation described above applies; however, if the card is in the hand, the opponent can choose to cancel the attack.

TURN

Each turn in Wu Xing is divided into **six phases**, each playing a crucial role in the game's rhythm. Here's how it unfolds:

INITIAL PHASE

It's the first phase in the turn and it's divided in 3 steps:

- **Resonance Step**: all the effects activated in the previous turn resolve here.
- **Drawing Step**: start the turn by drawing a card from the top of your deck.
- **Generation Step**: you can generate 1 Qi of an element of your choice, essential for using your cards. The maximum amount is 5. When you reach the full capacity, you can transmute them instead of generating new ones.

You may not activate any effect during the *Initial Phase*.

AWAKENING PHASE

It's most in important phase in the turn, where you can set up your strategy and its divided in 2 steps:

- **Intent Step**: in this step you or your opponent can activate effects before entering the main step. Here you may not activate active effects, except for positioned Chakras and Disruption.
- **Main Step**: is the step in which you can
  - Invoke Entities.
  - Place Chakra and Domains.
  - Activate various effects.
  - Deconstructing cards.

After this phase, you can choose to move to the Battle Phase, the Fading Phase, or end the turn.

Remember: the main steps are the only moments in which you can activate *active* effects.

BATTLE PHASE

If you want to attack the opponent's Entities, you enter the Battle Phase, which is divided into 3 steps:
- **Choice Step**: select one of your active Entities as the attacker and choose which opposing Entity to attack.
- **Attack Step**: the attack takes place: the attacker and the target clash and take the corresponding damage.
- **End of battle**: the attacking Entity exhausts its strength and can no longer attack during this turn.

If you have other Entities still able to attack, you can declare additional attacks.

FADING PHASE

This phase allows you to make final strategic moves before ending the turn. It's divided in 2 substeps:
- **Recovery Step**: where each player gains back Qi for each of its destroyed entities.
- **Main Step**: similar to the one in the *Awakening Phase* you can:
  - Invoke Entities if you have enough Qi.
  - Place Chakras or Domains.
  - Activate various effects.
  - Prepare the field for the next turn.

Effects activated during this phase are resolved before moving on to the Final Phase.

ENDING PHASE

This phase marks the **end of the turn** and it passes to the opponent.

Furthermore, if you have more than 5 cards in your hand, you must discard the exceeding cards.
Here can be activated positioned Chakras and Disruption effects.

In the first turn the first player:
- **Cannot draw** in the Draw Phase.
- **Cannot declare attacks** in the Battle Phase.

This rule ensures balance between players and prevents excessive advantages for the player going first.

QI

Qi are the ancestral energy that fuels your actions in the game, allowing you to invoke Entities and use Chakra.

There are **five Qi Elements**, each with unique characteristics:
- Water
- Fire
- Wood
- Metal
- Earth

Entities, Chakras and Domains are made of ancestral energy, and every time one of yours is destroyed by your opponent and sent to the Diyu, you are entitled to **1 Qi of the element of that card**.

DECONSTRUCTING

This mechanic allows players to transform their **cards back into Qi**. You may do this with Entities, Chakras and Domains, as long as they are on your field.

If you are deconstructing a stacked entity, you deconstruct only the topmost one.

Deconstructing may also be rapid, which means you can do that during any phase you want, but there are a couple of limitations:
- If the **entity is targeted by an effect**, you cannot do it.
- If activated **during the Battle Phase**, the opponent can choose to cancel the attack.

Stacked Entities: if you are dismantling a stacked Entity, you receive 1 Qi only for the topmost Entity in the stack, and the Entities below remain in the Manifestations.

BATTLE

The battle is done during the battle phase and involves an *attacker* fighting against a *defender*.

Based on the position of the card we're going to consider one of the 2 stats: ATK (red) if it's in *attack* position, or RES (blue) if it's in *defence* position.

We will have these 4 outcomes for the battle and damages are always calculated as higher stat - lower stat:
- **Attacker's ATK > Defender's ATK**: the *defender* is destroyed and the opponent takes damage.
- **Attacker's ATK < Defender's ATK**: the *attacker* is destroyed and you take damage.
- **Attacker's ATK > Defender's RES**: the *defender* is destroyed but no one takes damage.
- **Attacker's ATK < Defender's RES**: you take damage but no card is destroyed and *defender* loses RES equal to *attacker's* ATK until the end of the turn.

HEAVY BLOCK

There's also **Heavy Block**, which is a mechanic that permits a player under a direct attack to negate it.
In order to do it he must sacrifice 1 Qi of the same element of the attacker.

PULSE

When 2 or more effects overlap, they generate the "Pulse". One player may generate it alone.

The resolution of the pulse of effects is in the **opposite** order of activation. If an effect negates a previous effect, it is no longer applied.

GLOSSARY

Direct Attack: an attack that directly damages the opponent's Marma Points (MP).

Discarding: sending one or more cards from your hand to Diyu.

Destroy: send a card to the Diyu as a result of an effect or an attack.

Draw: add a card from the top of the deck to your hand.

Take a Card from the Deck: whenever you take a card, you must reveal it and then shuffle the deck.

Put Back: put a card back into the deck and then shuffle it. On a stack it affects only the top-most entity.

Withdraw: take a card from the field and return it to your hand. On a stack it affects only the top-most entity.

Sacrificing: using the required Qi to activate an effect.