

WU XING TCG

THE CONDENSED RULEBOOK

WHAT IS WU XING TCG?

Wu Xing TCG is a brand-new Trading Card Game based on the Chinese philosophy of *Wu Xing*.

The game is a monster battle where the goal is to reduce your opponent's life total, appropriately called *Marma*, to 0.

At the start of each game, each player begins with **12 Marma Points** (MP).

To play, all you need is a deck of **30 to 40 cards**, with a maximum of **3 copies** of each card.

INITIAL SETUP

Shuffle your deck and draw 4 cards from the top. Then set your MP to 12 and place all of your Qi in the reservoir.

PLAYING THE GAME

Each of your turn you do the following things:

- Draw 1 card from the deck
- Generate 1 Qi (needed to play cards)
- Playing cards (invoking entities and/or activate effects)
- Fight against your opponent

The only **exception** is the **first player first turn**, in which you can neither draw a card nor attack.

USING QI

Qi is everything you need to play your card. Each card costs only 1 Qi of their element (among Fire, Wood, Earth, Water and Metal) and as long as you have Qi you can play any card you want.

To invoke *Entities* you have to pay 1 Qi of their elements to play them on *Manifestations* zone and follow these rules based on their rank:

- **Rank 1:** you can play this card directly from your hand.
- **Rank 2 or higher:** you can't play this card directly on the field, instead you must place this card on top of a card with a Rank lower than that card.

You can invoke your entities in 2 positions: **attack** (vertical position) or **defence** (horizontal position). Keep in mind that you can change

your entities' position once per turn (starting from the turn after the invocation).

Then there are *Chakras*, and you can use them in 2 ways, but in each case they must be face up to activate their effects and, to accomplish that, you have to pay 1 Qi of their element:

- **During your turn**, directly from your hand by placing them face up in the *Nexus*.
- **From your opponent's turn**, by placing them face down in the *Nexus* and revealing them face up when you wanna play them.

Just keep in mind that you always need a free space in the *Nexus* to play a new Chakra and, once it's full, you can play any of them.

There are also *Domains*, cards that grant elemental affinities to your entities. To play a domain you have to pay 1 Qi of its element and place it between your and your opponent field:

- **Domains are shared** between the 2 players and they activate when the first card in their zone steps in.
- When a card enters the domain, **you turn it sideways** and its "Entrance" effects apply and that entity can be played there without paying a Qi.
- When there are no more cards in the domain, it **returns in a vertical position**, resetting the circle.

You can also negate your opponent's *direct attacks* by using "**Heavy Block**", a technique that requires you to sacrifice a Qi of the same element of the entity that's attacking you to negate its attack.

Attention: every time one of your cards is *Destroyed* and sent to the *Diyu*, you gain 1 Qi of its element back. This apply for every type of card, Chakras and Domains included.

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 free to activate and they all have a keyword specific for their type.

- **Skills:** active type of effects that can be activated only during your turn.
- **Transmutations:** 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. Always active.
- **Haste:** passive type of effects that grant the entity to attack all of your opponents entities during your battle phase, sometimes with secondary effects. Always active.
- **Unseal:** passive type of effects that is usable only when the Chakra is in the Diyu. Always active and, once you use it, the Chakra goes straight into the deck.
- **Entrance:** passive type of effects that triggers when a card enters the Domain. Always active.
- **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".

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.

TURN

The turn is made by 6 phases:

- **Drawing phase**, in which you draw 1 card from the deck.
- **Generation phase**, in which you generate 1 Qi (by moving it from the reservoir to the active Qi zone)
- **Main phase**, where you can activate effects and invoke entities.
- **Battle phase**, where you battle against your opponent, and it's further subdivided into 3 phases: choice, attack and damage.
- **Recovery phase**, where each player gets back 1 Qi for each of their destroyed entities and then it acts as a second main phase.
- **End phase**, transition between your turn and your opponent's one.

Limitations apply only during the first player first turn.

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.
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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.

PULSE

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

The resolution of the pulse 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.