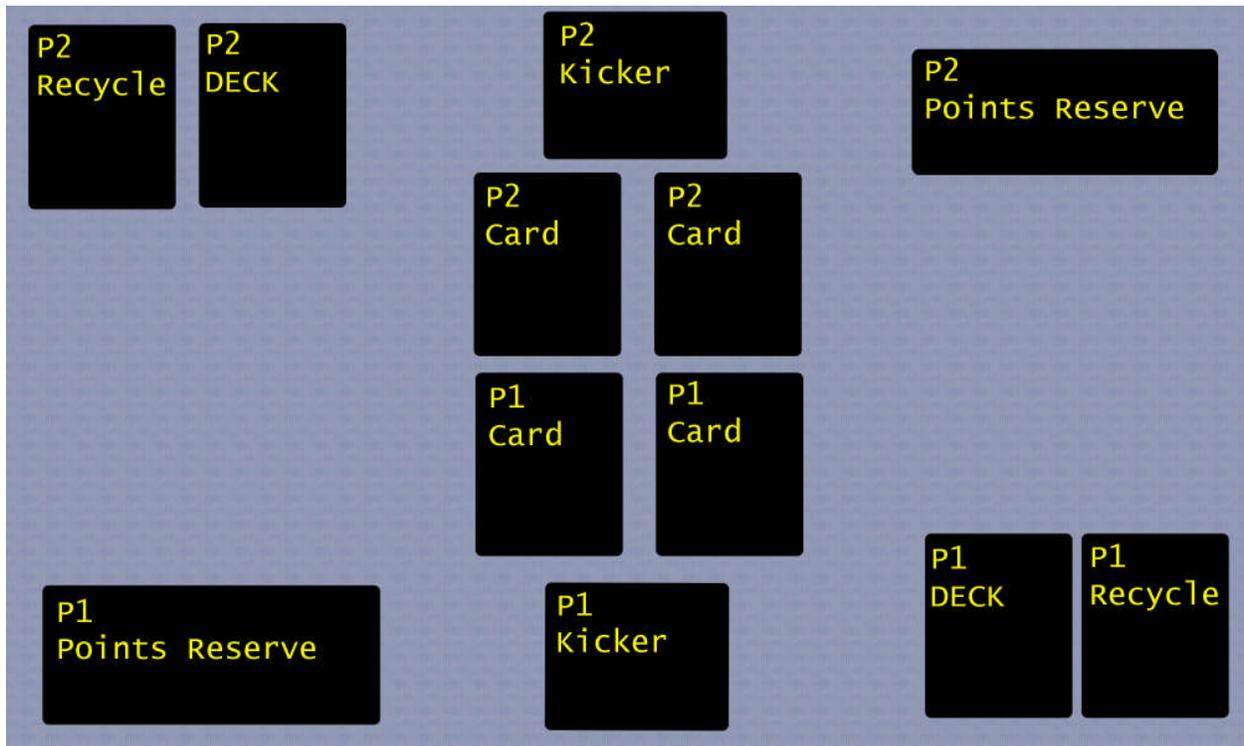


DOJO DUEL

- Overview

Dojo Duel is a Power Card game that may be played by two players. The object of the game is to reduce the opposing player's "points" to 0. Players accomplish this by pitting cards' yin and yang values against one another.

- Setup



- *Deck:* A player's deck, which is located to the right of the player, may consist of as many as 40 cards (all face down), but requires at least 15 to play. Players "draw" cards from the deck during the draw phase. If the deck runs out of cards, "recycled" cards are shuffled, creating a new deck to draw from.

- *Recycle:* The cards that a player has used (and is not currently on the field or kicker areas) are placed into this pile face up, to the right side of the deck. These cards are shuffled into a new deck, if the current deck is depleted.

- *Field:* Up to two cards are placed face up on the field every turn, these cards determine how the game plays out. The field is located just to the left of the player's deck.

- *Kicker*: A special card placed face down and horizontally below the field cards. Kickers work as a strategy point, placing an unknown variable on the field for the player to activate at will, a kicker may only be used once a game.

- *Points Reserve*: A place on the mat for a player to keep a counting device, such as a 20 sided dice, calculator, or piece of paper and pencil. Each player starts with 20 points.

- **Phases**

- *The Setup*: At the beginning of the game, each player will shuffle their deck, and place it face down on the right side of the game area. This phase is only done once at the beginning of a game. Recycle piles may be reshuffled and create new decks, when the deck is depleted.

- *The Draw*: This phase is done by all players at the same time. Each player will draw from the deck until they have a hand of 5 cards. Upon the game's first draw phase, players will place a card from their hand face down in the kicker area, they may then draw an additional card.

- *The Turn*: Given that players have decided (through rock, paper, scissors, or a coin toss) on who will "go first", they are given the first Turn phase. A Turn is for a single player to complete, while the opposing player is on the receiving end. The opposing player must hold their cards in front of them, fanned out, with the card's back to the initiating player. The initiator points to a card of his choice, in the opposing player's hand. The opposing player then places that card face up on his side of the gaming area. The Turning player then selects a card from his own hand to counter what was just placed on the board, this card is placed face up in front of the opponent's card.

After the first player completes his Turn, the opposing player then acts out a Turn of his own, this second card will take its place next to the cards of the first Turn.

- *The Round*: After both Turns are completed, players' total card Yin and Yang values are compared. If a player's Yang is higher than the opponent's Yin, that player's points are reduced by the difference in values. Yang which is less than or equal to the opponent's Yin takes no points.

- *The Kicker*: During the round, a player may reveal his kicker card to the opponent, this acts as an additional Yin cushion, reducing any point loss received by the player. In addition, its Yang value also counts against an opponent's Yin value.

- *The Clean*: Any cards on the field, and revealed kickers are placed into the respective players' recycle piles. (Unplayed kickers remain face down and untouched.) After the Clean, players repeat the cycle starting from the *Draw* phase.