

Van Street Media

Card game instruction Manual

Pg. 2- Yokai Row

Pg. 3- 4 Beasts

Pg. 4- En Garde

Pg. 5- Hit, Block, Throw



How to Play:

This game is for 2-5 players. There are cards numbered 1-5 featuring different yokai. There are 16 cards numbered 5 featuring a bakeneko, 14 cards numbered 4 featuring a kappa, 12 numbered 3 featuring a kitsune, 10 cards numbered 2 featuring a tengu, and 8 cards numbered 1 featuring an oni, for a total of 60 cards. The deck will be shuffled and each player will receive 5 cards. One card will be flipped from the top of the deck and players will then play 1 card face down in the sequence 5-4-3-2-1 starting with the number of the card that was flipped from the top of the deck until no cards remain in their hand. If at any point a player feels like another player is lying they can shout, "Yokai"! When a player shouts Yokai the last card played will be flipped face up. If the accuser is right the accused must draw 5 cards from the deck. If the accuser is wrong they must draw 5 cards from the deck. After any accusation a new card will be flipped from the top of the deck to start the sequence over. If a player doesn't want to risk lying they must draw 2 cards and their turn is skipped. The first player to clear their hand wins.



How to Play:

In this game there are 4 basic suits of cards, and there are 16 cards in each suit. Additionally there is one special suit consisting of 8 cards, for a total of 72 cards in the deck. The basic suits show Genbu: Tortoise and snake, Seiryu: Azure Dragon, Byakko: White Tiger, and Suzaku: Vermillion Bird. The special suit is Yin-Yang. This game can be played by 2-4 players. Each player will be dealt 12 cards. The player who goes first each turn will rotate. Each player must match the suit of the person who plays a card first each turn. A Yin-Yang should only be played if a player cannot match another suit. If it is a player's turn and they only have Yin-Yangs in their hand, they may play it, but all other players can play any card on top of it. If you finish with a Yin-Yang you must draw 2 cards from the deck. Cards are discarded at the end of each turn, if the deck ever runs out of cards, shuffle the discard pile back in. If all a player's Yin-Yangs are used up and they cannot match a suit they must draw 1 card. Drawn cards cannot be used on the same turn they are drawn. On any turn where another player has to draw, the player who played first that turn may play first again. The first player to run out of cards wins. If 2 or more players finish on the same turn, each player that finished must draw 2 cards.

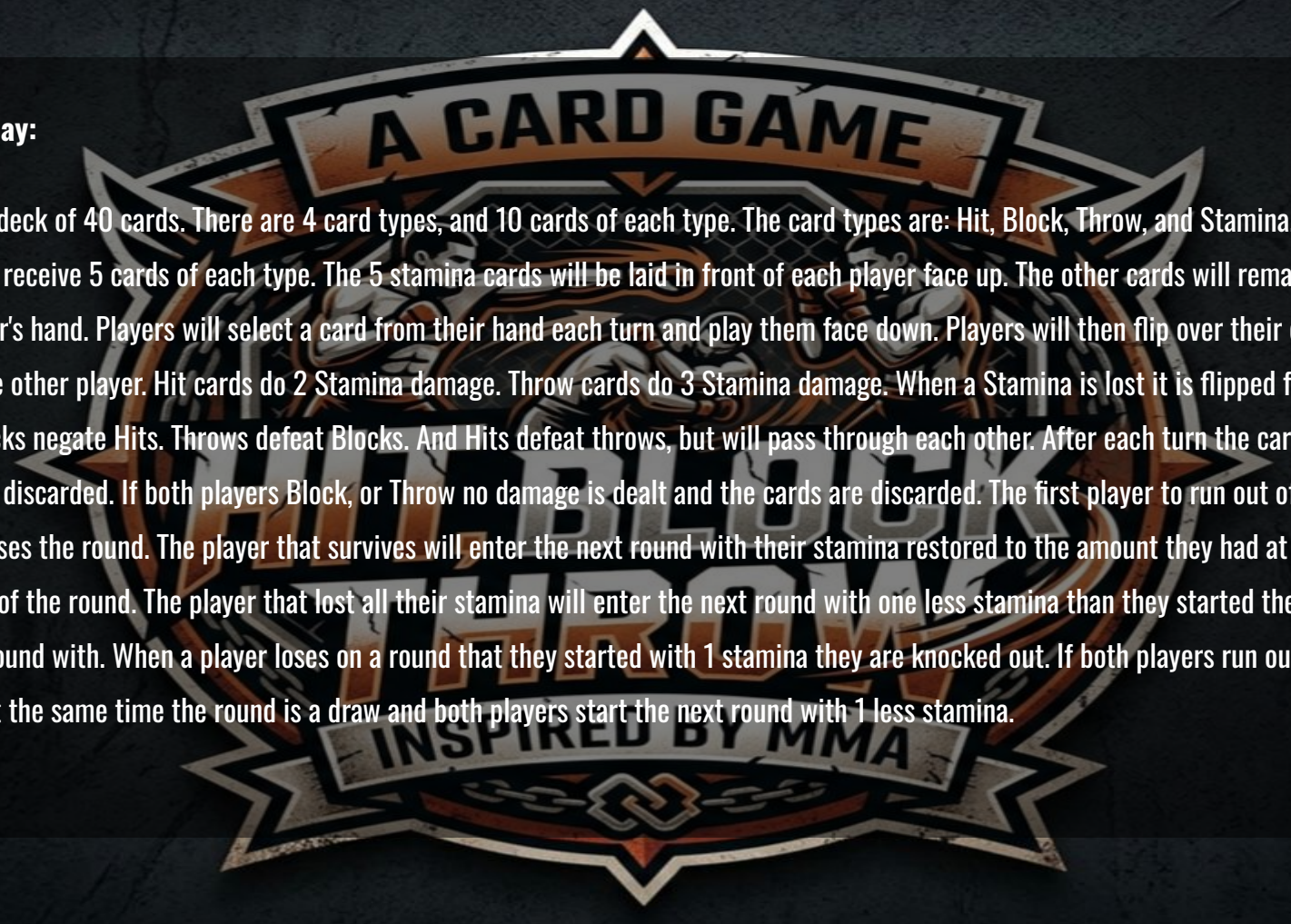
How to Play:

En Garde is a 2 player head-to-head card game. Each player will have 10 cards each out of a deck of 50 cards. Each player gets 5 Strike cards and 5 Parry cards. Players will arrange their cards randomly face down into two rows of 5. The other 30 cards consisting of “Hit!” cards, “Miss!” cards, and “Crit!” cards will be shuffled and remain in the deck to be drawn. The challenger goes first.

1. **Strike Cards-** These cards show a fencer being struck. When all 5 of a player’s strike cards have been flipped face up, they lose.
2. **Parry Cards-** These cards show 2 fencers crossing swords. When flipped faceup by your opponent you get to flip one of your opponent’s cards, unless they drew a Crit!

Players will draw cards to determine their actions. Drawing a “Miss!” forfeits a player’s turn. Drawing a “Hit!” allows a player to flip one card on an opponent’s field. Drawing a “Crit!” allows the opponent to flip one card on an opponent’s field without reprisal and draw again.

THE CARD GAME



How to Play:

There is a deck of 40 cards. There are 4 card types, and 10 cards of each type. The card types are: Hit, Block, Throw, and Stamina. Each player will receive 5 cards of each type. The 5 stamina cards will be laid in front of each player face up. The other cards will remain in each player's hand. Players will select a card from their hand each turn and play them face down. Players will then flip over their cards to engage the other player. Hit cards do 2 Stamina damage. Throw cards do 3 Stamina damage. When a Stamina is lost it is flipped face down. Blocks negate Hits. Throws defeat Blocks. And Hits defeat throws, but will pass through each other. After each turn the cards played are discarded. If both players Block, or Throw no damage is dealt and the cards are discarded. The first player to run out of stamina loses the round. The player that survives will enter the next round with their stamina restored to the amount they had at the beginning of the round. The player that lost all their stamina will enter the next round with one less stamina than they started the previous round with. When a player loses on a round that they started with 1 stamina they are knocked out. If both players run out of Stamina at the same time the round is a draw and both players start the next round with 1 less stamina.