

MARTIAL ARTS: THE CARD GAME DGM HOUSE RULE ADJUSTMENTS

CLARIFIED DEFINITIONS:

Combo:

To chain together a combo, the **Combo Point Cost*** of the next card played must be equal to or greater than the **Linker Number**^ on the previously played card. To be considered a combo, there must be at least two cards in the chain, but there is no upper limit to the length of a combo, so long as it follows this LNK/CPT rule.

Adrenaline (ADR) Points:

Every successful combo generates **Adrenaline (ADR) points** equal to the number of "chains" in that combo. Each chain connects two successful moves. *(For example, a combo with four successful moves has a chain from move 1 to 2, then a chain from 2 to 3, and finally a chain from 3-4; that equals three chains, so it earned 3 ADR points.)* Cards that cost ADR points to play have a red circle in the upper right corner.

Defending/Blocking:

Any card that has a **Defense Number**° may be played by a defending player to minimize an **Attack's Damage**** . If its defense number is equal to or greater than the attacker's attack damage, the block stops ALL damage and permits a **counterattack** by the defender.

REVISED RULES:

A **Successful Attack** is one in which either the defender does not attempt to defend **OR** in which the **Attack Damage**** on the attacker's card is one or more greater than the **Defense Number**° on the defender's card.

A **Successful Block** is one in which the **Defense Number**~ of the defender's card is equal to or greater than the **Attack Damage**** of the attacker's card. It stops all damage and shuts down any combo by the attacker, as well as permitting the defender the opportunity to **counterattack**.

Counterattacks must begin with a **Successful Block**.

ADR cards may be played any time you have available **ADR points**.

EVENT cards may only be played in the Prep or Resolve phases. (Or, EVENT cards may be used as random per game challenges and are set up at the beginning of each game.)

Sudden Death: If you run out of cards in your hand and your deck, you have no defensive capabilities and will be pummeled until you pass out. *(No reshuffling decks when you run out of cards.)*

***Combo Point Cost** - large gold circle – 'CPT'; upper right corner of card

** **Attack Damage** - small gold circle – 'ATK'; lower left area of card

° **Defense Number** - small blue circle – 'DEF'; lower center area of card

^ **Linker number** - small green circle – 'LNK'; lower right are of card

MARTIAL ARTS: THE CARD GAME

MODIFIED OVERVIEW

GOAL:

Starting with a deck of 40 to 50 cards, reduce your opponent's life from 15 to 0.

BEGINNING:

Each player shuffles their deck and draws a hand of 7 cards.

RESTRICTIONS:

You are not allowed to have more than seven cards in your hand at the end of any turn.

TURN BREAKDOWN:

Draw phase: *(Skip this phase for the 1st turn)*

3 cards to attacking player, 2 to defending player

Prep Phase:

Attacker may Play Event cards. †

(This is the time to discard any cards required by "beginning of turn" event cards.)

Attack phase 1:

Play one attack OR as many cards as you can get into one combo.

Endpoint: Attack 1 ends when you can no longer play cards in a combo OR when an opponent successfully blocks.

Attack Phase 2:

Play one attack OR as many cards as you can get into one combo.

Endpoint: Attack 2 ends when you can no longer play cards in a combo OR when an opponent successfully blocks.

Resolve Phase:

Attacker may play Event cards. †

End Turn:

Time to discard any cards required by "end of turn" event cards or to bring your hand down to 7 cards.

Conclusion:

Pass the turn to the other player, switching attacker/defender roles.

† *If you are using Event cards as a randomized Per Game Event, then deal out one card from the Event deck you've created at the beginning of each game and omit any reference to playing them during Prep or Resolve phases within the game.*