ROBERTO PESTRIN

Dojo KUN

道場

RULEBOOK

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OVERVIEW AND GOAL OF THE GAME

In DOJO KUN each player represents a Sensei: a martial arts Master who will have to manage a gym by admitting new athletes, buying new training gear, searching for adventures and participating with his athletes in martial arts tournaments. The player who has the most Prestige points after two tournaments is the winner.

Components

1 main board – Athlete's activities
1 main board – Master's activities
1 main board - Tournament
1 main board - Combat



4 player boards
representing the four Dojos



8 expansion boards for the Dojos: 2 per colour



20 tokens (5 for each colour)



4 Starting Athlete (Senpai) cards



12 Season 1 Athlete cards

12 Season 2 Athlete cards



7 Skull Dojo Athlete cards



6 Adventure mini-cards (3 per season)



6 Special Move mini-cards (3 per season)



8 Prediction mini-cards (2 per Dojo)



18 Training Equipment tiles



50 Spiritual Energy – Ki tokens



60 Prestige Points tokens (30-20-10)



108 Experience Level tokens



10 Wound counters



8 Secret Technique tokens



24 dice Dojokun in 4 colours



3 Reservation tiles



7 Skull Dojo tokens



2 Fighter tokens



1 turn counter



1 Starting Player token



8 Combat Moves tokens
in 2 colours



1 Sheet with stickers
for Master and Athlete tokens



4 Help mini-cards



This manual

PREPARING TO PLAY

Before starting the game, separate the wooden tokens by their 4 colours and apply the related stickers for the Master and Athlete tokens.
The token with the Dojo symbol represents the Master (Sensei).
The tokens with the numbers from 1 to 4 represent the Athletes.
The token nr. 1 (Athlete 1) is the starting athlete (Senpai – the senior athlete); all players start with it.

At the beginning of the game, assign the First Player counter to whoever was punched last.
Place in the designated areas:
A the Adventures and Special Moves card decks; reveal the first card of each deck and put it in the acquisition zone (the main board – Athlete's activities)
B the Reservation tiles (main board – Combat)
C a Secret Technique token for each kind in the Master Yang slot (main board – Athlete's activities)
D the season 1 Training Equipment tiles, in a pile; place a number of revealed Equipment tiles accordingly with the number of players (main board – Master's activities)
E the Athlete season 1 card deck; reveal cards in the acquisition zone accordingly with the number of players (main board – Master's activities)
F the turn of play counter on the first spot of the game turn track (main board – Tournament)

SETUP FOR 1-4 PLAYERS

1-2 players: use only 2 athlete slots and 1 Training Equipment slot
3 players: use only 3 athlete slots and 2 Training Equipment slot
4 players: use all the athlete and training equipment slots

Each player chooses one of the 4 Dojos and receives the corresponding components:

G 1 player board (the Dojo)
H 2 expansion boards for the Dojo
I The player help card
J The starting athlete card (Athlete 1)
K The Master token
L The corresponding Athlete tokens
M The 2 corresponding prediction mini-cards

The Master token, the Athlete 1 token and their cards are placed in their related areas while the rest of the components are kept next to the player board (the Dojo).



DOJO AREAS

N Master token starting position
O Athlete tokens starting positions
P New equipment area
Q New athlete area
R Special Move area

The Game

The game develops over 2 seasons: the White Lotus season and the Black Lotus season. Each season is divided into 4 turns: 3 to prepare (the prelude) and 1 turn where the Martial Arts Tournament takes place.

WARNING: If this is your first time you reading through the manual, we recommend first reading the Combat chapter at page 5 and then continuing here. This way it will be much easier to understand all the possible choices during the preparation turns.

THE SEASON

The prelude

The prelude consists of 3 turns, where the players will be busy with the challenging task of improving their Dojo and training their athletes.

Starting from the First Player, players take turns clockwise to place their Athlete(s) or Master tokens in the spaces available in their Dojo or in the village (the Athlete Activities and Master Activities boards); they resolve the related action immediately. The turn ends when all players have placed all their tokens.

There are 2 kinds of tokens: the Master (with the corresponding Dojo symbol) and the Athlete (a number into a circle). In the beginning the players will only have one Athlete token, their Athlete 1 (the Senpai, their senior athlete). Each new Athlete card acquired is connected to an Athlete token; this token has a number that corresponds to its area in the Dojo. This token will be used to indicate the movements and activities taken by the athlete.

The Athlete tokens can be placed only on the circular activities slots in their Dojo or in the village central boards; the Master tokens can be placed only on the octagonal activities slots. (The only exception to this rule is the action "New Training Equipment" - see page 3).

Each Athlete token has a corresponding card; every time an Athlete token gains Ki tokens or Experience Levels, these have to be placed on the related card.

The activities slots with a single circle can be chosen and occupied by only one athlete token. The activities slots with multiple overlapping circles can be chosen and occupied at any time by more than one athlete.

PLEASE NOTE: players can't choose an activity they can't (or won't) fulfill.



Master and Experience Levels

In Dojo there are 4 different disciplines (Tiger, Crane, Bear and Cobra). Each Discipline has a corresponding colour (red, blue, grey and green) and a dice of the same colour that represents the combat style for that Discipline (see Appendix 1).



Turn Track

This track is a reminder for the current turn. Each turn has a bonus that is added to all the acquired athletes during that turn (see page 3).



Athlete Cards



The Athlete Card in the setup area shows the Experience Level and the starting amount of Ki (Spiritual Energy) of each athlete.

The Experience Levels are already printed on the card, while for any Ki (Spiritual Energy) listed put a Ki token on the card itself. Some Athletes have an unexpressed Experience Level they can reach: when you obtain one of these athletes, you can choose which Disciplines you want them to level up. The sum of an athlete's Experience Levels in all Disciplines is called Dan and indicates the total Experience level reached by this athlete.

In the lower section there could be a special ability (like a Special Move knowns by the athlete).

Example:

Eric obtains the athlete Naboo-Kho (WW-KK); he can choose any 2 Experience levels from different Disciplines. He chooses 1 grey level, 1 blue level and the two Ki listed on the card.



Additionally, since the Turn Counter is on the 3rd turn, he gains another Ki token and an extra level of his choice: he adds another blue level; Naboo-Kho is now level 2 in that Discipline.

Naboo-Kho is now a 3rd Dan (two blue levels plus a grey one).

ATHLETE'S actions

Some activities chosen with the Athlete token require the payment of Ki (Spiritual Energy) that have to be removed from the corresponding Athlete card. If the athlete doesn't have enough Ki to execute it, the action cannot be chosen.



Training: An Athlete placed on this action slot in your Dojo gains the benefit indicated after the arrow. Usually, the athlete improves his Experience level in one of the four Disciplines. An athlete can train with any free Training Equipment in his own Dojo.
IMPORTANT: the maximum Experience level in any Discipline is 3.



Mystic Waterfalls: There are 2 positions available: on the single circle, the athlete gains 2 Ki tokens; in the common area he gains 1 Ki.



Helping the village: Here, an athlete placed on the circle gains 1 Prestige Point for his Dojo and 1 Ki; he helps the villagers with hard labour that is also useful as training. Otherwise, an athlete placed in the common area assists with less demanding tasks and only gains 1 Prestige Point for his Dojo.



Master YANG: By placing an Athlete token in this location and paying the required amount of Ki, the athlete gains a Secret Technique token from those still available. Put the token on the corresponding Athlete card.



The Secret Technique tokens give 1 extra Move symbol; it will be added, during combat, to his side of the Combat board before rolling the dice.
The Tiger (Red) Secret Technique costs 2 Ki and grants 1 Hit.
The Crane (Blue) Secret Technique costs 1 Ki and grants 1 Block.
The Bear (Grey) Secret Technique grants 1 Ki and grants 1 Hold
The Cobra (Green) Secret Technique costs 0 Ki and grants 1 Jump
Each Secret Technique does not count towards the maximum limit of 3 levels in the same Discipline: therefore, it's possible to reach the 3rd Experience level in one Discipline and have the Secret Technique in the same Discipline at the same time.



Master YIN: After placing their token in this slot, the athlete pays 2 Ki and loses 1 Experience level in a Discipline of his choice (but it can't be a Discipline where he has no experience). Afterwards, the athlete gains 2 Experience levels of the player's choice from any of the Disciplines. The athlete can acquire 2 levels in the same Discipline, or 1 level in two separate Disciplines.



Adventures: Each adventure has as requirement a minimum Dan level (a Dan level is the total of an athlete's Experience levels). An adventure also requires to discard Ki tokens to obtain the card reward. Once resolved, discard the Adventure card. (For details, see Appendix 4 – Adventures.)



Special Moves: An athlete can collect various Special Moves, to be placed underneath his Athlete card. A Special Move may cost Ki and/or the loss of an Experience level in a Discipline (you must choose a Discipline with at least 1 level of Experience). For details, see Appendix 5 – Special Moves).



Becoming First Player: It's possible to place an athlete token and gain the First Player counter, plus take the Reservation tile with the lowest number available. The Reservation tile gives a significant edge when creating the tournament pairings (see the "Pairing Creation" chapter for details).
Important: Each Dojo can have only one Reservation tile. If a player already has a Reservation tile when he chooses this action, he will only receive the First Player counter.

MASTER (Sensei) actions:

A Master's duty is to lead his Dojo and his athletes, enabling their best for the season tournament. To do so he can admit new talented athletes, improve and enlarge his Dojo, or simply dedicate himself to the training of his athletes. The Athlete 1 (the senior athletes, i.e. the starting athlete of each player) can, thanks to their experience, in some cases be a substitute for their Master. Specifically, the Athlete 1 can be used instead of your Master to choose the action "New Training Equipment" and nothing else.



New Training Equipment: Place your Master on one of these action slots to gain a new Training Equipment and put it on an empty slot in your Dojo. The new Training Equipment not only offers a better training option for your athletes, but can give positive (or negative) Prestige Points at the end of the game.
This is the only action that can be chosen with either a Master or an Athlete 1 (the starting athlete) token.
This action can't be chosen if a Dojo doesn't have empty Training Equipment slots.
For more details see Appendix 3.



Admitting New Athletes: By placing the Master token here, the player will gain the related athlete card and place it in a free slot for athlete in his Dojo.
Take the athlete token related to the dojo slot taken by the new athlete and place it in the starting slot above the new athlete. Add any potential Ki listed on the card or extra bonus shown under the Turn of Play counter. The new athlete token can be used in the same turn.
Like any actions that can't be completed, a player can't choose this action if he has no empty slots in his Dojo.
(For details see the Appendix 2 – athlete list).



Expand your Dojo: By placing the Master token here, a player gains the expansion board 3; the second time this is done, the expansion board 4. Both let the Dojo host more Training Equipment or athletes. A Dojo can't be expanded a third time. Each Dojo expansion grants one Prestige Point at the end of the game.



Accelerate your athletes' training: The Master can decide to stay in the gym and supervise training, accelerating their improvement. Game wise, by placing the Master here, it will be possible to re-position any athletes that trained with a Training Equipment in the Dojo on an available slot in the central boards. This can be done:
- After all athletes from the player have left their starting position;
- One athlete token at a time, as with normal placement;

Note: if this action is chosen and one player gained an athlete through an Adventure (like "Hogo: saru no dojo" Appendix 4), the newly acquired athlete is placed first; only afterwards it will be possible to re-position the athletes that were placed on a Training Equipment. Notice that it's possible for the newly acquired athlete to be placed on a Training Equipment, and then reposition it.

End of turn

At the end of each turn do the following:
- Remove any Athlete cards that are on the Master activities board (the village) and fill all the empty slots with new Athlete cards from the reserve of the current season.
- Remove any Training Equipment tiles on the Master activities board (the village) and replace all empty slots with new Training Equipment tiles from the reserve of the curren season.
- On the Special Moves and Adventures layouts, move the remaining cards one space and place in the free spaces an Adventure card and a Special Technique card, taking them from their respective piles of the current season. If the layouts are full, remove the oldest card before shifting.
- Return the Athlete and Master tokens to their starting positions.
- Advance the Turn counter forward one position.

THE MARTIAL ARTS TOURNAMENT

Creating pairings

During the tournament, 8 athletes will compete in a series of elimination rounds until a winner is declared. The first season the White Lotus Tournament is used (the bottom half), while for the second season it's time for the upper half, the Black Lotus Tournament..
Each player can send 2 athletes of their choice to participate.
At each pairing step, if for any reason there aren't enough athlete tokens to fill the slots, these are replaced by randomly drawn Athlete token(s) from the dreadful Skull Dojo; each extra token will be placed like the others (see Skull Dojo – page 6).

At the beginning of the pairing phase, each player that possesses a Reservation tile chooses one of his athletes and puts the athlete token on it.

Example

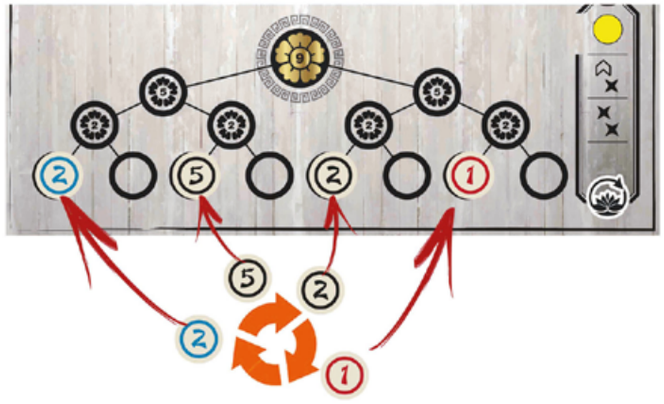
Robert has 3 athletes but no Reservation tile. Maureen has the tile but only one athlete, so she puts her athlete token on it. John has two athletes and a Reservation tile and chooses to put his Athlete 1 token on it.



Now all players choose an athlete token without Reservation, which are now managed by the player who is first in the round. If the player doesn't have 4 athletes to manage (including the one he chose), he randomly draws the missing tokens from the Skull Dojo pile.
These 4 athletes are randomly sorted among the 4 tournament slots with a dot.

Example

Robert gives John, who's first in the round, his athlete 1 token while Maureen has no more athletes to give him. John chooses his athlete 2. To have the required 4 athletes to place he randomly draws two from the Skull Dojo. Now John mixes the tokens and randomly places them in the slots with a dot, as in the picture.

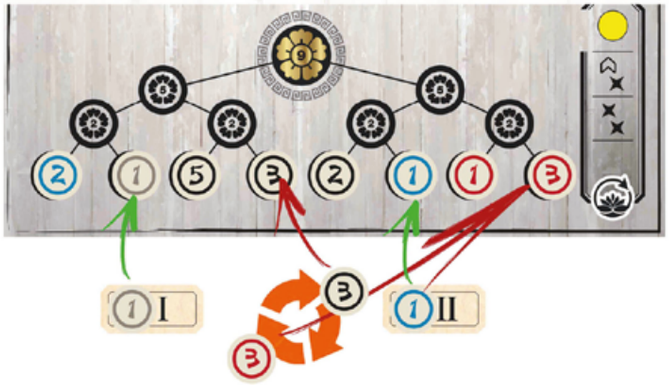


Now, each player with an Athlete on a Reservation tile places it in one of the slots available, starting from the player with the lowest Reservation tile value. In other words, the players choose who their athlete will fight.
It's possible to have 2 athletes from the same Dojo fight against each other (see the Prediction paragraph - page 5). Once the Reservation tiles are emptied, the remaining players randomly place their athletes on the remaining slots. If there are still empty slot(s), always fill with an athlete token from the Skull Dojo.

Example

Maureen, who has the Reservation tile 1, chooses to put her athlete 1 against John's athlete 2. It's now John's turn, and with his Reservation tile 2 he chooses to pair his athlete 1 against the athlete 2 from the Skull Dojo. Reservation tiles are now empty and there is only Robert's athlete 3 that still needs to be placed. Since there are still 2 empty slots, in order to fill them all an athlete 3 from the Skull Dojo is randomly drawn. These two athletes (athlete 3 from Robert and athlete 3 from the Skull Dojo) are randomly placed on the two free slots, completing the pairings.

The first two fighters are announced: "Sun. W. Kong from the Crane Dojo against Medved from the Bear Dojo! Who will win?!" In the meantime, Robert is already releasing his prediction on the outcome…



COMBAT

Preparation

The oldest player chooses one of the two Fighter tokens (either the white or the black one). He then places it on the dedicated slot on the Athlete card that is going to fight. The other player does the same with his token. The fighting players grab the dice which match the Experience levels reached by their athletes.

Example



Predictions



Players who don't participate in a combat release interviews, where they predict the match outcome.
Players who are not involved in the combat choose a Prediction card of the same colour as the Fighter token placed on the athlete card they expect to win. They then place it in the dedicated space on the board. If their prediction is correct, at the end of combat they gain 1 Prestige point (nothing happens if they fail their prediction – they didn't bet anything).
If two athletes from the same Dojo are paired against each other, there is no combat; the player who controls them chooses who advances; all other players gain 1 Prestige Point, as if they had guessed the winner correctly.

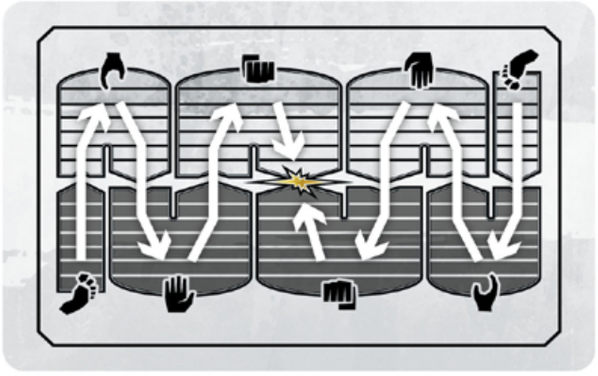
The Fight

Reset all Move counters on the Combat board back to 0.
Each player rolls his dice and registers the symbols rolled, combined with any additional symbols from a Secret Technique, on the Combat board, using the half assigned previously with the Fighter token (so, with the same colour as the Fighting token placed on the Athlete card). Please note: It is possible to obtain more than 6 identical symbols; to show them on the Combat board, turn the Move counter upside down: it will now indicate 7+. Place it in the proper slot on the Combat board, so that they add up to the desired amount.

DICE ACTIONS



Ki is a temporary spiritual energy that can be added to Ki tokens in order to activate special moves
Jump reduce opponent's Holds
Hold reduce opponent's Blocks
Block reduce opponent's Hits
Hit is the action needed to win the fight
(the athlete with the higher number of hits at the end of the fight wins)



After both players have updated their rolled results on their side of the Combat board, the combat can be resolved.
On the board there is a "serpentine" layout: at both ends the layout starts with the Jumps (either black or white, depending from which side you play); it proceeds towards the opponent's half of the map, changing colour where the opponent's Holds are registered; the pattern then returns to the first player's Blocks and finally back to the opponent's half, where Hits are counted.
To resolve combat proceed as follows:
- reduce a player's Holds by as many spaces as the opponent's Jumps. Afterwards, reduce that player's Blocks equal to the number of Holds left. Finally, reduce the players' Hits by as many spaces as Blocks remain. Repeat the same procedure for the other player, again starting from the Jumps at the other end of the serpentine layout.
The winner is the athlete with the highest number of Hits.

In case of a draw, players proceed with a new round of combat, until a winner is declared. Wounds and fatigue hurt the athletes, so after EACH draw both athletes get a Wound counter.

WARNING If this is the first time you have read this manual, we recommend continuing reading from "The Season – the prelude" on page 2

Wound counters



During combat, an athlete suffers a Wound counter after a dice roll that ends in a draw, or after being hit by a Harmful Attack (see appendix 5 – Special Moves). The wound corresponds to a temporary loss of his athletic abilities.
The Wound counter reduces by 1 their Experience level in a Discipline and it's placed next to an Experience level on the Athlete Card. It means that the athlete will have one less dice to roll for that Discipline in the following fights. Experience levels can't have a negative value, which means that the Wound Counter must be placed on a Discipline with a least one level and the counters placed can never be more than the levels obtained.

Wound counters are removed from the Athlete Card only at the end of the Tournament (you can remove them after an athlete is defeated too).
If an athlete is left without dice, he's too battered to continue and loses automatically. On the rare occasion that both athletes run out of dice, they will both have to drop from the tournament.

Once an athlete wins a fight, his token moves ahead in the tournament playoff and the players who have guessed the correct outcome gain 1 Prestige Point.

Skull Dojo

If during the Martial Arts Tournament pairing phase there aren't enough athletes from the players' Dojos, the empty slots are filled with the dreaded Skull Dojo athletes!
Randomly pick the necessary Skull Dojo athlete tokens and place them in the slots available.
For each token there is an athlete card that lists the athlete's stats and abilities (see appendix 6 – Skull Dojo Athletes). These cards are printed on both sides: one lighter side for the White Lotus season (the first tournament); and the other darker side for the second, the Black Lotus season. If one or more action symbols are printed on the card, add them to the athlete's dice rolls during combat.
If a player has to fight against a Skull Dojo athlete, it's the player on his left that will roll the dice for the Skull, after declaring his prediction.
If two athletes from the Skull Dojo are paired against each other, the athlete with the lowest number will advance (in this case no Predictions are made).
The Skull Dojo athletes never receive Wound counters. Against Harmful Attacks they still lose the Move symbol rolled with the red dice (see Harmful Attack).

Special Moves

Some athletes have Special Moves. If so, check if they were able to activate them and then apply their effect immediately after rolling their dice.
To execute a Special move a player has to obtain all the symbols to the left of the arrow. The Move symbols and Ki tokens can be obtained from dice and from Ki and Secret Technique tokens on the athlete card. In this case the Ki tokens are not consumed during combat; they're just automatically counted after each dice roll.

If the Special Move is activated, add all the symbols pointed at by the arrow to the Combat Board. It is not possible to active a Special move twice, but it's possible to activate different ones with the same dice roll: You can't use symbols created by Special Moves to activate new ones.



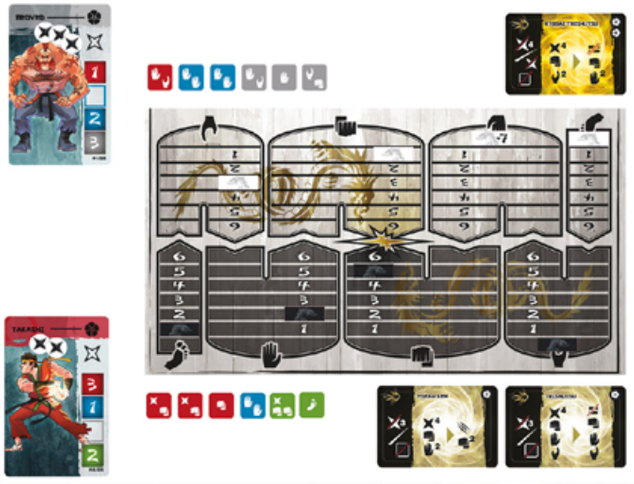
Some Special Moves provide special effects:

Harmful Attack: (HYAKU KEN, TONDE HYAKU KEN) After both athletes have updated the Combat Board, the player who activated a Harmful Attack rolls a red dice; the opponent removes from his side of the board the symbols rolled and adds a Wound counter to his Athlete Card.

Submission: (TEISHUTSU, KYODAI TEISHUTSU) If the fight ends in a draw, the athlete who activated the Submission wins the round. No Wound counters are assigned.
Note: When there is a draw and both these Special Moves are activated, the KYODAI TEISHUTSU wins against the TEISHUTSU.

Combat example:

It's the start of the Black Lotus tournament and, after pairings, Medved from the Bear Dojo (Maureen) and Takashi from the Tiger Dojo (Robert) have to fight against each other. Maureen chooses the white side of the Combat board.
John believes that Medved will win, therefore he places the Prediction minicard with the white side on the Prediction slot on the board. Now Maureen and Robert can pick up the coloured dice corresponding to their athletes Experience levels and roll them.



Medved has 3 grey levels, 2 blue, 1 red, 3 Ki tokens and the Special Move "KYODAI TEISHUTSU". Maureen rolls the corresponding 6 dice; looking at the symbols rolled, she can see that she didn't activate the Special Move, because of 1 Ki missing. She then registers the symbols rolled on the Combat board.
Takashi has 3 red levels, 2 green, 1 blue, 2 Ki tokens and the Special Moves "HYAKU KEN" and "TEISHUTSU".

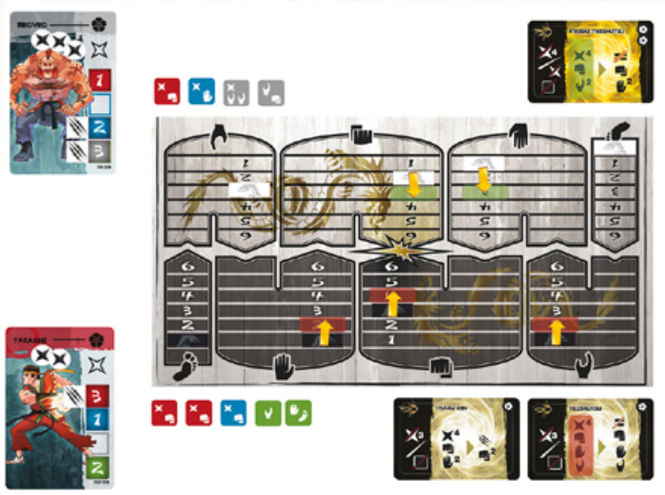
Robert rolls the corresponding 6 dice; looking at the symbols, he can see that he lacks 1 Hold symbol to activate the Special Move "TEISHUTSU"; but he can activate the "HYAKU KEN" Special Move. He registers the symbols rolled on the Combat Board; afterwards he modifies them thanks to the "HYAKU KEN" Special Move in the following way (see the red arrows):
He adds 2 extra Hits symbol



He rolls a red dice and removes from the opponent's results the symbols rolled, in this case 1 Hit. The opposing athlete, Medved, will also get a Wound token which will cause him to lose a dice for the rest of the tournament; Maureen will choose which dice at the end of the current round.
Combat resolves:
MEDVED: Takashi's Jump reduces by 1 Medved's Holds. Medved's two Holds left bring to 0 Takashi's blocks. Medved doesn't land any Hits because the one rolled Hit symbol is nullified by HYAKU KEN effect.
TAKASHI: Medved performed no Jumps, nor Takashi any holds; therefore Medved's 7 Blocks bring to 0 the 7 Hits from Takashi.
Combat resolves and it ends in a draw, 0 – 0 hits.



As the result is a draw, a new round of combat starts. Both athletes receive due to fatigue a Wound token that will make them lose 1 level for the rest of the tournament; Medved also receives another Wound token because of the negative effect of the Special Move "HYAKU KEN" from Takashi. Players reroll their dice (minus those removed by the Wound counters) and they both activate a Special Move. Medved activates KYODAI TEISHUTSU while Takashi activates TEISHUTSU (Takashi's HYAKU KEN isn't activated for the lack of only 1 Block); They then update the Combat board.



After resolving again combat, it ends 3 Hits to 3, another draw. The Special Move "TEISHUTSU" should let Takashi win in case of a draw. But it can't do anything against "KYODAI TEISHUTSU" from Medved, which also lets him win draws, but also specifically wins against the "TEISHUTSU" and does so without receiving another Wound counter.



Therefore Medved advances in the tournament, but hurt badly! In fact he will roll 2 dice less until the end of the tournament, due to the 2 Wound counters he suffered.
Meanwhile, John gains 1 Prestige point for predicting the winner correctly.

End of the Tournament

Once all combats are resolved and there are none playable left, the tournament ends and players gain Prestige points tokens based on the standings reached by their athletes.
At the end of the first tournament refill the missing Secret Technique in the Master YANG area, until you have again 1 per type and return the Reservation tiles.
The second season starts with a new prelude. Athlete cards, training equipment, special moves and adventures from the second season must be used.

At the end of the second tournament the game ends and the winner can be declared.

END OF THE GAME

At the end of the second tournament, each player counts their Prestige points, adding up:
Prestige points from adventures, predictions and tournaments;
Prestige points given by their Training equipment;
Prestige points given by their athletes;
Prestige points from Special Moves;
Prestige points from Dojo expansions;
Prestige points from Athletes;

The player with the highest number of Prestige points is the winner. In case of a draw, the winner is the player who won the most tournaments; if it's still a draw, the player who has the athlete with the highest Dan level. If it's still a draw, the victory is shared.

SINGLE PLAYER MODE

To win, you need to score more Prestige points than the Skull Dojo.
Prelude proceeds normally. During the tournament you may have participate no more than 2 athletes while all other positions must be taken by Skull Dojo tokens. The Skull Dojo will score Prestige points from all athletes in both tournaments. You win if you score more than the Skull Dojo. To make it more difficult, add to the Skull Dojo Athletes 1 block in the first season and 1 hold and 1 hit in the second season.
You can evaluate your performance by looking at your score:

<20 = wooden man
21-25 = canvas belt
26-30 = red belt
31-35 = black belt
36-40 = senpai
>41 = sensei

Appendix 1: SENSEI LIST (MASTERS)

虎 **TORA - Master of the Tiger Dojo.**



His fighting style is inspired by Karate.
His training sessions are based on attacks focused on defeating the opponent in the quickest possible way.

鶴 **KUREN - Master of the Crane Dojo.**



His fighting style is inspired by Aikido.
His training sessions are based on increasing Spiritual Energy (Ki) and creating a defense focused on negating all enemy critical hits, only to win with a single hit.

熊 **KUMA - Master of the Bear Dojo.**



His fighting style is inspired by Judo.
His training sessions are based on improving holds via close combat, thereby removing the opponent's defenses and winning with minimum effort.

蛇 **KOBURA - Sensei del Dojo del Cobra.**



His fighting style is inspired by Taekwondo and Jeet Kune Do. He favours a combat style which focuses on leg speed and agility, increasing the chance of avoiding enemy holds and defeating the enemy with devastating kicks.

Appendix 2: ATHLETE LIST

legend: R=red, B=blue, G=grey, V=green, Lvl= potential experience level, K=Ki, PP=Prestige Point; on cards, "=" means activate once, ":" means multiple times

SENPAI (ATHLETE 1)



1 MEDVED
1PP
1R, 1G, 1K
No special abilities



2 TAKASHI
1PP
1R, 1V, 1K
No special abilities



3 CHEN Z.
1PP
1B, 1V, 1K
No special abilities



4 LI YUN DAI
1PP
1B, 1G, 1K
No special abilities

ATHLETES SEASON 1



5 KING HOSHI
1PP
1R, 1V, 1K
When he defeats a bandit card, he gains 1 level



6 OENG
2PP
1B, 4K
No special abilities



7 T.J.BALLS
2PP
1G, 1K
Special Move:
3K+1hold+1block = 1hit



8 KAZAMA FAN
2PP
1B
When he gains K = +1K



9 FROST SAN
0PP
1B, 1G
Special Move:
5K = 2block



10 SUN W.KONG
1PP
1R, 1B, 1K
When he completes a Journey card, he gains 1 level



11 AZUKI
0PP
1R, 1G, 1V, 1K
No special abilities



12 KUMIKO
-1PP
1B, 2G, 1V
She can't gain K



13 THE KID
1PP
1R, 1V, 1K
When he perform the action Master YANG = discount of 1K.



14 LIU ONG LEN
1PP
1V, 3K
Special Move:
2K+1jump+1hit = 1hold+1hit



15 TYLER HANDSOME
2PP
1R, 1K
For each victory he gets during a tournament, gain 1 Prestige Point



16 NABOO KHO
1PP
2Lvl, 2K

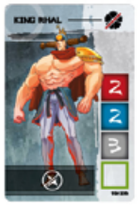
ATHLETES SEASON 2



17 LORD VEGAN
0PP
1R, 1B, 2V
He can sacrifice 2K to gain +1lvl (multiple times)



18 YUMI
1PP
1R, 1G, 2V
Special Move:
3K+2jump+1block = 2hit



19 KING RHAL
-1PP
2R, 2B, 3G
He can't gain K



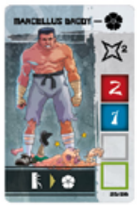
20 JIM CLAY VANDER
2PP
1R, 3V
No special abilities



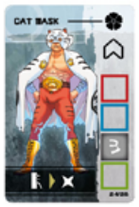
21 PAO CHENG
1PP
1R, 1B, 1G, 1V, 1Lvl
No special abilities



22 FRED CASEY
2PP
1B, 2Lvl, 3K
No special abilities



23 MARCELLUS BRODY
1PP
2R, 1B, 2K
When he trains, you gain 1PP



24 CAT MASK
1PP
3G, 1Lvl
When he trains, you gain 1K



25 THE WIDOW
1PP
1R, 2B, 1K
Special Move:
5K = 1hit+1hold



26 ANGEL
1PP
1R, 1B, 2V, 2K
No special abilities



27 RAY STONE
2PP
2G, 1V
Special Move:
3K+1jump+2hold = 1hit+1hold+1PP



28 S.ZUKI
1PP
1R, 2B, 1G

He never gets Wound counters (neither from draws nor from Special Moves)

Appendix 3:

TRAINING EQUIPMENT LIST

DOJO STARTING TRAINING EQUIP



TIGER DOJO
GIVES: +1R, +1K
OR +1V



CRANE DOJO
GIVES: +1B, +1K
OR +1G



BEAR DOJO
GIVES: +1G, +1K
OR +1R



COBRA DOJO
GIVES: +1V, +1K
OR +1B

TRAINING EQUIP SEASON 1





TRAINING EQUIP. 1
1PP
GIVES: +1R



TRAINING EQUIP. 2
1PP
GIVES: +1B



TRAINING EQUIP. 3
1PP
GIVES: +1G



TRAINING EQUIP. 4
1PP
GIVES: +1V



TRAINING EQUIP. 5
0PP
GIVES: +1LVL



TRAINING EQUIP. 6
-1PP
GIVES: +1LVL, +1K



TRAINING EQUIP. 7
1PP
GIVES: -1K = +1LVL



TRAINING EQUIP. 8
-2PP
GIVES: +1LVL, +2K



TRAINING EQUIP. 9
1PP
GIVES: +2K

TRAINING EQUIP SEASON 2





TRAINING EQUIP. 10
1PP
GIVES: +1R, +1K



TRAINING EQUIP. 11
1PP
GIVES: +1B, +1K



TRAINING EQUIP. 12
1PP
GIVES: +1G, +1K



TRAINING EQUIP. 13
1PP
GIVES: +1V, +1K



TRAINING EQUIP. 14
1PP
GIVES: +1R OR +1B



TRAINING EQUIP. 15
1PP
GIVES: +1G OR +1V



TRAINING EQUIP. 16
1PP
GIVES: +1PP, +1K



TRAINING EQUIP. 17
0PP
GIVES: -2K = +1LVL
(can be used more than once: +4K = +2Lvl, etc.)



TRAINING EQUIP. 18
1PP
GIVES: +3K

Appendix 4: ADVENTURES

ADVENTURES SEASON 1



TABI
(THE JOURNEY)
Journey card
Requirement: 2 DAN
Cost: discard 2K / 4K, etc.
Reward: +1PP/2PP, etc.



SANZOKU
(THE BANDITS)
Bandit card
Requirement: 3 DAN
Cost: discard 2K
Reward: +2PP



HOGO: SARU NO DOJO
(PROTECT THE MONKEY DOJO)
Journey/Bandits card
Requirement: 4 DAN
Cost: discard 3 Ki
Reward: 1PP, gain 1 athlete or 1 new training equipment from those available

ADVENTURES SEASON 2



SUBARASHI TABI
(THE GREAT JOURNEY)
Journey card
Requirement: 4 DAN
Cost: discard 3Ki / 6Ki, etc.
Reward: +2PP/+4PP, etc.



TSUYOI SANZOKU
(THE MIGHTY BANDITS)
Bandit card
Requirement: 5 DAN
Cost: discard 3K
Reward: +3PP



HOGO: KAMAKIRI NO DOJO
(PROTECT THE MANTIS DOJO)
Journey/Bandits card
Requirement: 6 DAN
Cost: discard 4K
Reward: +2PP, gain 1 athlete or 1 new training equipment from those available

Appendix 5: SPECIAL MOVES

SPECIAL MOVES SEASON 1



HAKUCHO NO KEN
(THE SWAN PUNCH)
1PP
Cost: -3K or -1Lvl
Requirement: 4K, 2 hit, 1 jump
Bonus: +1PP +2 hit +1 jump



HYAKU KEN
(ONE HUNDRED FISTS)
1PP
Cost: -3K or -1Lvl
Requirement: 4K, 1 hit, 2 block
Bonus: Harmful Attack +2 hit



TEISHUTSU
(SUBMISSION)
1PP
cost: 3K or -1Lvl
Requirement: 4K,1 hit,1 block,1 hold
Bonus: wins draws+1 hit+1 block+1 hold

SPECIAL MOVES SEASON 2



HA DO ME HA KEN
(ENERGIC TURTLE WAVE)
2PP
Cost: 4 K or -1K, -1Lvl
Requirement: 5K, 1 hit, 1 block
Bonus: +3 hit



TONDE HYAKU KEN
(ONE HUNDRED FLYING FISTS)
2PP
cost: 4 K or -1K, -1Lvl
Requirement: 4 K, 1 hit, 1 block 1 jump
Bonus: Harmful Attack, 2 hit, 1 hold



KYODAI TEISHUTSU
(GREAT SUBMISSION)
2PP
Cost: 4 K or -1K, -1Lvl
Requirement: 4K, 1 hit, 2 hold
Bonus: wins ALL draws (including against an opposing TEISHUTSU), 1 hit, 2 block

Appendix 6: SKULL DOJO ATHLETES



1- HAJI KYOJIN
Season 1: 2R, 2B, 2G
Season 2: 2R, 2B, 2G, 2V + 2hold



2- JOSE' LA FURIA
Season 1: 2R, 2G, 2V
Season 2: 3R, 3G, 3V



3- HANNIBAL CARNIFEX
Season 1: 2R, 1B, 1V +1hit
Season 2: 3R, 1B, 2V +3hit



4- HANS GEIST
Season 1: 1B, 3V +2jump
Season 2: 3B, 3V +1block +3jump



5- MAX PAIN
Season 1: 1R, 3G +1block
Season 2: 1R, 1B, 3G, 1V +1hit +2block



6- LUCREZIA VELENO
Season 1: 2B +2hit +1hold
Season 2: 2R, 3B +2hit +1block +1hold



7- KHAMAL O'LIM
Season 1: 1B, 2G +1hit +1block +1hold
Season 2: 1B, 3G +2hit +1block +3hold

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