

FIGHTING CARD GAME

Rulebook





Yomi: Fighting Card Game features 20 characters from the Fantasy Strike universe.

Fantasy Strike is an Olympic-style tournament that takes place in a fantasy martial arts world fractured by political conflict. Stone golem Garus Rook founded the tournament series to bring together the many provinces of the authoritarian Flagstone Kingdom, and plant the idea of a different way of life.

Meanwhile, Grave Stormborne has gained notoriety throughout the kingdom as the only fighter to defeat Rook in a tournament match. Though Grave has no interest in matters of state, his fighting skills have piqued the interests of several factions.

Introduction

Yomi: Fighting Card Game is a competitive card game that simulates a battle between two Fantasy Strike characters. Each deck represents one character and doubles as a regular deck of playing cards.

"Yomi" is Japanese for "reading," as in reading the mind of the opponent. The Yomi card game is designed to distill the high-level mind games from fighting game tournaments into a card game that, itself, stands up to serious tournament play.

Yomi teaches you to pay attention to small clues that indicate how people think and act. Developing your Yomi skills might give you an edge in other games and even in other areas of life.

Object of the game

The object of the game is to reduce the opponent's hit points to zero through winning combats and performing combos.

What's in a Deck?

Yomi decks double as poker decks and contain 57 cards each:

- 1 character card
- 1 character reference card with all the stats and abilities of that deck
- 1 rules quick reference card
- 2 - 10 of each suit: **normal moves**
- Jack, Queen, King of each suit (the face cards): **special moves**
- Ace of each suit: **super moves**
- Jokers: **Gold Burst** and **Rewind Time**

Try the online tutorial at www.fantasystrike.com

Game Modes

Game Mode	# of Players	Notes	Page
Versus	1 vs 1	Learn the rules to this mode first, the heart of the game.	5
Triple Threat	1 vs 1 (or 3 vs 3)	Face off with teams of 3 characters.	15
Tag Team	2 vs 2	An over-the-top party!	16
Dramatic Battle	2 vs 1	The lone player is outnumbered, but gets a dramatic boost.	22
Training	1	Practice against automated bots.	23

Anatomy of a Card



1. **Attack / Block / Throw / Dodge.** The four main types of moves you can play in combat. They have a paper-rock-scissors relationship where Attack beats **Throw**, **Throw** beats both Block and Dodge, and Block and Dodge beat Attack.

2. **Poker Value.** During the Power Up phase, you can trade in pairs to get Aces. This means two cards of the same poker rank, such as a 3 of hearts and a 3 of clubs. A few other rules such as chain combos refer to poker values as well.

3. **Down arrow.** This tells you which type of move is on the other side of the card: an attack, block, throw, or dodge. When you fan your cards in your hand, this helps you keep track of which options you have available with a quick glance.

4. **Help text.** This text is there to remind you of rules, but it never introduces any new rules, so you can ignore it if you're an expert player.

5. **Speed.** When you and your opponent both play attacks, the lower speed wins. When you both play throws, the lower speed wins. If attack speeds are tied, both attacks hit but no one can follow up with combos, including pumps (see below). If throw speeds are tied, neither throw lands.

6. **Combo points.** Each character has a set number of combo points that limits how big of a combo they can do in a turn. Each move shows how many combo points it uses.

7. **Combo Type.** The possible types are Starter, Linker, Ender, and Can't Combo. Normal attacks don't list a type, but you can think of them having their own category, too. Starters can only be used as the first hit of a combo. Enders end your combo even if you had more combo points left. Can't Combo moves are basically Starters and Enders: they must be the first hit and they necessarily end your combo, too. Linkers are wonderful in that they can go after any Starter, Linker, or normal attack.

8. **Knockdown icon.** Moves with this icon knock the opponent down, but only if you don't follow up with more cards. See the knockdown section on page 13 for info on what knockdown does.

9. **Base damage.** The damage the move does when it hits. Throws show base damage in a black circle, while attacks show it in a red splotch.

10. **Block damage.** The damage the move does when it's blocked.

11. **Move Name.** The name of the move. All special and super moves have names. Other moves have names only if there is something unusual about them.

12. **Mandatory cost for aces.** Some supers cost more than just one Ace to play. When there are two small green Aces (for example) under the damage, that means the move costs a total of two Aces rather than just one. When you reveal an Ace as your combat card, if it has a mandatory cost, you must pay it by discarding more Aces immediately. You do this before anyone plays any more abilities and before you determine who won combat.

13. **Optional "pump" cost.** If you hit with a move that has an optional pump cost, you can discard the appropriate cards to pump it for more damage. "+2 any" means you can discard either one or two cards of any type. Each card discarded increases the damage done. "+A+A+A" means you can discard either one or two or three more Aces.

14. **Optional "pump" damage.** Each time you pump a move, this is how much more damage it will do.

Special Abilities

Each character has an innate ability on their character card as well as two or three other special abilities in their deck. You always have four copies of a special ability in your deck (one of each poker suit).

Special abilities have a timing tag in the upper right of their box which tells you when during the turn the ability can trigger. The most common tags are:



Draw Phase. You can play these abilities immediately after the draw phase.

Combat Reveal. After players flip over their combat cards to reveal their choice, but before that choice is "locked in," you can play these abilities.

During Combat. You play most abilities from your hand *instead* of using the card in combat, but "During Combat" abilities modify that card's properties when used in combat. For example, Rook's Windmill Crusher (King) has a "During Combat" ability that lets it beat some normal attacks.

Reaction. You can play these abilities in reaction to other abilities in order to counter them (meaning negate them).



Versus Mode (1 vs 1)

This is the core of the game, so learn this mode first.

Game Setup

Choose your character! Remove your character card from your deck and set it aside. The number inside the heart in the lower right corner of your character card tells you how many hit points you start with. Use a pencil and paper (or any other means you like) to track your hit points during the game.

Yomi boards have a way to track life totals built into them. You can mark the tens digit and ones digit of your life total individually, with a stone or other implement, so that you don't need to use pencil and paper.

Also set aside your character's stat & ability reference card. It shows every stat and ability in your deck. Let your opponent see this card whenever they want.

If it's your first game, you might remove the two Joker cards to get a feel for the rest of the game first. You should also probably ignore all references to knockdowns and "mixup normals" during your first game. You can add in Jokers, knockdowns, and mixup normals when you're comfortable with the rest of the rules.

Shuffle your deck, then draw your opening hand of 7 cards.





Turn Sequence

(simultaneous for both players)

Draw Phase (skip on first turn)

- Draw a card

Combat Phase

- Play a face-down card
- Reveal combat cards simultaneously
- Determine combat winner
- Loser can play a face-down Joker to avoid more damage, or a bluff card, or discard their combat card to signify they're skipping this step
- Winner plays combos if applicable
- Reveal and discard Joker/bluff card
- Discard remaining combat cards at end of combat

Power Up Phase

- Discard pairs, 3-of-a-kinds, or 4-of-a-kinds to search for Aces.
- Search for more Aces if you hit with a chain combo this turn.

Cleaup Phase

- Discard down to 12 cards if you have more than 12.

1. Draw Phase

Both players draw a card (each from your own deck, of course!)

On the first turn of the game, both players skip the draw phase and neither player can play abilities with the "draw phase" timing tag.

2. Combat Phase

2a. Play Combat Cards Face Down, Then Reveal

Play a card from your hand face down on the table. This is called your "combat card." Your opponent plays their face down combat card at the same time.

Each Yomi card has one move on the north edge of the card and a different one on the south edge (a few cards have the same move on both edges though). The edge you put *closest to your opponent* is the move you're choosing this turn. The move on the other edge has no effect.



Once your combat card and your opponent's combat card are face down on the table, reveal them simultaneously. Some abilities refer to this act as "combat-revealing."

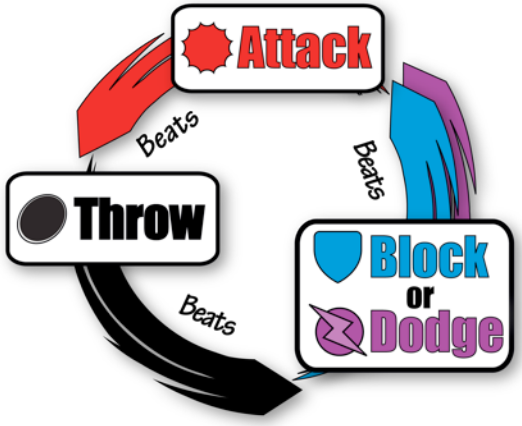


2b. Determine Combat Winner

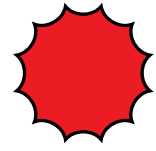
When you reveal your combat cards, the very first thing you must do is pay any mandatory costs for super moves. For example, Grave's True Power of Storms super move on his Ace costs a total of three Ace cards to play, so you must immediately discard two more Aces when you combat-reveal True Power of Storms (the third Ace is the combat card itself).

Next, you can play abilities with the "combat reveal" timing tag.

After that, each player's move is locked-in. Once moves are locked in, determine the combat winner.

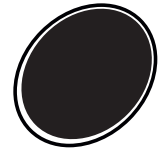


Attack



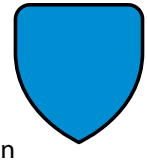
Attacks beat throws and also beat other slower attacks. (Higher number speeds are slower.) If you hit with an attack, you can do a combo.

Throw



Throws beat blocks and dodges and also beat other slower throws. (Higher number speeds are slower.) If you hit with a throw, you can usually continue your combo. Many throws can also knock down if you don't follow them up with a combo. (See knockdown section…)

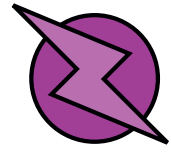
Block



Blocking lets you build up more cards. When you block, you only discard your block card if you get thrown. If the opponent attacks, blocks, dodges, or plays a Joker, then you return your block card to your hand at the end of combat. You draw an extra card if you block an attack or Joker.

Some attacks deal damage even when you block them. Those attacks show their block damage inside a blue shield under their main damage.

Dodge



Dodging an attack or Joker lets you hit back with one move. When you dodge, you always discard your dodge card at the end of combat (you don't get to keep it like you get to keep a block). If the opponent attacked or played a Joker in combat, you can play any attack or throw from your hand. It doesn't matter if that attack or throw is a Starter, Linker, Ender, or Can't Combo; no matter which combo type the move says it is, it becomes an Ender if you play it after a dodge. You can choose to play an Ace move

that costs multiple Ace cards if you like. You can also pump your move up (additional discards for additional damage) if the move normally allows this.

Joker (as a Gold Burst)

When combat-revealed, a Joker beats attacks and throws and lets you search for 2 Aces if you hit. This is called a Gold Burst. If both players play a Joker as their combat cards, the Jokers both hit and both players search for 2 Aces.

2c. Normal Draw Rule

Using a normal attack in combat can give you a bonus card draw. **If your normal attack was blocked or won combat, draw a card now.** (Normal attacks are the attacks with a poker value between 2 and 10.)

2d. Joker (Rewind Time) or Bluff

For your first game, you might leave out the Jokers and skip this section. Playing a Joker as your combat card (Gold Burst) is simple enough, but the other use of Jokers—called Rewind Time—is a bit more involved.

When you lose combat and further combat damage is possible, you may play a card from your hand face down. After the opponent finishes their combo, reveal and discard your card. If you revealed a Joker, moves your opponent played while it was face down don't damage you. If you prevented any damage this way, draw 2 cards. If you reveal a non-Joker, then you bluffed and your card did nothing. This kind of bluff can trick the opponent into stopping their combo early.

It should be pretty intuitive to know when "further combat damage is possible" from your opponent. Basically if they can do any followups at all for more damage, you can play a Joker or bluff. To spell it out explicitly,

You CAN play a face-down Joker / bluff when:

- ✦ You lost to a dodge.
- ✦ You lost to a normal attack.
- ✦ You lost to an attack or throw that's a Starter or Linker.
- ✦ You lost to a move that can be pumped for more damage, even if it was an Ender or Can't Combo.

You CANNOT play a face-down Joker / bluff when:

- ✦ You lost to a block.
- ✦ You lost to a (Gold Burst) Joker.
- ✦ You lost to a non-pumpable Ender or Can't Combo move.

The Rewind Time ability on Jokers only prevents *damage* from combos, not other effects that happen along the way such as chain combos earning you the right to search for Aces, knockdowns, etc.

Remember that Rewind Time only prevents damage while your Joker is face down, so it doesn't prevent damage from your opponent's initial combat card. That means if your opponent dodges into a powerful super such as Grave's (AAA) True Power of Storms, or if they combo that super after a 2, you can rewind the super. But if they play the AAA right off the bat in combat, you can't rewind it!

2e. Play Combos

When you hit with an attack or throw, you can continue your combo. Each move lists its combo points and a character can only do a combo as big as his Combo Limit each turn.

2f. End of Combat

Each player discards all remaining cards used in combat this turn.

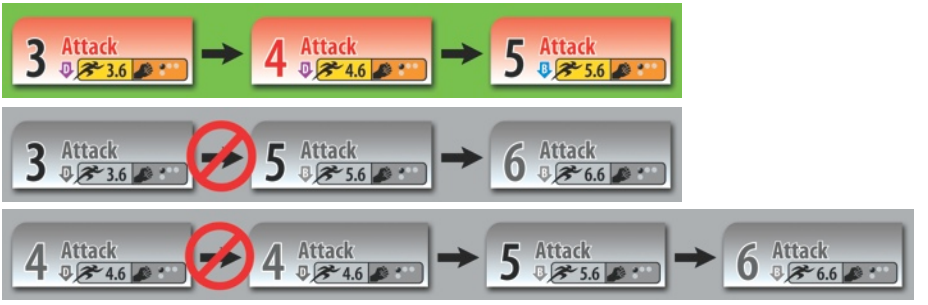
Combo Rules Summary

- An Ender makes your combo end immediately, even if you have more combo points remaining.
- A Starter can only start a combo. You must play it either as your facedown combat card, or after a dodge.
- After a Linker, you can combo any normal attack or any Linker or Ender. A Linker can be used at any point in a combo.
- Can't Combo cards cannot precede or follow any other attacks or throws. You can only play them as your facedown combat card or after a dodge.
- You can chain combo normal attacks in increasing sequential order, such as 2,3,4,5. (Face cards and Aces aren't normal attacks.)
- When game text refers to "your combo," it includes the card you actually hit with, as well as any followup moves. Even a single hit is a "combo" for rules purposes.

Combo Examples

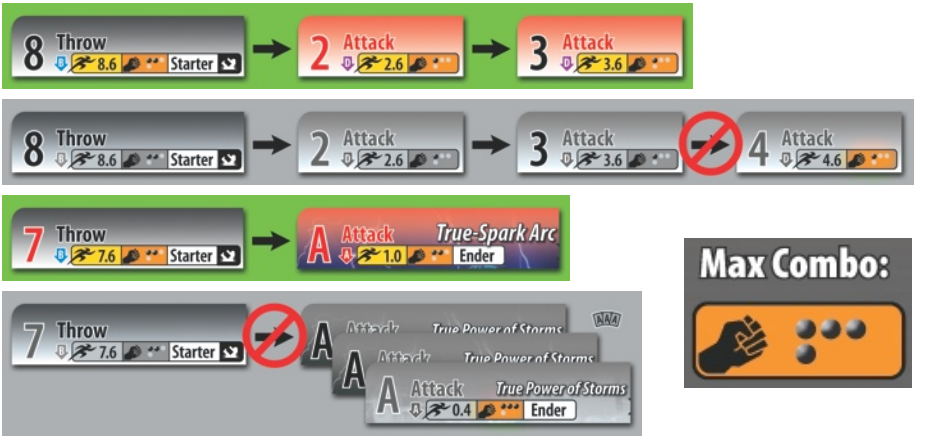
On the next page are examples of valid and invalid combos using Grave's deck. Every card has help text on it to remind you what it combos into, so you don't have to know every detail here.

Chain Combos



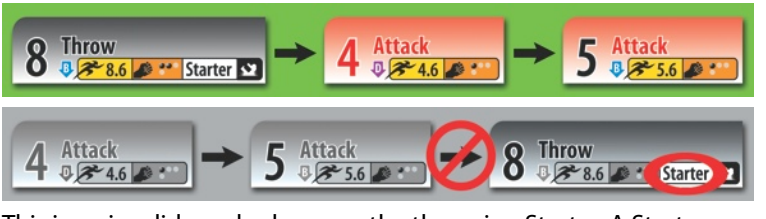
These are invalid combos because normal attacks can only be comboed together in direct ascending order.
(Note: Valerie's character ability lets her ignore this rule.)

Combo Points



Both of these invalid combos exceed Grave's total combo point limit. Each invalid combo listed needs 5 combo points but Grave's combo point limit is 4.

Starters

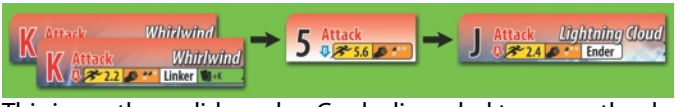


This is an invalid combo because the throw is a Starter. A Starter can only be the first move of a combo. (You need to play it as your face-down combat card or after a dodge.)

Linkers

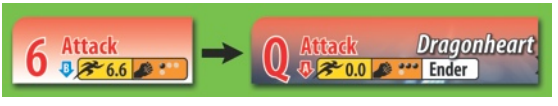


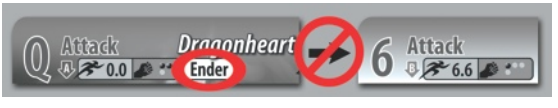
This is a valid combo. Whirlwind is a Linker, so it can connect other valid combo parts as long as you have the combo points.



This is another valid combo. Cards discarded to pump the damage of another card do not count towards your spent combo points.

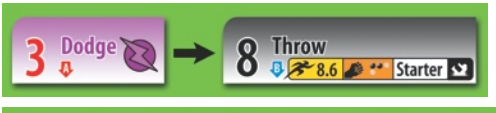
Enders



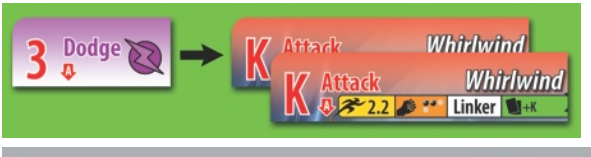


This is an invalid combo because the Dragonheart is an Ender. Playing an Ender ends a combo even if you have combo points left.

Dodging









Dodging into an attack or throw is fine, even if that attack is an AAA move. Pumping that attack or throw is also fine, but you can't combo more moves after a dodge.

3. Power Up Phase

During the Power Up phase, you may power up by searching your deck and discard pile for Aces (supers). You may discard:

A pair for …	**1 Ace**
3-of-a-kind for …	**2 Aces**
4-of-a-kind for …	**3 Aces**

You can discard multiple sets of cards during the same Power Up phase if you like. For example, discarding a pair of 4s and also three 7s would entitle you to search for a total of three Aces. You can even discard a pair of Aces or a pair of Jokers to get an Ace, though it would be an unusual move to do so. Jokers are never wild in Yomi, so a Joker and a 9 does not count as a pair of 9s.

Hitting with chains (straights) in a combo during combat also lets you search for Aces during the Power Up phase, no extra discards required.

3 normal attacks in a row …	**1 Ace**
4 normal attacks in a row …	**2 Aces**
5 normal attacks in a row …	**3 Aces**
6 normals (Valerie only) …	**4 Aces**

Even a chain combo after a throw still counts, but remember that a chain combo refers to only normal attacks played consecutively. Jack, Queen, King are not normal attacks, and 2, 4, 5 are not consecutive.

Determine the total number of Aces you're entitled to get from chain combos and discarding pairs, 3-of-a-kinds, and 4-of-a-kinds. Get that many Aces from your deck or your discard pile. You usually want them from your discard pile so that you'll be more likely to draw more Aces, but the choice is yours; you can get them from either your deck, your discard pile, or both. You can get fewer Aces than you're entitled to, but only if there are no Aces left in your discard pile. If you get any Aces from your deck, shuffle your deck afterward.

4. Cleanup Phase

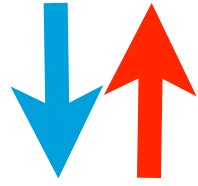
If you have more than 12 cards in your hand, discard down to 12. It's ok to have more than 12 cards during other parts of the turn.

Knockdowns and Mixup Normals

Once you're comfortable with the base rules and have played at least one game, then add in these rules about knockdowns.



To knock the opponent down, end your combo with a knockdown move (a move that has the knockdown symbol). Most throws can knock down, so let's use Grave's normal throw as an example. When Grave throws the opponent, he can choose to continue his combo with more attacks (he won't get the knockdown in this case), or he can stop so that the throw ends his combo (he *does* knock down the opponent in this case).



When you knock down the opponent, give them the knockdown token to help them remember that their defenses are weakened next combat (next turn). They **can't dodge at all** (if they try, the dodge does nothing and they discard it). Also, they **can't block your odd numbered normal attacks with an even numbered block, and vice versa**. For example, if they try to block your 3 attack with a 10 block, they get hit. They discard the block card and don't draw a card from blocking.

When you're knocked down, even though your blocks are weaker, they still work as usual against specials and supers. They're only weakened against normal attacks, simulating high/low guessing games or "cross-ups" in a fighting game.

If both players are knocked down at the same time, cancel the knockdown effect next combat (no one gets the knockdown token). Imagine that you both got up from being knocked down, so neither of you can perform mixup normals on the other next combat.

Other Rules

Initiative and Timing

Occasionally you and your opponent might want to play abilities at the same time. The player who started the turn with the lower life total has initiative for the turn and has the first chance to play abilities at each step. If your life totals are tied as the turn starts whoever had initiative last turn has it again this turn. If it's the first turn and your life total start out the same, flip a coin to determine initiative.

Abilities resolve immediately when they are played unless they are countered. Play as many abilities as you want in a row, then your opponent gets a chance to play

his. Go back and forth this way until you both pass consecutively, then you must go to the next step.

No-card

You can choose to play no card at all during combat, but it's almost always a bad choice. Announce "no-card" if you don't want to play a card during combat. If the opponent already played a face down combat card, they can return it to their hand and make a new choice. (This is necessary because otherwise you would always want to stall and make the opponent play first in case you wanted to play no-card.)

No-card loses to all other options. Attacks, throws, and Jokers hit you; dodges allow the opponent to hit you with a single attack; and blocks let the opponent draw a card (and return the block card to their hand).

If you play no-card, you can still play abilities after combat, and you can still play Rewind Time Jokers to cancel the damage of the opponent's combo, if you like.

Time Out

When any player draws the last card in their deck, time has run out and the game is over. If this happens during the combat phase, end combat first so that any attacks being played deal their damage. The winner is the player with the highest life total. If the life totals are tied, the game is a draw.

Triple Threat Mode

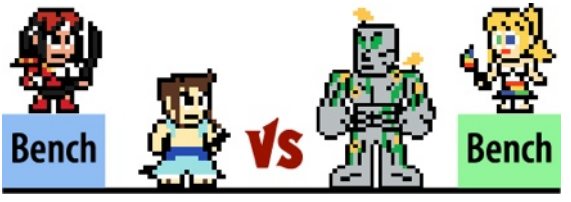
In this mode, each player has a team of three characters instead of just one character (each player needs three decks). You each secretly and simultaneously reveal which character on your team you'll play first. When one character loses, the loser chooses which remaining character to bring in next. The winner shuffles their discard pile into their deck but keeps their cards in hand. The winner also keeps any ongoing or attached effects, such Midori's Dragon Form or Troq's blocks attached to his character card. The winner heals 20 hit points, capped at their character's maximum hit points. (This healing does not trigger Gloria's Healing Sphere ability.)

That's it! If you want to have three players on your team so each player controls one character, you can do that too. The good news is that it's very simple to do. The bad news is that the other players will be waiting around until they get to play. If you want a mode where your teammate interacts with you, try the 2v2 Team Battle Mode, but know that it's more complex—and pretty nuts.

Tag Team Mode (2 vs 2)

If you're familiar with the rules of the 1v1 mode and you have four people and four decks, try this craziness.

The object of the game is to defeat both opposing characters. Even if you get eliminated, your team still wins if your teammate is still standing when both players on the opposing team lose.



Setup

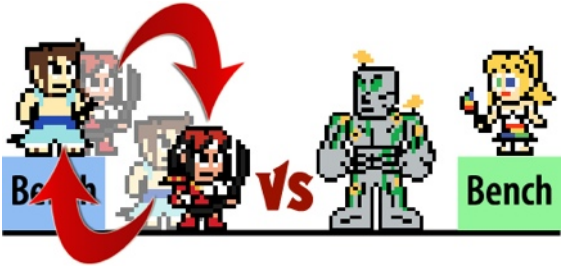
Each team picks one character to start in play on the battlefield; this is the "active" character. The other character on each team is on the bench, waiting to fight; this is the "assist" character. These roles will often change as teammates tag in and out.

As usual, skip the draw phase on the first turn. On subsequent draw phases, benched players draw 2 cards and heal 2 hit points, capped at their maximum hit points. At the end of each turn all players (active and benched) discard down to 12 cards if they have more.

You are allowed and encouraged to share information with your teammate.

Tagging In and Out

You'll want to tag in and out fairly often, meaning switch who on your team is active and who is assisting. You might want to tag out (meaning become the assisting player) so you can heal and refill your hand with cards. If you are the assisting player, you might want to tag in if you're already at your cap of 12 cards or if your life is at its maximum because you aren't gaining any benefit by resting. You also might want to tag in to help your teammate do a bigger combo, or if your character is stronger than your teammate's against the opposing team's active character.



Tagging During Combat

There are three ways you can tag during combat.

1) Dodge Tag

If you win combat with a dodge, the assisting player can tag in (and the active player tags out) if you each discard a card. The new active player can then play a full combo, meaning he isn't subject to the usual limit of one hit after a dodge.

2) Combo Continue Tag

If you are performing a combo (so you won combat with an attack or throw) and you have at least one combo point left and didn't play an Ender or Can't Combo move, you and your partner can each discard a card to tag. The incoming player can continue the combo. Whenever a player switches in, his combo points are reset, so he can do a full combo here. The only restriction is that the incoming player can't do a Starter or Can't Combo move. If your last attack before switching out was a normal attack, treat it as a Linker as the incoming player continues his combo.

3) Super Cancel Tag

When you hit with any super attack or **super throw** (your Ace moves), your partner can tag in by playing his own super attack or **super throw**. The incoming player's super does only 50% damage, rounded down. This maneuver is possible regardless of combo points, and works regardless of if the supers were Starters, Enders, Linkers, or Can't Combo moves. You do *not* need to discard any extra cards to Super Cancel Tag other than the Aces for the supers themselves.

Once you use either a Dodge Tag *or* a Combo Continue Tag, you cannot tag again during that same combo, except with a Super Cancel Tag. **If you use an assist in combat (see below), then you cannot Dodge Tag or Combo Continue Tag at all that combat**, but you can still Super Cancel Tag.

Tagging During the Power Up Phase

If the active player would search for at least one ace during the Power Up phase, instead they can switch out and have their teammate search for the appropriate number of Aces and become the active player. For example, the active player could discard three Jacks during the Power Up phase, switch out, and the incoming partner can search their deck and/or discard pile for two Aces. (Note all players can also Power Up for Aces as usual, without switching.)

You can also hard tag during the Power Up phase by simply declaring that you're tagging, without any need to discard pairs for Aces. This is a very dangerous

maneuver though. Whenever you hard tag, the incoming character can't play a combat card at all ("no-card"). The opponent can do a full combo, so only do it if you're desperate.

Snapbacks

You can force the opposing team to tag using a snapback. If the opposing active character would ever be knocked down, your team's active player may discard a card. If they do, the opposing active character is forced to switch out and their partner switches in, becoming active. The knockdown move still does damage to the outgoing character as usual but the incoming character is not knocked down.

- **When you do a snapback, the other team cannot tag during that turn's Power Up phase.**
- **When you land a knockdown (without doing a snapback), the other team also cannot tag during that turn's Power Up phase.**

You can't snapback if the opposing team only has one character left. Also, you don't get any benefit from knocking down an opposing assist character.

You might want to do a snapback if it forces in an opposing character who is at very low life so you can try to finish them off. You also might do it if your character has a tough time against the opposing team's active character. On the other hand, you might want to knock down the opposing main character and *not* do a snapback if you're already in a favorable situation.

Abilities

Anything attached to a character card (such as Argagarg's Bubble Shield) stays attached on the bench and across tagging. Same for Midori's Dragon Form.

Character Innates are always on, even for assist characters. If Midori is in Dragon Form, his Dragon Attacks are undodgeable whether he is an active or assist character, for example. Argagarg's Hex works from the bench too, though it makes the opposing active player lose 2 life, not both opposing players.

Abilities you play from your hand work even from the bench. For example, Grave can play Martial Mastery from the bench to see the opposing active player's hand. Grave can also play Mental Toughness from the bench to counter an ability played by either opposing player.

Abilities that say "you" really mean "you," not your partner. For example, Jaina's innate lets Jaina buyback attacks when Jaina plays them. It doesn't let her partner buyback anything and it doesn't let Jaina buyback attacks her partner plays.

Time Out

When any player draws the last card in his deck, time runs out and the game ends. Add up the hit points of the remaining characters on each team. The highest total wins, and a tie results in a draw game.

Assists

Try the 2v2 mode without assists, and when you're comfortable with it, you might try adding assists in. An assist is a an attack or throw **special move** (Jack, Queen, or King) done by an assist player to help out the active player. You must discard an extra card to play an assist. Assists are your team's second chance in combat, and sometimes a way to extend combos.

Here's a general overview of assists:

- Play facedown combat cards as usual
- Each team plays an assist card if they like
- Reveal all those cards simultaneously
- Option to swap assist cards to become main combat cards
- Resolve combat winner
- Winner continues his combo if possible

Playing Assist Cards

After combat cards are face down on the table, but before they are revealed, the assist players can each play an assist card face down (only a Jack, Queen, or King can be an assist). For casual games, you don't have to care much about the timing here. If you want to play an assist, just put your assist card face down, or pass. If you say you pass but the opposing benched player plays an assist, you can change your mind and play your own facedown assist card, that's fine. Once the assists are locked in (meaning your assist is facedown on the table or you really and truly did pass), then each player who assisted discards a card. Then, reveal all combat cards simultaneously.

Swapping Combat Cards

After all facedown cards are revealed, if your team did an assist, you may **swap** your assist card to become your team's main combat card (your original main combat card won't be used this combat). If both teams assisted, the team whose assist is a faster speed (lower speed number) makes the choice to swap (or not

swap) first. Then, the other team chooses. If both teams assisted with moves of the the exact same speed, the team whose active character has higher life chooses to swap (or not swap) first, then the other team chooses.

After these choices are done, there is a chance to play abilities with the "combat reveal" tag. For example, Valerie could play Burst of Speed at this point.

After that, the main combat cards are "locked-in" and we resolve the winner.

Losing or Tying Combat When You Assisted

If your team assisted and you lost or tied combat, any combat damage you take will hit **both** players on your team.

> **Example 1) Losing combat.** You do a 2.4 speed attack and your partner assists with a **throw**. The opposing team does a 0.0 speed attack with no assist. If you swap to make the throw your main combat card, it loses to the 0.0 speed attack. If you don't swap, you still lose combat. Either way, both you and your teammate take damage from the 0.0 speed attack (and the rest of the combo, if there are more hits after that.)

> **Example 2) Tying combat.** You do a 2.4 speed attack and your partner assists with a **throw**. The opposing team does a 2.4 speed attack with no assist. If you swap to your throw, you'll lose combat. You choose instead to keep your 2.4 speed attack as your main combat card and it ties with the opponent's same speed attack. Your 2.4 speed attack hits the opposing main character, and his 2.4 speed attack hits BOTH you and your teammate. No further combo is possible because you "lost or tied combat."

Winning Combat When You Assisted

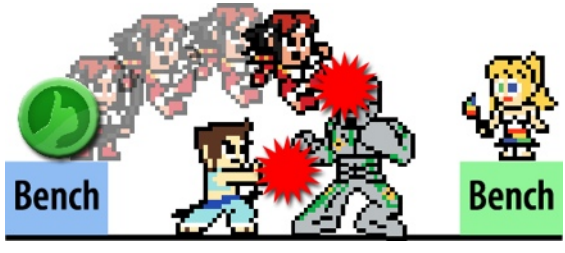
If you won combat with an Ender, Can't Combo move, or a Joker (Gold Burst), then you knocked the opponent too far back to hit them with your assist. Your assist misses. If it's a pumpable move, you can pump it and the opposing active player can play a facedown Joker / bluff card to try to avoid the pump damage. Benched players can't play facedown Joker / bluff cards though.



If you won by **swapping** your assist to make it your main combat card, no further combo is possible unless it was pumpable. That move becomes an Ender, and the active player can play a facedown Joker / bluff card to try to avoid the pump damage. Swapping your assist to become your main combat card helps you win combat, but it limits your combo potential.

Also, if your team **swapped** (regardless of if you won or lost combat), you and your partner discard your combat cards at the end of combat and ignore any abilities that say to return them to hand. This means blocks don't return to hand if you swapped, and neither does DeGrey's Ace dodge. Jaina's Burning Vigor Innate won't work, either.

If you won with a normal attack, Starter, or Linker **without swapping** your assist card to become your combat card then your team's assist card immediately hits next, no matter what it is! An assist Starter, Linker, Ender, Can't Combo all work and cost 0 combo points. Then, the opposing active player has a chance to play a facedown Joker / bluff card to avoid any further damage. Then, you may play pumps of the moves your team played so far, if applicable.

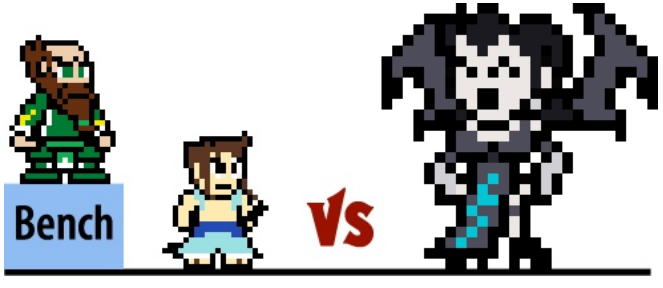


You can't keep going with your combo if your assist was an Ender or Can't Combo move. But if it was a Starter or Linker, you (the active player) *can* keep going. The assist *resets* your combo points spent back to zero and you can now play anything you could normally play after a Starter or Linker (you can play any normal attack, Linker, or Ender.)

> For example, you win combat with a 2 attack and your partner did a Starter attack as his assist. You might play this combo: 2 → Starter assist → (opponent can play facedown joker / bluff card) → 2, 3, 4, Ender. If the opposing team assisted, that combo will hit *both* opposing players. If they didn't assist, it would only hit the opposing active player, though.

You Won With…	You Swapped	You Didn't Swap
Ender or Can't Combo move	No further combo, except pumps.	No further combo, except pumps.
Gold Burst or block	Impossible. Assist characters can't Gold Burst or block.	No combo is possible.
Dodge	Impossible. Assist characters can't dodge.	Your assist hits as your follow up and becomes an Ender.
Normal attack, Starter, or Linker	No further combo, except pumps.	Your assist hits automatically and if it was a Starter or Linker, your combo points reset and you can continue your combo.

Dramatic Battle (2 vs 1)



With just a few modifications to the 2v2 Tag Team rules, you can play a 2v1 game. The side with 2 players follows 2v2 Tag Team rules from the previous section. The lone player gets these boosts:

- Double the usual starting hit points.
- Draw 3 cards each draw phase, rather than the usual 1 card.
- Maximum hand size of 20 (still draws 7 cards for opening hand).

That's it! The team of two can still use assists and tag combos explained in the 2v2 section, but the team of one is a tough cookie.
For the lone player to win, he must defeat both opposing players. If the team of two defeats the lone player, they win, even if they lost one team member along the way.

Training Mode (Solo)

Training mode lets you play against an automated opponent. There won't be any "yomi" (reading the mind of the opponent) in this mode, but it's still useful. You can learn basic valuation skills, meaning the value of various cards and abilities in different game situations. Once you are proficient in this, you should be able to beat the automated opponents fairly easily, and then you'll be in a good position to play against humans.

You can also try a "Survival Mode" if you want to play several games in a row against these bots. For that mode, after you defeat a bot, heal back 30 hit points and then go on to the next bot. See how many you can defeat before losing.

Setup

Select a character for yourself and a character for the bot. Remove all jokers from the decks (or skip them when you draw them). This mode doesn't use jokers.

Draw a hand of 7 cards from the bot's deck, and put them face up on the table. The bot's hand is always face up. Draw your own hand of 7 cards as usual from your deck.

Play Sequence

Draw Phase & Combat

Play as usual, but the bot doesn't draw a card during the draw phase. Instead, after you play your combat card for the turn, the bot draws a card and uses that card as its combat card. If this card is illegal to play for some reason (for example it requires more Aces in the bot's hand, but the bot doesn't have those Aces) then rotate the card 180 degrees. If that option is also illegal, then put the card in the bot's hand and and the bot draws another card and plays that, etc.

When you draw the bot's cards, try to flip the bot's card over horizontally about half the time and vertically the other half. This is to randomize which end of the card it uses in combat. If the bot's deck has sufficiently mixed up card orientations to begin with, you could probably always flip the cards over the same way though.

For a harder, more exciting bot use this extra rule: When the bot reveals a combat card that is either block/**throw** or dodge/**throw**, rotate it to the **throw** side if doing so would win combat. This really spices things up!

If the bot wins combat and can do a combo, it always does. Choose the highest damage combo possible for it. If there is more than one way to do that, you choose the way. When pumping moves for the bot, discard the lowest rank cards possible for the pump cards. (For example, pump with a 2 rather than a 3.)

Power Up Phase

During the Power Up Phase, the bot always powers up if possible, but only if there are Aces in the discard pile. The bot only powers up for those and never gets Aces from its deck. Use the lowest rank cards possible to power up. (For example, if 333777KK are in the bot's hand and one Ace is in its discard, the bot powers up with a pair of 3s to get the Ace.)

Other Rules

Special Ace rule: at the end of the turn, if the bot has all four Aces in hand, it draws 2 cards then you randomly choose one Ace from the bot's hand and shuffle it into the bot's deck. (In other words, the bot is Powering-up in reverse: trading an Ace for two cards.)

Abilities: bots always play abilities whenever possible, but only if doing so would have some effect.

Character-specific rules for bots

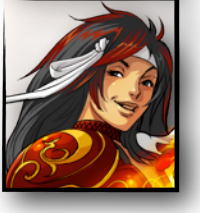
Grave



Bot's innate ability changed to: When you block an attack, put all Queens from your discard pile into your deck, then shuffle your deck.

Martial Mastery changed to: After the draw phase, discard this card to draw 2 cards.

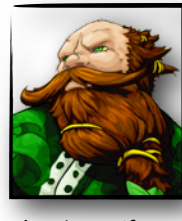
Jaina



For the bot's innate ability, she only buys back the combat card, not later cards in a combo. She doesn't buyback if her life is lower than yours, but otherwise always does unless it would kill herself.

When she uses Unstable Power, if her combat card has attack on at least one side, she'll rotate her combat card to whichever side is more favorable to her.

Midori



While in Dragon Form, if the bot's combat card can be played as a Dragon move or dodge, then use that side. If neither side is a Dragon move or dodge, then reveal cards from the bot's deck until you reveal a Dragon move or dodge, then use that in combat. Put all unused cards on the bottom of the bot's deck.

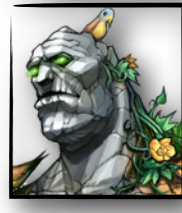
He only plays Glimpse of the Dragon if doing so results in him winning combat (even if not doing so would have also resulted in winning combat).

Setsuki



The bot's Bag of Tricks ability changed to: At the end turn, if this is the only card in your hand, shuffle the three topmost face cards and/or Aces from your discard pile into your deck, then put this Bag of Tricks card on top of the deck.

Rook



The bot always uses the Rock Armor innate if possible, but only needs to discard two cards of the same color as the attack, rather than two cards of the same suit.

DeGrey

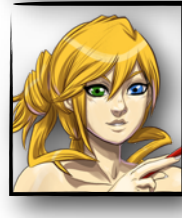
He only plays Point, Counter-point if doing so would win combat.



When he plays Troublesome Rhetoric, randomly choose one of the four options.

Valerie

She only uses Burst of Speed if it if it would cause herself to win a combat she'd otherwise lose. She can use multiple copies of Burst of Speed during the same combat, but she will only use the minimum number needed to win combat.



She doesn't pump her Queen attack unless doing so would win the game.

Geiger



He only plays Research & Development if there is at least one Time Spiral in his discard pile. The bot's Research & Development ability changed to: After the draw phase, you may discard this card to draw X/2 cards, rounded up, where X is the number of Time Spiral cards (including Aces) in your discard pile.

He only plays Temporal Distortion if there is at least one Jack or Queen in his discard pile.

Lum

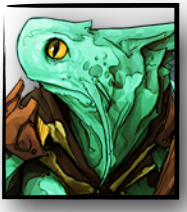


He only pumps throws once, or more if it would win the game.

When the bot uses Blackjack, he must keep revealing cards until the value is 12 or more. If the total value of the revealed cards is 12 or more, he must stop.

Poker Flourish ability changed to: At the end of the turn, discard this card, an Ace, and your lowest ranked card in hand to get the Blackjack effect. Only play Poker Flourish if the bot has the required cards in hand. (Read Lum's Ace to see what the Blackjack effect is.)

Argagarg



No special rules.

Quince



For the bot's innate ability, if the bot deals combat damage and it happens to play a face card next turn as its combat card, it will always rotate the face card if doing so would win combat.

When you play Two Truths against a bot, the bot will choose randomly between your two piles. When the bot plays Two Truths, it uses the top 3 legal cards of it's discard pile as one pile and the top two cards of its deck as the other pile.

When he plays Flagstone Tax, randomly choose one of the four options.

When he hits with the Patriot Mirror Ace, next combat he plays *two* combat cards from the top of his deck. Choose the most favorable one for him.

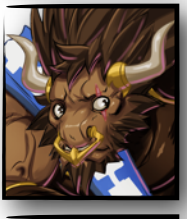
Onimaru



He only uses Final Authority if it would cause himself to win a combat he'd otherwise lose.

When he hits with the Clockwork Soldiers Ace, he plays as many more Aces as possible and he shuffles all face cards from his hand and discard pile back into his deck.

Troq



No special rules.

Bal-Bas-Beta



After using Overdrive, if the bot's combat card isn't a face card or dodge, then reveal cards from the bot's deck until you reveal a face card or dodge and use that in combat. Put all unused cards on the bottom of the bot's deck.

Menelker



During the Power Up phase, if he has no black face cards in hand, he will power up for black face cards (choose randomly). Otherwise, he'll power up for Aces.

When he uses Bonecracker, he prefers to make you discard a Joker the most, an Ace the second most, and if you have no Jokers or Aces then he chooses randomly.

He only uses Into Oblivion if doing so would let him remove one or more Aces from your discard pile.

Persephone



Whenever her innate triggers, she recurs the highest rank(s) possible.

If she dodges an attack or Joker, she will play the Mistress's Command Ace if possible, otherwise a move that knocks down, or otherwise her most damaging move. Whenever she hits with Mistress's Command, she makes the worst possible decisions for you next turn. If you slack off or cut corners on this, she will know.

Gloria



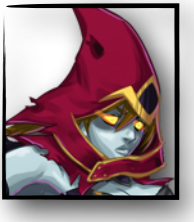
She uses her innate ability to return hearts cards as much as possible, highest ranks first.

She only plays Healing Sphere if she has at least one Hearts card in her discard pile.

She chooses to activate Bathed in Moonlight on her Jack to gain life whenever possible, unless not doing so would kill her opponent.

She uses her Overdose Ace ability whenever she won combat unless she's behind by more than 40 life.

Gwen



Whenever she reveals a Jack in combat, rotate it to Chains of Ice.

Vendetta



Whenever he loses combat with a normal attack, he swaps his combat card for the fastest normal attack in his hand if doing so wins combat. If it wouldn't and you were knocked down, he swaps his combat card for the throw side of any King from his hand if doing so would win combat.

He uses Acrobatics whenever he'd lose to an Ace, lose to a move doing 10 or more damage, or if he'd lose the game by not doing it.

Zane



He uses his innate ability to play whatever his most damaging combo is.

Frequently Asked Questions

Want even more detail on how a character's abilities work?
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Special Thanks: fantasystrike.com crew for years of playtesting, tournaments, and game balance suggestions!

Rulebook version: 41.2



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