



Honorable martial artists have been selected from all over the world. Now is the time to decide the true successor of the legendary martial art, "Kabuken"!!

[Contents]

54 number cards (3 x 0-5 in red, blue, green)



12 character cards (+1 promo card)



12 Secret Cards



4 Hit Point Gauge Boards



5 Hit Point Counters



Rule Summaries



1 Rulebook

[Game Objective]

Use up to 3 of the 6 cards in your hand to attack and aim for a KO or decision win with the damage you inflict upon your opponents.

[Basic Rules]

Character and Secret cards are not used.

[Preparing for the Game] (For 2-player Game)

- Players choose their favorite color Hit Point (HP) gauge board (hereinafter referred to as board), a Hit Point (HP) counter (hereinafter referred to as a counter), and a summary.
- Place the summary and the board in front of you and place the counter on the "8" heart on the board.



- Shuffle all the number cards (hereafter referred to as cards) well and deal **6 face-down cards** to each player, this is **their hand**.
- The rest are placed in a face-down pile in the middle of the table, this will be the **draw deck**.
- Whoever has most recently played a fighting game will be the start player (or determine by another method). Flip 1 card from the top of the deck, and place it face-up next to the deck, this is the **Field Card** (Discarded cards are placed **on top** of this card).
- The center area is the field, the space in front of each player is their own playing field.

[Game Flow]

-The starting player is the active player. They choose one of the following 2 actions:

(1) Attack

Attack your opponent with **2-3 cards** from your hand. Immediately, the cards used in the attack are placed face-up on top of the discard.

(2) Psych Up

Discard any **1 card** from your hand (if you have 0 cards in your hand, this is not necessary). Replenish from the top of the deck, 1 at a time, until you have 6 cards in hand.

-The opposing player is the defender. The defender chooses 1 of the following 3 actions in response.

(1) Taking the Hit

If an attack cannot be defended or counterattacked as described below, or if it is strategically disadvantageous to defend or counterattack, reduce the HP counter on the defender's board by the attack damage.

(2) Defense (Sealing Fist: Fuken)

You can **reduce incoming attack damage by 1** by playing **2 cards of the same number in different colors** against attacks.

※Cannot be used against a counterattack. Only 1 pair can be played in defense.

(3) Counterattack

In response to an attack, **by playing card(s) that corresponds to the target's attack**, the attacking side will receive the damage they would've dealt. At this time, the attacking side **can counterattack again** by playing corresponding card(s). The counterattack continues until either player is unable or chooses not to counterattack, thus inflicting damage on that player.

(TL: In a multiplayer game, the counterattack goes to the next player in clockwise order.

Ex: Turn order is A->B->C->D->E->A...

B attacks C who counterattacks, now D must counterattack, if E also does so, and A fails to do so, A loses HP.)

Decrease the HP value on the gauge board of the damaged player and discard the played cards on top of the discard pile in order of play (last card played on top).

[Regarding Hand Replenishment and the Next Turn After Being Attacked]

A player who **chooses to be hit or defends** against an attack, immediately after, replenishes their hand to 6 cards, regardless of whether they took any damage. This player then becomes the **next active player**.

If a **[Consecutive Attack]** is performed, the **last player** who chose to be hit will be the **next active player**. If the active player psyches up, the other player (or the next player clockwise in the multiplayer game) takes the next turn.

※ You can replenish your hand only "when you choose to psych up on your turn", "when the previous player psyches up and you choose to psych up when the turn changes", "when you choose to defend against an attack", or "when you fail to counterattack".

[Relationship Between Types of Attacks and Counterattacks]

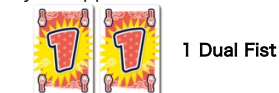
If the active player chooses to attack, they choose one of the **6 types** of attack techniques below to attack, and if the result causes **1 or more** damage to the defending side, it is considered a **successful attack**.

If the attack is counterattacked, it will be considered a **failed attack** even if damage was dealt. When counterattacking, counterattack according to each attack technique.

※ If the attack types **overlap** (Example: Color Fist and Sniper God Fist) the attack that has **higher (larger) attack power** is defaulted to.

(1) Dual Fist (Souken): 1 Attack Power

Ignoring the **Field Card**, by playing **2 cards of the same color and number**, deal **1 damage** to your opponent.



1 Dual Fist

Counterattack: playing **1 card with the same number** as the Dual Fist.



1 Counterattacks
1 Dual Fist

(2) Color Fist (Shikiken): 1 AP

Ignoring the **Field Card**, by playing **3 cards of the same color**, you can deal **1 damage** to your opponent. In addition, splay all the cards so they can be seen by the opponent, then discard them in any order on the **Field Pile**, the top card is the new **Field Card**.



Green 0, 1, 5
Color Fist

Counterattack: playing **1 card with the same color** as the Color Fist



Green Counter-attacks
Green Color Fist



(3) Sniper Fist (Sogekiken): 1 AP

By playing 3 cards that sum to the same number as the Field Card, you can deal 1 damage to your opponent. In addition, splay all the cards so can be seen by the opponent, then discard them in any order on the Field Pile, the top card is the new Field Card.



5 Field Card
0, 2, 3
Sniper Fist

Counterattack: playing 1 card with the same number as the top card in the Sniper Fist.



0 counterattacks
0 top card of
Sniper Fist

(4) Sniper God Fist (Sogekishinken): 2 AP

By playing 3 same color cards that sum to the same number as the field card, you can deal 2 damage to your opponent. In addition, splay all the cards so can be seen by the opponent, then discard them in any order on the Field Pile, the top card is the new Field Card.



4 Field Card
0, 1, 3 Red
Sniper God Fist

Counterattack: playing 1 card with the same number and color as the top card in the Sniper God Fist.



3 counterattacks
3 top card of
Sniper God Fist

(5) Resolute Fist (Furanken): 2 AP

Ignoring the Field Card, by playing 3 cards of same number and different colors, deal 2 damage to your opponent



3 Resolute Fist

Counterattack: playing a card with the same number as the Resolute Fist.



3 counterattacks
3 Resolute Fist

(6) Resolute God Fist (Furanshinken): 2 AP

Ignoring the Field Card, by playing 3 cards of same number and same color, deal 2 damage to your opponent



0 Resolute God Fist

Counterattack: playing another Resolute God Fist. ※ The only counter attack with 3 cards.



2 Resolute God Fist
0 Resolute God Fist

[Bloom]

2 out of the 3 copies of the "4" and "5" card have flower icons on them. Only when attacking, inflict 1 more damage to the opponent for each flower icon.



5 Resolute Fist with
all 3 cards in bloom

Normal Damage 2 + Extra Damage 3 = 5 Total

[Continuous Attack]

If the attack is not counterattacked, you can continue to attack with the rest of your hand. However, if ever counterattacked, the attack ends. In addition, even if it is defended, regardless of the presence or absence of damage, continuous attacks can be continued without limit. Also, if your last attack deals 1 or more damage to the opponent, it is considered to be a successful consecutive attack.

[End of Game & Victory Conditions]

The game ends when player's Hit Points (HP) reach "0". Alternatively, the game also ends when the deck runs out.

The winner for the former is the player who reduced the opponent's HP to 0 (KO'd), and the latter is the player with the most remaining health. In case of a tie, share the victory.

[Variant Rule] 2 Win Match

Winning a game gives you 1 counter. The true winner is the first player to win 2 games and get 2 counters. You can also enjoy it in combination with "Extended Rule 1" described later.

[Extension Rule 1] Characters & Secrets



Character Card



Secret Card

- Each Player has 12 character cards to choose from. Choose your favorite character card then deal 2 Secret Cards, choose 1.

Return the Secret cards not used to the box. Place your character card and secret card in front of you.

- Next, each player places a counter on their HP Gauge Board according to the HP of the character.

- Each character has a unique ability that stays in effect until the end of the game.

- Secret Technique Cards have either an immediate effect that can be used only once during the game or a permanent effect that can be used many times. When an "immediate effect" card is used, turn it sideways after using the effect.

- Other than the rules above, the basic rules are the same.

Play Example



[Extension Rule 2] Multiplayer rule (3 - 4 Player)

Only points that differ from the basic rule are described below.

[Game Flow]

- Each player plays clockwise.
- If the deck runs out, reshuffle and continue.

Attack

Only the player to your left can be attacked.

Counterattack

Counterattack damage is ultimately taken by the player who cannot or does not counterattack.

[End of Game & Victory Conditions]

The game ends when 1 player's HP reaches 0 or the deck runs out twice. The player with the most health is the winner. In case of a tie, share the victory.

(5 - 7 Player)

Only points that differ from the 3 - 4 player rule are described below.

- Prepare substitutes to keep track of HP.
- Put the first player to reach "0" HP's cards in the bottom of the discard pile.

[End of Game & Victory Conditions]

The game ends when any 2 player's HP reaches "0". The player with the most health is the winner. In case of a tie, share the victory.

(3 - 7 Player rules: Characters and Secrets)

[Extension Rule 1] Characters and Secrets

- Allows for them to be enjoyed by many players.

5-7 player rule

(5-7 players) Once someone has been KO'd, if the cause is an attack or a counterattack, the player immediately before the player KO'd gains a special ability. Until the end of the game, they can "replenish their hand after attacking or successfully counterattacking".

Ex: A attacks B and B is KO'd. A immediately replenishes their hand, and gains the ability above for the rest of the game.

Character Cards

<Rat> Chu Lee (China)

HP: 7

When attacking, sniper fist attacks cannot be counter attacked.

"Chi, cornered rats even bite cats!"



<Ox> Shifa Khan (India)

HP: 9

When attacking, you **may** reduce your HP by 1 and treat 1 card as any color (number stays the same).

"Meditation... a prayer to the Sun..."



<Tiger> Leona Martin (USA)

HP: 8

When attacking, attacks cannot be defended against.

"Speed and Power, Victory-desu!"



<Rabbit> Kim Upyon (Korea)

HP: 7

You can use your immediate secret card 1 more time on the following turns.

※ Does not work if the secret is permanent

"Pyon's pride, her two long ears ♡"



<Dragon> Tatsuno Jyarin (JP/TW)

HP: 10

Can't Continuous Attack. If your HP is 2 or less, +1 damage when attacking.

"The more I'm cornered... The stronger I become..."



<Snake> Julia Schneikhardt (DE)

HP: 7

Cannot attack.

※ Attacking by Secret Cards is possible.

Counterattack damage +1 every time it is successful (extra damage stacks).

If the deck runs out (2 players: 1 time, 3 – 4 players: 2 times) Instant win regardless of remaining HP (TL: Doesn't work if KO'd)

"Do you want to drown in my poisonous fangs."



<Horse> Elena Cavallo (Mexico)

HP: 9

Before an attack, if you choose, reduce your HP, draw an equal number of cards from the deck (Limit 3 cards). After that, you cannot replenish your hand until you have 5 cards or less.

"For battle, you need strategy and traps!"



<Sheep> Rita Siesta (Spain)

HP: 8

Heal 3 HP when you succeed in a Continuous Attack.

"I am...sleepy...go...away."



<Monkey> Sawatari Masami (JP)

HP: 9

When psyching up, HP is reduced by 1. Discard 1 as usual, replenish to 5 cards in hand. Draw 2 more cards, keep 1 and return the other to the top of the deck.

"Another exciting day! Fighting is so fun!"



<Rooster> Charlotte Tweetle (FR)

HP: 8

When counterattacking, you **may** play 1 additional corresponding card when counterattacking, +1 damage.

※ Can also counterattack normally. Extra damage stacks every time the ability is used.

"I have my own reasons I cannot lose."



<Dog> Sasha 110 (Russia)

HP: 7

The maximum number of cards in your hand is 7.

※ Start with 7 cards.

"Yes. Leave it to me. I won't forget my mission."



<Boar> Veronica Sisiera (Brazil)

HP: 7

All 4 and 5 cards are treated as though they have 🍄.

"Just keep moving towards the top."



<Fox> Maria Fox (JP/Italian)

HP: 8

When attacking, if the remaining HP of the opponent is 5 or more, you can treat 1 card in your hand as any number (color stays the same).

※ 🍄 markings only carry over if the original card has it and it is treated as a 4 or 5. If treated as 1 – 3, the marking is ignored.

"Looks like you've been tricked by a fox too."



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Secret Cards

Floral Flame (Hana Homura)

Permanent

If you reveal all your cards before attacking, a dual fist attack can be done with only 1 🍄 card.

※ **Consecutive attacks cannot be done with this secret technique in effect.** 🍄 cards used for this technique do **not** do additional damage



Rigid Palm (Gosho)

Immediate

If you attack with Sniper God Fist or Resolute God Fist, it cannot be defended or counterattacked.



Poison Fang (Dokuda)

Permanent

If the Sniper Fist Attack succeeds, +1 damage.



In the Palm (Shochuu)

Permanent

You may discard 1 card from your hand before attacking.

※ Place at the bottom of the discard pile.



Resurrection (Kosei)

Immediate

If you use this card when dealing damage, recover 2 HP ※

Maximum HP cannot be exceeded.



Strong Seal (Reppu)

Immediate

If you use this card at any time, negate any damage.



Barrage Attack (Kangeki)

Immediate

When attacking, instead **play 3 consecutive numbers of the same color** to deal **2 damage** to your opponent.

※ **4 cards: 3 damage, 5+ cards : 4 damage.** It can be counterattacked with **1 card of the same color.**



Dazzle (Genwaku)

Immediate

When your attack succeeds, reveal 2 cards from the deck and deal the difference as additional damage (3 max). Then put the two revealed cards at the bottom of the discard pile.



Grave Keeper (Hakemori)

Immediate

Collect the top discarded card before attacking, and attack including the discarded card.



Mountain Storm (Yamarashi)

Immediate

Before attacking, randomly select 2 cards for your opponent to discard.

※ Place at the bottom of the discard pile.



Greed (Gouyoku)

Immediate

Take another turn (in a row).

※ Also replenish your hand to the number of cards you had before your turn.



Protection Amulet (Shugo)

Permanent

When defending, defense power +1 for every 2 additional cards with the same number in different colors you play. (TL: Implies you can stack defense).



★Special Thanks★

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Sakeshinsugano

Rank D (Cutting Lab)

Mr. Kawayanagi

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Clarifications

-Character HP is their maximum HP

-All extra damage from abilities or secret techniques carries over when counterattacked.

-All extra damage from counterattack abilities (Snake/Rooster) stacks each time it is activated. Regardless of who gets hit in the end (even yourself), the extra damage stays tacked on.