

## Key terms

**ODD/EVEN:** Can only be played in an odd/even position in the combo.

**MAX 3:** Can only be played in a combo of length 3 or less.

**MIN 5:** Can only be played in a combo of 5 or more.

**Longest combo:** Must be played in longest combo (ties ok)

**Double used charge bonus:** If any charge is used in this attack, double its effect

**PRIME:** Must be played in a prime position

**Counts twice:** This is considered as if you played 2 cards in the combo.

  : Deal X damage / Block X damage

/ : OR

 1 : Charge 1

 L : Can't be played in a combo with another Left card

 R : Must be played adjacent to a Right card

 2nd : Must be played as the 2nd card in a combo

 + : Add a card from your discard to your hand

 + x - 1 Exhaust. : Add X-1 cards from your discard to your hand, then exhaust this card.

## Master Udo Vs. The Four Martial Arts Masters Rulebook

You are Master Udo. To prove that you are the strongest martial arts master, you must defeat 4 martial arts masters.



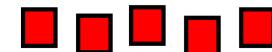
**10 Master Cards**

**10 Attack cards**

**10 Starter cards**



**1 Charge Tracker**



**5 tokens/cubes of any color (provided by you)**

## Setup

Take the 10 starter cards and place all of them in your hand. Place the 10 attack cards in a face-down deck and shuffle them. Place the 10 master cards nearby: you may look at either side of them. Place the Charge Tracker nearby, and place a token on "0."



Attack card  
discard  
pile



Charge  
Tracker

Master  
Cards

Attack  
Deck



Your hand (10 cards in total,  
not all are pictured)

## FAQ

If 2 Master Shadow clones are defeated, is 1 attack drawn or are 3 attacks still drawn?

Defeated Masters cannot attack. Thus, only 1 attack is drawn for the remaining 1 Master Shadow clone.

Do buffs on an Attack card that grant +1 to combos with a Right Arm Finisher apply multiple times?

Yes, it applies for that turn even after that Attack gets discarded.

Does Charge apply to both targets of effects that "Deal X twice"?

Yes.

Does Turtle's Right Arm's condition always apply?

Only if it is used in a combo.

## Playtesting Credits

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## Adjusting the Difficulty

Some Masters are tougher than others. Challenging tougher Masters grants you more glory, but they are harder to defeat. Thus, if you are doing really well, consider challenging a difficult Master. If you aren't doing so hot, consider challenging an easier Master.



Each coin represents the amount of glory obtained from defeating that master. It also tells you how tough that Master is to defeat.

**Master Iron Body** is a medium difficulty Master, and grants 2 glory for defeating him.

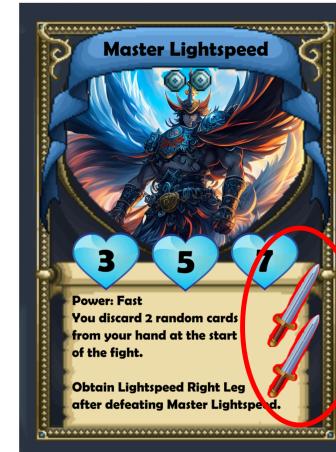
## End Game Glory Scoring Guide:

- 10+: You are undoubtably the strongest
- 9: You are one of the greatest masters
- 8: You are exceptional
- 7: You are pretty strong
- 6 or less: You are strong, but you failed to realize your full potential

Choose any master and fight them. Every fight will follow the turn structure.

## Turn Structure

### Step 1: Enemy Attack Intents Revealed



Draw Attack Cards from the Attack Deck equal to the number of swords on the master you are fighting.

In this example, you are fighting Master Lightspeed and draw 2 cards from the Attack Deck. Place these Attack Cards face-up on the table.



You draw Left Leg Attack and Right Side Attack. These are the areas on your body that Master Lightspeed intends to attack! Pay attention to which cards these attacks will force you to discard if you don't block them. Some attacks leave the enemy vulnerable, and others give you a bonus for blocking them.



## Step 2: Play Combos

### What is a Combo?

1 or more cards played on top of each other so that the right half of each card is covered except for the top card. That top card is called the "finisher."



Finisher

### Condition

This is a restriction on how the card can be played.



### Effect

This is what this card does IF it is the Finisher in a combo. It gets covered up and does nothing if it is not the Finisher.

## Charge

Charge is energy that Master Udo builds up to unleash powerful moves. When Charge is used, it increases the length of a combo by the Charge amount.



In this example, Charge 6 is spent. The combo length of a combo is increased by 6, and Charge is set to 0. All Charge must be spent when Charge is used.

### Other Charge Rules:

Charge is reduced to 0 after defeating a master.

You can use Charge on the same turn that you acquire it from a combo or block.

Charge can be used to increase the length of combos even when the condition on a card would normally prevent it (ex. "Max Combo Size 3").

## Dealing Damage and Blocking

### Effects that Deal Damage

When you Deal Damage to a target, select 1 heart with a value that is LOWER OR EQUAL to the damage dealt, and cover it with a token.



In this example, 5 damage is dealt, and the heart with a value of "5" is covered. 1 or 3 could have been selected, but 7 cannot be selected as a target because it is higher than the 5 damage that is dealt.

### Effects that Block

When you Block, select 1 Attack with a value that is LOWER OR EQUAL to the Attack value, and discard that Attack. Gain any bonuses for Blocking it.



In this example, Block 5 or higher can block this attack. Left Side Attack is discarded and the bonus of Charge 2 can be collected (Page 9). Block 4 cannot be used to block this attack.

You can play as many combos as you wish. Before proceeding to the Resolve Combos step, double check to make sure that the conditions on every card played is satisfied.

### Step 3: Resolve Combos

During this phase, you will resolve your combos in any order.

### Resolving a Combo

To resolve a combo, first resolve the effect of the Finisher. After that effect resolves, discard the Finisher. Then, take any cards that were used in that combo and not the Finisher back into your hand.



Finisher

In this example, the effect of Left Leg resolves, dealing 3 damage to 2 targets. Then, it would be discarded. Both Right Arm cards are then added back to your hand.

Some effects can be used to Block attacks. When an attack is successfully blocked, discard it to the attack discard pile. Blocking is covered in more detail on page 8.

## Step 4: Resolve Attacks

During this phase, any attacks that you failed to block will now hit you, forcing you to discard cards from your hand OR exhaust them from the discard. If you cannot do either, you lose the game!

### Resolving an Attack

Read the text on the red X half of the card. The card you must lose by discarding or exhausting is listed here. After resolving an attack, discard it to the Attack Card discard pile.



In this example, Right Arm Attack was not blocked. Thus, you must discard 1 card with "Right Arm" in its name from your hand OR exhaust it from the discard pile. Afterwards, discard Right Arm Attack.

### Exhaust

When you Exhaust a card, remove it from the game permanently. It cannot be recovered.

You can resolve Attacks in any order. After resolving every attack, the turn is now over. If you have defeated the master you are currently fighting, collect any rewards and choose another Master to fight (see page 7). Otherwise, a new turn begins (see page 3).

## Defeating a Master

Once ALL hearts on a Master card are lowered to 0 AND it is the end of the Resolving Attacks phase, that master is considered defeated. If you have defeated your 4th Master, you win the game!

After defeating a master, conduct the following:

1. Return all discarded cards to your hand
2. Obtain that Master's special move and add it to your hand
3. Challenge another Master to a fight, then discard down to 10 cards.



In this example, you have defeated Master Lightspeed. Return all cards in your discard pile back to your hand. Then, flip Master Lightspeed over, and add it to your hand. Then, look through the remaining undefeated Masters and fight one of them.