

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, ad place a token on "0."

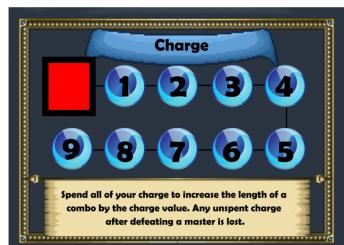


Master Cards

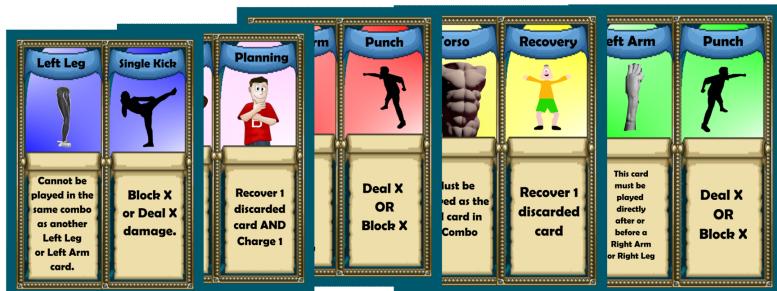


Attack Deck

**Attack card
discard
pile**



**Charge
Tracker**



**Your
discard
pile**

**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.

Does the buff from an Attack card that grants +1 to combos that block or deal damage with a Right Arm Finisher apply to multiple times?

Yes, it applies for the entire turn, even if that Attack gets discarded. It also applies if a Right Arm Finisher blocks or deals damage to other attacks/masters.

Playtesting Credits

Mark Fuhrman

Key Terms

Exhausted: Exhausted cards are removed from the game.

Discarded: These cards are placed in a Discard pile.

Combo: 3 or more cards linked together (page 4).

Condition: The left side of a card that restricts where it can be placed in a combo.

Finisher: The last card in a combo.

X: The number of cards in a combo.

Left Arm/Right Arm/etc: This refers to any card with that text in the title. Thus, "Lightspeed Right Leg" is considered a Right Leg card.

Charge: Charge increases the Charge tracker and can be spent to increase the length of a combo.

Target: This is something you can deal damage to when Dealing Damage. It is represented by a blue heart on enemy Masters.

Master Udo Vs. the Four Martial Arts Masters Rulebook

Designed by Jorge Zhang
1 player

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

Components



**10 starter
cards**



**10 Master
cards**



**10 attack
cards**



**1 Charge
Tracker**



**10 tokens/cubes
of any color**

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

What is X?

X always refers to the length of the combo. In this example, the length of the combo is 3. Thus, $X = 3$. Some effects may modify the length of the combo (like Charge).

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.

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").

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 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 "If you fail to block this attack" text on that attack card and resolve its effect. 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 health bars 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

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 Lightspeed Right Leg to your hand. Then, look through the remaining undefeated Masters and fight one of them.



Dealing Damage and Blocking

Effects that Deal Damage

When you Deal Damage to a target, select 1 health bar 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 health bar 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 sequentially 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.



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.

Finisher

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.