

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 attack cards
10 Master cards
10 starter cards

cards



5 tokens/cubes
of any color
1 Charge Tracker

Example

Kai is ENRAGED and chooses to double the length of Punch, dealing $2 \times 3 + 1 = 7$. Punch is discarded and the other 2 cards return to the hand.

She then uses planning to retrieve 2 discarded cards. She flips Enraged head and torso to their calm sides, then discards the calm head and takes calm torso back into her hand.



Art Credits

Kai's art was generated by Stable Diffusion, an AI art generator. Some other art in the game was generated by app.wombo.art.
I used various royalty-free images from Freepik.com: users upklyak and rawpixel.com
I also used various royalty-free images from craftpix.net and ciber.com.

Setup

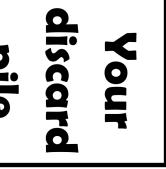
Take the 10 starter cards and place all of them in your hand. Place the 10 attack cards in a face-down deck and shuffle them. Place the 10 master cards nearby: you may look at either side of them. Place the Charge Tracker nearby, and place a token on "0."



Master Cards

Deck

Charge Tracker



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

How to ENRAGE?

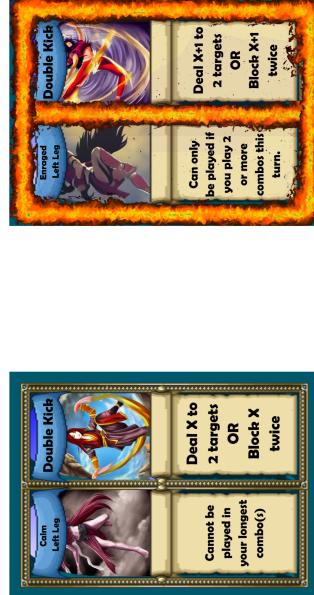
One way is to use combo finishers that ENRAGE your cards. Another is to block attacks that grant charge. When you block an attack that grants charge, keep it (until the end of the battle). You may discard it at any time to ENRAGE cards in your hand equal to the charge.

ENRAGING Kai

Kai herself can be ENRAGED if all of her cards in your hand are ENRAGED at the start of the turn, during the Enemy Attack Intents Revealed step. **IMPORTANT:** This does not include master techniques- you do not have to (and cannot) ENRAGE them to ENRAGE Kai. While ENRAGED, Kai gains a powerful ability that lets her double the length of one of her combos during the resolve combos step. For example, if she had a combo of length 5, she could double it and make it treated as if it were length 10.

Calm Vs. ENRAGED

Calm and ENRAGED are two sides of the same card. The ENRAGED side has a fiery border. ENRAGED cards are usually easier to play and have stronger effects. Calm cards have a normal border and are the default state. Below is an example of a calm and enraged card:

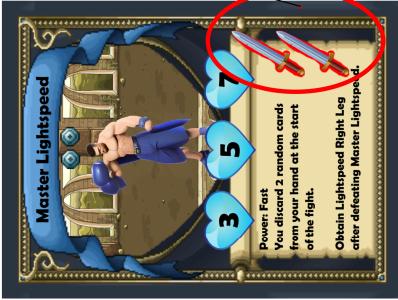


Choose any master and fight them. Every fight will follow the turn structure.

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

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.

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Kai, the Tempest

Kai, the Tempest is another martial artist hoping to prove herself and win glory by defeating other martial arts masters. Renown for her fiery temper, she does not Charge like Master Udo. Instead, her cards are all double sided, and flip to their enraged side as Kai gets enraged!



Setup Changes

Instead of the Charge tracker, place the card named "Kai the Calm Tempest" that side up in its place. Take all of Kai's starter cards calm-side up into your hand.

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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.

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.



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

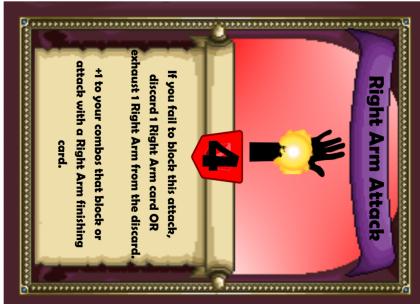
Some effects can be used to Block attacks. When an attack is successfully blocked, discard it to the attack discard pile. Blocking is covered in more detail on page 8.

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).

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

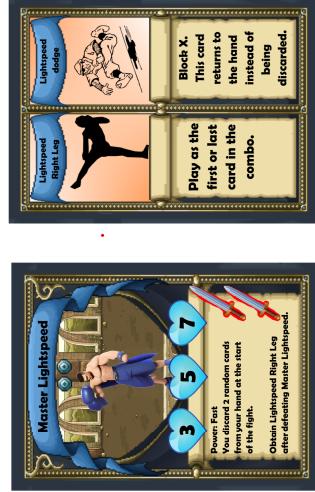
Defeating a Master

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

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 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.



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.



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").