

# YOMI RULES FAQ

v6.9  
Sirlin Games



## Blocking

### 1) How does blocking work?

A: Blocking lets you build up more cards. When you block, you only discard your block card if the opponent throws. If he attacks, blocks, dodges, or plays a joker, then you return your block card to your hand at the end of combat. Also, you draw an extra card if he attacked or played a joker in combat.

### 2) Is block damage considered a "hit" by the rules?

A: No. If you attack and the opponent blocks, even if he takes block damage (the number in the blue shield) he did not get "hit" but he did "block an attack" as far as the rules are concerned.

## Dodging

### 3) How does dodging work?

A: Dodging an attack or joker lets you hit back with one move. Unlike a block, when you dodge you always discard your dodge card at the end of combat. 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 a 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.

### 4) If I play a dodge accidentally when some effect (such as knockdown) says I can't dodge, what happens?

A: You discard your dodge card and any attack, throw, or Joker your opponent played will hit you.

## Chain Combos

### 5) How do chain combos work?

A: A chain is a series of normal attacks (not face cards or Aces) that are in increasing, sequential order. For example, a combo of 3,4,5, Jack contains a chain combo (the 3,4,5 part). Each card's help text reminds you which cards you can combo after it. If your combo contains a chain combo of at least 3 hits (in increasing, sequential order) then you can search your deck or discard pile for an Ace during the Powerup phase. If it contains a 4-hit chain, you can search for 2 Aces; a 5-hit chain lets you search for 3 Aces; a 6-hit chain (only possible with Valerie) lets you search for all 4 Aces.

## Jokers and Powerup Phase

### 6) When can I use the Time Rewind ability on Jokers to do a Combo Escape?

A: The actual rules of Combo Escape are: "When you lose combat and further damage is possible, you may play a card from your hand face down. After the opponent finishes his 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."

"Further damage is possible" means you can play your face-down card if you lose to a dodge, or an attack or throw that's a Starter, Linker, or normal attack. you cannot play the face-down card if you lose to a block, or to a non-pumpable Ender or Can't Combo move. If you lose to a move that's pumpable (it allows extra discards for optional damage), you can play a face-down card even if the move was an Ender or Can't Combo move.

### 7) If my opponent uses a Combo Escape Joker to prevent some damage from my combo, does it cancel other effects that happened during my combo also?

A: No. Jokers only prevent 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.

### 8) Do Jokers count as wild cards for purposes of pairs or straights?

A: No. Jokers never count as wild cards in Yomi.

### 9) What if both players play a Joker as their face-down combat move?

A: The Jokers hit each other and each player gets the effect of searching for 4 aces, then discarding 2 cards.

### 10) Can I discard two Jokers or two Aces to get an Ace during the Powerup Phase?

A: Yes you can, but it's unusual that you'd want to.

### 11) When I search for Aces during the Powerup Phase, can I choose to get fewer Aces than I'm entitled to?

A: Yes, if you can search for three aces, that means "up to" three. If for some obscure reason you'd like zero Aces instead of three, that's fine. To cut down on shuffling though, if you plan to get "zero Aces" from your deck, then don't actually look through it and shuffle it.

## Playing No-card

### 12) Can I choose to play no card at all during combat?

A: Yes, though it's almost always a very 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, he can return it to his 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 attacks and all throws. Dodges, blocks, and jokers do nothing to no-card (and as usual, a block would return to the opponent's hand and the other two wouldn't). If you play no-card, you can still play abilities after combat, and you can still play Combo Escape jokers to cancel the damage of the opponent's combo, if you like.

### 13) What if I play an Ace move that requires me to immediately reveal more Aces, but I don't have any more Aces in my hand?

A: This is an illegal play. In a casual game, your opponent might be nice enough to let you take back your move and you can start that turn's combat over again. In a serious match, you reveal your hand to show that you don't have enough Aces. If your hand DOES have enough Aces, you must play the Ace move you used in combat. If you hand does NOT have enough Aces, your penalty is that you discard the Ace you played in combat, then you must play no-card. The opponent can then re-choose his combat move and hit you with anything he wants.

### 14) What if I run out of cards in my deck?

A: This question really doesn't matter because it's not going to happen. If it does, no special rule is needed. Keep playing as usual without drawing. If you run out of cards in hand too, simply play your only legal move each turn--no-card--and you will almost certainly lose. If both players run out of cards in deck and in hand, an event more unlikely than a meteor destroying the Earth during your match, then the winner is the player with the highest life total (or a draw if the totals are equal).

## Miscellaneous

### 15) Can I play abilities that trigger "after the draw phase" on the first turn?

A: No. There is no draw phase on the first turn, and you can't play any abilities that trigger after the draw phase on the first turn.

### 16) Can I play multiple copies of an ability in a row?

A: Yes if each copy comes from a different card. For example, if you have three of Valerie's Burst of Speed ability cards in your hand, you could play all three of them in a row to get the effect three times. (Similarly, you could play one, let the opponent play an ability, then play your other two.)



## Grave

**1) When I use Martial Mastery, do I have to discard one of the two cards I just drew, or can I discard any card in my hand?**

A: You can discard any card in your hand; it does not have to be one of the two cards you just drew.

**2) How does the timing of Grave's character ability work?**

A: When you block an attack, first draw a card from blocking, then you may reveal a card for his character ability. Next turn, if you play the card you revealed in combat, you can search for a Queen as soon as your combat card is revealed. This happens at the same time you pay mandatory costs for Aces, which is before the winner of the combat is determined.

**3) If I block an attack and activate Grave's character ability by revealing a card, can I still get a Queen next turn if I am knocked down next turn? Knockdowns say that I can't use my character ability. (Rook's Earthquake's move could also cause this situation.)**

A: Yes you can still get a Queen in that situation. Knockdown can prevent you from revealing a card on a turn when you block, but it cannot prevent you from following through with your ability the turn after you activate it.

**4) Can Setsuki use Smoke Bomb to counter Grave's character ability?**

A: She can Smoke Bomb as you activate your ability when you reveal a card to cancel the effect of your ability. But if she does not Smoke Bomb at this point and you reveal a card, then play that card in combat next turn, she cannot use Smoke Bomb at that point. It's too late because you can only counter an ability as it's activated, not later.

## Jaina

**1) Can I return cards to my hand with Burning Vigor that I discarded to pump up my attacks?**

A: Yes. Optional discards to pump up your Queens, Kings, and Aces can be returned to your hand with Burning Vigor.

**2) If I attack but do not hit my opponent, can I still return my attack card (or two cards in the case of the Red Dragon) to my hand with Burning Vigor?**

A: Yes.

**3) Can I return Unstable Power to my hand using Burning Vigor?**

A: No, not if you played it as an ability card. Burning Vigor only lets you return cards that were part of your combo, not ability cards. You could return Unstable Power or Smoldering Embers to your hand if you discarded them to pump the damage of your Queen though.

**4) Can I dodge or throw, then play attacks and return them to my hand with Burning Vigor?**

A: No. This ability does not trigger unless ATTACK was your Rock/Paper/Scissors choice in combat.

**6) Does a Joker (Combo Escape) somehow prevent me from activating Burning Vigor?**

A: No.

**7) If I play Unstable Power to rotate my Ace into the "Letter J" super, do I still have to pay the mandatory cost of discarding an additional Ace?**

A: No, mandatory costs are paid when combat cards are revealed, before any abilities can be played (or as soon as you play an Ace from your hand if you play it later in a combo). As long as mandatory costs are paid when your combat card is revealed, rotating it does not change the mandatory cost. This also means that if you reveal the "Letter J" super and pay the extra Ace, then rotate it with Unstable Power, that you paid the extra Ace for no real benefit.



**8) If I use Unstable Power to rotate my combat card and I hit the opponent, can I still pay optional costs to pump up my attack?**

A: Yes, you may pay optional costs as you normally would.

**9) If I use Unstable Power to rotate my dodge to become an attack, can I activate Burning Vigor this turn?**

A: Yes. Burning Vigor triggers "if you attacked this turn." This means it triggers if the combat action you locked-in for purposes of resolving combat was an attack. Conversely, if you reveal an attack as your combat action, but then an effect (such as Unstable Power) changes your combat action to something else (like a dodge), then you dodged this turn, and you did not attack. Burning Vigor would not trigger in that case.

**10) If I have multiple copies of Burning Embers in my discard pile, do they all trigger if the opponent dodges?**

Yes.

## Midori

**1) What happens if I am in Dragon Form and my opponent tries to dodge my attack?**

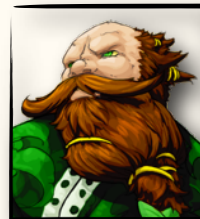
A: He gets hit and discards his dodge card.

**2) Does playing a dodge, block, or Joker (Surprise Reversal) end Dragon Form?**

No. Only playing a non-Dragon throw or a non-Dragon attack as your combat card, or getting thrown will end Dragon Form.

**3) Can Grave, Setsuki, and Argagarg use their counters to stop my Dragon Form?**

Yes if they counter it right away as you play your Dragon Form card. Counters only work against abilities as they are played though, so they cannot counter your Dragon Form once it's active.



## Setsuki

**1) Are there some character abilities that Smoke Bomb cannot counter?**

A: Yes. Smoke Bomb cannot counter Valerie's or Midori's character abilities.

**2) What happens and what doesn't happen when I counter an ability with Smoke Bomb?**

A: When you counter an ability, prevent and undo all of its effects, as if it never happened. Your opponent discards the ability card if he played it from his hand.



## Rook

**1) How does the Joker (Combo Escape) interact with Rock Armor?**

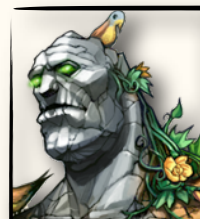
A: After you activate Rock Armor, you can play your face-down Joker or bluff card, then the opponent finishes his combo. Then he can play his face-down Joker or bluff card, then you finish your combo.

**2) Can the opponent use a Joker (Combo Escape) to avoid the damage from my Stone Wall or Entangling Vines?**

A: No.

**3) What if I block an attack with Stone Wall or Entangling Vines, but it gets countered by Smoke Bomb, Crash and Flow, or Mental Toughness?**

A: Ignore the ability box and your card becomes a normal block. You do draw a card from blocking and return the block card to your hand in this case.



## DeGrey

### 1) Can I activate Point, Counterpoint multiple times in one turn?

A: No. If Point, Counterpoint were an ability card you played from your hand, you could play multiple copies of it, but it's not. It's an ability that's part of the card you reveal in combat, and you can only reveal one card in combat so you can only trigger this ability one time per combat.



## Valerie

### 1) When I use Agile Hands to combo normal attacks in an order different from chain combos, can I still search for Aces during the Power-up Phase?

A: Yes, even out-of-order normal attacks count as a chain combo for Valerie. For example, if you attacked with a 4,6,2,2 combo, you could search for two Aces during the Power-up Phase.



### 2) If I use multiple Burst of Speeds, what happens when I get to speed 0.0?

A: You cannot gain any speed past 0.0. If your attack speed is 2.2, for example, and you discard two Burst of Speeds, the first one makes your attack 0.2 and the second makes your attack 0.0.

### 3) Do I get to draw multiple cards with Unbounded Creativity if I do a super that uses multiple Aces?

A: No, you only draw one card for the entire Ace move, even if you use all four Aces on it.

### 4) Do I get to draw a card from Unbounded Creativity if the opponent does a Combo Escape Joker against my Ace combo?

A: Yes. Jokers only prevent the damage done by combos, not other effects that happen along the way in a combo.

### 5) If I get knocked down, can I still combo my normal attacks in any order? The help text says I can.

A: No, your innate is disabled while you're knocked down, just like any other character. Help text is just there as a reminder for all the turns you aren't knocked down, it's not actually rules text.

## Geiger

### 1) How does Time Stop work?

A: The Time Stop ability triggers when you deal block damage with a Time Spiral (either a Jack, Queen, or the Time Spiral Hurricane half of an Ace). After the opponent takes block damage, you have the option of playing a throw card from your hand. If you do, the opponent doesn't draw a card from blocking and he discards his block card at the end of combat.



This throw begins your combo, as if you played it as your combat action this turn. The throw uses combo points as usual, and the combo you do is subject to Combo Escape jokers as usual. The Time Spiral you played to activate Time Stop does not use up combo points this turn because it's not considered part of your combo.

### 2) When Temporal Distortion makes my Time Spirals cost zero combo points, can I play them even if my combo has already used all four of my combo points?

A: Yes. Even if you've used all your combo points this turn, you can still play attacks that cost zero combo points as long as you haven't done an Ender. (An Ender always ends your combo, regardless of how many combo points you have left.)

### 3) If I use Temporal Distortion, can I dodge an attack then hit back with lots of Time Spirals?

A: No. Even though your Time Spirals become Linkers, the usual rules for dodge still apply. After you dodge an attack or Joker, any attack or throw you do in response still becomes an Ender.

### 4) If my opponent blocks a Time Spiral, can he play a face-down Joker or bluff card to avoid damage from my followup?

A: Yes.

## Lum

### 1) When does Roll the Dice trigger?

A: When you damage the opponent with an attack during combat. This includes dodging, then hitting with an attack, and it also includes block damage when an opponent blocks your face cards or Ace attack. It does not trigger from your Ace's Blackjack ability though (that's an ability on a dodge, not an attack).



### 2) Can Roll the Dice trigger more than one time per combat?

A: No.

### 3) If I use Roll the Dice and get a 4-10, what does it mean when it says I get to return any face cards I played this turn if I attacked?

A: If the combat choice that actually resolved in combat this turn was an attack (and you won combat), you can return to your hand any face cards you used as part of your combo, even face cards you used to pump an attack.

### 4) Do Jokers count as wild cards when in Poker Flourish?

A: No, Jokers are never wild in Yomi.

### 5) Do Aces count as high or low for straights when using Poker Flourish?

A: They count as both. A,2,3,4,5 is a straight and 10,J,Q,K,A is also a straight.

### 6) If I dodge with Lum's Ace, can I hit back with a move like with other dodges, or can I only use the "Blackjack" ability?

A: You can only use the "Blackjack" ability.

### 7) When I reveal a 10 to activate Poker Flourish, can I use that same 10 card in my poker hand? A: Yes.

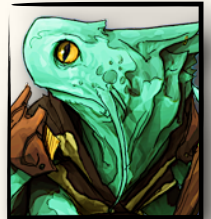
### 8) What order do I put cards into my discard pile? This matters because of Poker Flourish.

A: Cards go into your discard pile in the order you played them. For example if you did a combo with 6, 7, 8, then the 8 would be the top card in your discard pile.

## Argagarg

### 1) If I try to block with Bubble Shield and the opponent blocks or dodges, can I return the Bubble Shield Ace to my hand?

A: Yes, it acts like a normal block, so it does return to your hand in those cases as a normal block would.



### 2) If I have more than one Bubble Shield active on my character card, does each one contribute an extra 2 damage to my Hex of Murkwood each turn?

A: Yes, the damage bonuses stack.

### 3) If I have more than one Bubble Shield active on my character card and I get hit or thrown, do I lose one Bubble Shield or all of them?

A: You lose all of them.

### 4) If I block one of Geiger's Time Spirals with Bubble Shield, then he uses his Time Stop innate to throw me, what happens?

A: You lose your Bubble Shield immediately and do not draw a card, but you don't take damage from his throw.