

## Introduction

Yomi: Fighting Card Game is a simple competitive card game that simulates a battle between two characters. Each deck represents one character and doubles as a regular deck of playing cards.

Your deck has 55 cards: 52 poker cards with markings to play Yomi, 2 Jokers, and 1 character card. The 2-10 cards are attacks, blocks, dodges, and throws. Face cards are special moves, while Aces are super moves. Most cards have a different move along the top and bottom edges.



## FIGHTING CARD GAME

"Yomi" is Japanese for "reading," as in reading the mind of the opponent. The Yomi card game is designed to distill the high-level

mind games from fighting game tournaments into a simple card game that, itself, stands up to serious tournament play.

Yomi teaches you to pay attention to small clues that indicate how people think and act. Developing your Yomi skills might give you an edge in other games and even in other areas of life.

### Object of the Game

The object of the game is to reduce the opponent's hit points to zero through winning combats and performing combos.

## Combat

During combat, you and your opponent each play a card face down, then reveal them simultaneously. Most cards have a different move at each end, and the end toward your opponent is your choice that turn.

### What Beats What?

- ♦ **Attacks** beat **throws** then let you combo.
- ♦ **Throws** beat **blocks** and **dodges** then usually let you combo.
- ♦ **Blocks** stop **attacks** and **Jokers**. When you block an attack or Joker, draw a card. As long as your **block** isn't **thrown**, return your **block** card to your hand.
- ♦ **Dodges** avoid **attacks** and **Jokers** and let you retaliate with a single **attack** or **throw** (any **attack** or **throw** you do becomes an **Ender**).
- ♦ **Jokers** beat **attacks** and **throws** and let you search your deck and discard pile for 4 Aces, then you discard 2 cards.

### Speed (tie-breaker)

Between two attacks or two throws, the faster speed wins (lower speed stat is faster). If both attacks have the same speed, they both hit and deal damage, but no further combos or damage pumps are allowed. If two throws have the same speed, neither throw happens.

### Combos

When you hit with an attack or throw, you can play a combo. Each move lists its combo points and a character can only do a combo as big as his Combo Limit each turn.

### Knockdowns



Moves with this icon knock down if you do not follow up with a combo afterwards. When you are knocked down, turn your character card face down until the end of next turn's combat. You cannot use your character ability or dodge while your character card is face down.

## Powering Up

At the end of each turn, you have a chance to power up by searching your deck and discard pile for Aces (supers). You may discard:

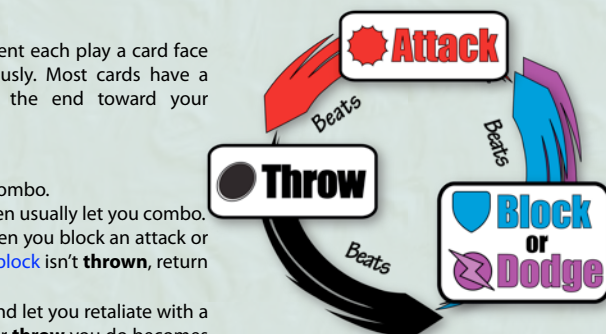
- ♦ A pair for ... 1 Ace
- ♦ 3-of-a-kind for ... 2 Aces
- ♦ 4-of-a-kind for ... 3 Aces

Hitting with chains (straights) in a combo during combat also lets you search for Aces during the Power-up phase, no extra discards required.

- ♦ 3 normal attacks in a row ... 1 Ace
- ♦ 4 normal attacks in a row ... 2 Aces
- ♦ 5 normal attacks in a row ... 3 Aces
- ♦ 6 normals (Valerie only) ... 4 Aces

### Extra Costs

Some moves let you discard extra cards to pump up your damage. These extra cards do count as part of your combo, but they don't cost extra combo points. Some Ace moves have mandatory costs that require you to discard extra Aces as soon as you reveal. Mandatory cost for some Aces



### Combo Rules

- ♦ An **Ender** makes your combo end immediately.
- ♦ A **Starter** can only start a combo.
- ♦ After a **Linker**, you can combo any normal attack or any Linker or Ender. A **Linker** can be used at any point in a combo.
- ♦ **Can't Combo** cards cannot be preceded or followed by any other attacks or throws.
- ♦ You can **chain combo** normal attacks in increasing sequential order (e.g.: 2,3,4,5; face cards and Aces aren't normal attacks.)

### Combo Escape

If you lose combat and further hits are possible, you can play a card face down, then the opponent continues his combo. When he's finished, you reveal and discard your face-down card.

If it was a Joker, you don't take damage from any moves the opponent played while your Joker was face down. If it was a non-Joker, it was just a bluff that has no effect. Playing a non-Joker in this way can trick the opponent into stopping his combo early.

## QUICK START RULES

- ♦ Remove your Character Card from your deck and set it aside for reference.
- ♦ Shuffle your deck, then draw 7 cards.
- ♦ Play a card face down with your desired move on the edge of the card toward the opponent (he does the same). When both cards are down, reveal them.
- ♦ See who wins the paper (**attack**), rock (**throw**), scissors (**block/dodge**) exchange.
- ♦ If you land an attack or throw, you can combo more cards until you reach your character's Combo Limit or do an **Ender**.
- ♦ If you lose combat, you can play a Joker or bluff card face down, then reveal and discard it after the opponent finishes his combo. Moves played while your Joker is face down won't damage you.
- ♦ After combat, you can Power-up by retrieving Aces if you played a straight or discard a pair or three or four-of-a-kind.
- ♦ Start the next turn and from now on draw one card at the start of each turn.

## Turn Structure

(simultaneous for both players)

### Draw Phase (skip on first turn)

- ♦ Draw a card

### Combat Phase

- ♦ Play a face-down card
- ♦ Reveal combat cards simultaneously
- ♦ Determine combat winner
- ♦ Loser can play face-down Joker to avoid more damage, or a bluff card
- ♦ Winner plays combos if applicable
- ♦ Reveal, discard Joker/bluff card
- ♦ Discard combat cards at end of combat

### Power-up Phase

- ♦ Discard pairs, 3-of-a-kinds, or 4-of-a-kinds to search for Aces.
- ♦ Search for more Aces if you hit with a chain combo this turn.

## Special Abilities

Each character has an innate ability on his character card. Each deck also has two or three other special abilities with four copies each. Special abilities are in a brown box in the middle of those cards.

### Initiative and Timing

Occasionally you and your opponent might want to play abilities at the same time. The player who started the turn with the lower life total has initiative for the turn and has the first chance to play abilities at each step. If your life totals are tied as the turn starts, play rock, paper, scissors to determine who has initiative that turn.

Abilities resolve immediately when they are played, unless they are countered. Play as many abilities as you want in a row, then your opponent gets a chance to play his. Go back and forth this way until you both pass, then you must go to the next step.

### Countering Abilities

There are a few abilities that can counter other abilities. 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.



To learn more about Yomi, visit [www.sirlin.net/yomi](http://www.sirlin.net/yomi)





# FANTASY STRIKE

**Yomi: Fighting Card Game** features 10 characters from the Fantasy-Strike universe.

Fantasy-Strike is an Olympic-style tournament that takes place in a fantasy martial arts world fractured by political conflict. Stone golem Garus Rook founded the tournament series to bring together the many provinces of the authoritarian Flagstone Kingdom, and plant the idea of a different way of life.

Meanwhile, Grave Stormborne has gained notoriety throughout the kingdom as the only fighter to defeat Rook in a tournament match. Though Grave has no interest in matters of state, his fighting skills have piqued the interests of several factions.



**Grave and Jaina Stormborne**  
Wind Warrior and Phoenix Archer

Grave and his sister Jaina train under Master Midori at Dragon Tail Vale, the outskirts of Flagstone territory.

Grave is concerned only with increasing his own skills, not with politics. He strikes hard and true and reads his opponents well. His connection with wind magic hints that his veins flow with the blood of the blue dragon.

Jaina is a hot-tempered show-off, but she has the martial arts and archery skills to back it up. She wields a bow that creates flame arrows from thin air. Her connection with fire magic hints that her veins flow with the blood of the red dragon.



**Garus Rook**  
Stone Golem

Rook started the Fantasy-Strike tournaments at DeGrey's urging to unite the land.

His attacks are slow but powerful and his throws are deadly. His rocky armor makes it hard for others to knock him out of an attack. You can't stop the rock.



**Jefferson DeGrey**  
Ghostly Diplomat

DeGrey was imprisoned for crimes against Flagstone, though he was a professor of law and civil rights. A ghost watches over him, ensuring he fulfills his purpose.

He is a master of rhetoric and can put his opponents in uncomfortable situations while making himself very hard to pin down.



**Max Geiger**  
Precise Watchmaker

Geiger is Rook's scientific advisor at the Morning Star Sanctuary. His studies center on manipulating time.

Geiger can store up an enormous amount of temporal energy and release it suddenly in a large combo. He can also stop time and perform a surprise throw.



**Valerie Rose**  
Manic Painter

Valerie is Rook's artistic advisor at the Morning Star Sanctuary.

She can unleash a flurry of high speed attacks as her combos flow like brush strokes. Her chromatic super attacks inspire her to keep up the pressure, where others would tire.



**Master Midori**  
Mentor Dragon

Midori trained Grave and Jaina in martial arts and honorable conduct.

He can transform into a green dragon during battle, enhancing all his moves and making them impossible to dodge.



**Lum Bam-Foo**  
Gambling Panda

Lum knows how to play the odds, though he's happiest when things are out of control.

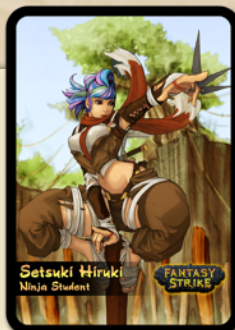
Lum is a complex character, full of random tricks and mid-game poker maneuvers that sometimes pay off big, but sometimes never come together.



**Argagarg Garg**  
Water Shaman

Outsiders assume Argagarg is a savage, but he's a wise and thoughtful guide.

Argagarg prefers to avoid fighting by surrounding himself with a protective water bubble. While enemies try to break through, they slowly succumb to his life-sapping curse.



**Setsuki Hiruki**  
Ninja Student

Setsuki left the Fox's Den school to learn how Grave was able to defeat Rook.

Her attacks are the fastest of all. While others hold back, Setsuki exerts herself completely, then quickly recovers to dish out more. Her smoke bombs can get her out of almost any troublesome situation.