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MARTIAL ART



*After many days of traveling through the heart of China, your journey has come to an end:
you have finally found the mythical Sanctuary of Equilibrium!*

*You have been invited by the Guardian of the Temple, together with the best martial art fighters the world has ever seen.
Your purpose in this holy shrine? To become the new Guardian by defeating all your opponents in a grueling tournament
of skill, power and reflexes.*

*Use all your expert martial skills to defeat the deadly fighters opposing you; prove yourself worthy and you will be the
chosen one!*

Goal of the Game

In Martial Art, your goal is to knock out your opponents. You have two ways to win the battle in the Fighting Area:

- Cause enough damage to your opponent's whole body, leading to a Technical KO.
- Cause enough damage to a single body part to KO your opponent directly.

The last fighter standing wins!

Game Components

1 Fighting Area Board



6 Characters + 6 stands



28 Cubes



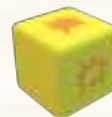
33 Effect Tokens



6 Fighter Boards



5 Dice



24 Action Tokens



30 Skill Tiles



White Belt

The White Belt is the easy mode of Martial Art. We advise you to play a few games in the White Belt mode to familiarize yourself with the rules before switching to the Black Belt mode. (See page 9)

Description

There are **3 different types** of **Effect** Tokens:



Energy: for each **Energy** Token a player uses, they move up a **Chi Cube** or **Rage Cube** by 1 square in the corresponding Gauge. They can use this energy immediately or save it for the following turns.



Move: for each **Move** Token a player uses, they may move their Character 1 space on the Fighting Area. It can neither cross nor arrive on an occupied space.



Defense: When an **Action** Token targets an Area in which the Defender has one or more **Defense** Token, they may reveal as many of them as they wish to try to reduce the damage. One Token grants 2 Defense Dice.

There are **4 different types** of **Action** Tokens.

Action Tokens are used to strike and trigger Skills. To use an **Action** Token the Attacker must be on a space adjacent to that of the Defender. Without using any Skill, one Token gives 2 Attack Dice.



Kick



Punch



Lock



Headbutt

The **Dice** have **3 different sides**:



2 Failure sides



3 Normal Success sides



1 Exceptional Success side

Without using any Skill, an **Exceptional Success** is equivalent to a **Normal Success**.

Fighter Board



Energy Gauges
See page 8

Location Area
See page 5

Life Columns
See page 7

Skills
See page 8

Setup

1. Each player chooses a Character and takes the corresponding Fighter Board. **The Fighting Area** is placed in the center of the table. **The Fighter boards** are distributed around it.



2. **Characters** are positioned according to the number of players.

2 players

3 players

4 players Battle Royale

4 players Team Battle



- Each player puts the 5 **Life Cubes** on the white squares designating the starting position of the Life Columns.
- Each player places the **Chi Cube** and the **Rage Cube** on the white squares designating the starting position of the Energy Gauges.



Players randomly put 2 **Effect Tokens** aside, keeping them hidden from the other players. Afterwards, they randomly place the rest of the Tokens on their Fighter Board. Exactly 2 Tokens are needed per area, but there can never be 2 **Action Tokens** placed together.

Effect Tokens are visible only to their owner.



- Each player takes the custom set of **Effect** and **Action Tokens** corresponding to their Character: 10 Tokens are represented on the Fighter Board, plus 1 **Move Token** and 1 **Energy Token**.

Start of the Game

The player who has most recently seen a movie with Chuck Norris, Bruce Lee or Jackie Chan plays first, then the player to their left and so on.



Token Use

To perform Actions and use Effects, players place the Tokens on their Fighter board.

On each turn:

1. The Attacker chooses a Starting Area. They will use the Tokens present in this Area.

2. The Attacker reveals all the **Effect** Tokens to their opponents. They may or may not apply them, but must reveal them all (see page 3 for **Effect** Tokens description)

3. The Attacker takes all the Tokens in the Starting Area. They put a first Token in the next Area. If they still gets Tokens, they place a second one in the Area next to where they placed the first one. They then continue until they have no more Tokens in their hand. When placing the Tokens, the player should take care of not showing the **Effect** Tokens to their opponents.

To use an **Action** Token, the Attacker must **place this Token last** and be **on a space adjacent** to the Defender. The **Action** Token indicates with **which part of the body** the Attacker will strike. The Area on which the Token is placed indicates the **Target Area** by the strike.

Only one Action can be done each turn.

If more than one **Action** Token is on the Starting Area, only the last **Action** Token placed can be used.

4. At the end of each Character's first turn, the two hidden **Effect** Tokens set aside during setup are placed in the Starting Area, which should be empty.

Example :

1. The Attacker - playing Igor - chooses the Starting Area.



2. The Attacker reveals all **Effect** Tokens to their opponents, and applies them, if the player wishes to do so.

Igor can move 1 space.



3. The Attacker takes all The tokens in the Starting Area and places them one by one in the next Areas.

The Punch Token is placed on Area 2 (Left Arm). Igor punches his opponent's Left Arm.



4. At the end of each Character's first turn, the two hidden **Effect** Tokens set aside during setup are placed in the now empty Starting Area.



Attack and Defense

To Attack, the Attacker must be on a space adjacent to the Defender.

1. **By placing an Action Token last**, the Attacker targets an Area and strikes. To do so, **they will roll 2 Dice**. Each ☀️ or 🌞 is a success that causes 1 damage on the Life Column corresponding to the Target Area.

2. The Defender can try to reduce the damage they suffered. To do so, they must reveal, if possible, a **Defense Token** present in the Target Area. If not, they cannot protect themselves.

Defense tokens are revealed before the Attacker rolls the Dice.

The Defender will roll **2 Dice for each Defense token revealed**. Each success cancels 1 damage caused by the Attacker.

Note: The Defender cannot heal previous damage by getting more success than the Attacker.

Defense Tokens revealed are hidden again and remain in the same Area they were before.

3. The Defender moves down the Life Cube in the corresponding Column by as many squares as the number of damages they suffered.

Example :

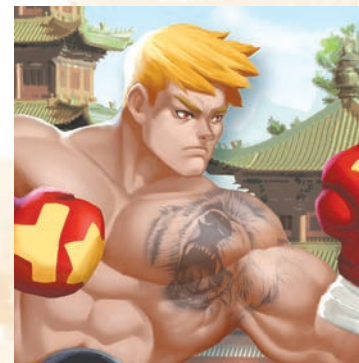
1. Igor punches his opponent's Left Arm.



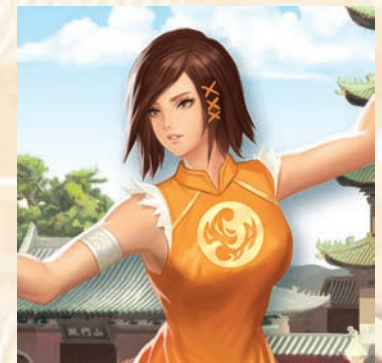
2. The Defender - playing Li-Ming - reveals a **Defense Token** present in Area 2, her Left Arm.



3. Both players roll 2 Dice.



VS



The Attacker gets 2 successes. The punch does 2 damages - so far.
The Defender gets 1 success. This cancels 1 damage.
The Defender suffers 1 damage to the Left Arm.

4. The Defender moves the Life Cube from the Left Arm Column down by 1 square.

The player hides the **Defense Token** again, leaving them in the same Area.

The Life Cube in the Left Arm Column goes down by 1 square.



Damages and End of the Fight

When a Life Cube **reaches or passes over** a square on which an **Action** or **Effect** Token is represented, the injured character **loses the ability to use that Token**. The player removes it from their Fighter Board and places the Token aside.

If the Defender has several identical Tokens, they lose the one in the Target Area first. If this Token is not in the Target Area, they look at the next Area, and so on, until they find the corresponding Token and remove it from play.

Example :

1. Li-Ming has just suffered 3 damages on her Right Leg.

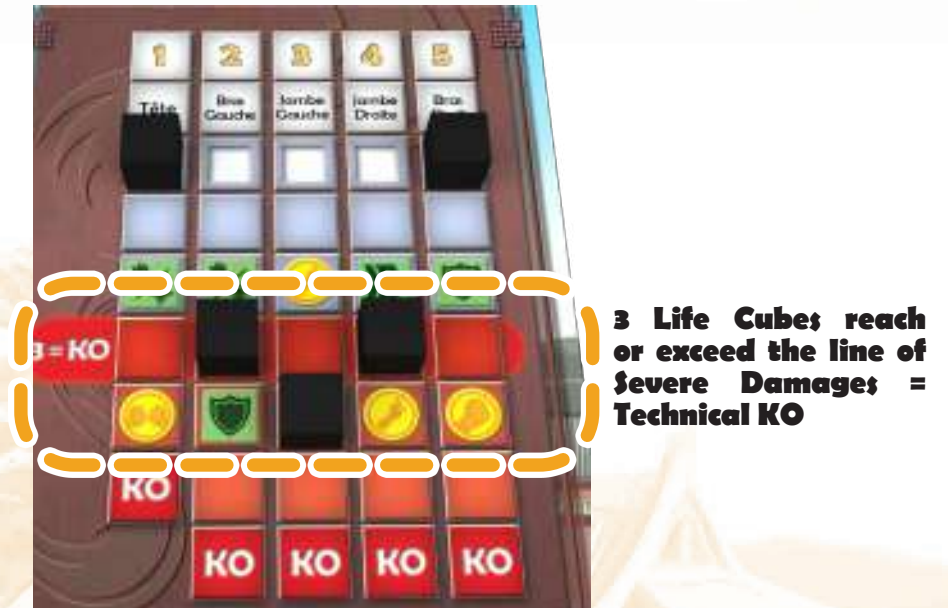


2. There is no **Move** Token in the Right Leg Area. Li-Ming loses the first **Move** Token the player finds in the next Area, in this example the Head Area.



When **3 Life Cubes reach or exceed the line of Severe Damages**, the fighter receives a Technical KO.

The Guardian commands this Character to withdraw from the Fighting Area. They have lost the fight.



If **1 Life Cube reaches the last square** of a Column, the fighter is **KO'd**.

The Guardian commands this Character to withdraw from the Fighting Area. He have lost the fight.



When there is only one Character or Team left in the Fighting Area, the fight is over.

The Guardian now knows more about his potential successor!

The Skills

Each Fighter knows special Skills that correspond to their fighting style. To use these Skills, Fighters will use their inner energy - **Chi** - or their will to conquer - **Rage**.



Keyword description for the activation of the Skills:

- **Start:** the Skill is activated at the beginning of the turn, just after the player has applied the Effects of the Tokens they revealed.
- **End:** the Skill is activated at the end of the player's turn. It is used either immediately or at the start of their next turn.
- **Reaction:** the Skill is activated during an opponent's turn, **before they roll their Attack Dice**. The player may use a Reaction Skill during each opponent's turn, once per opponent.
- **Style:** the Skill is activated at the end of the player's turn. It is active for the entire fight. Once the cost of the Style has been paid, flip the tile over. A fighter can only have one Style active at a time. If the player activates a second Style, the first Style is deactivated. The player may reactivate the first Style by paying back the cost once more, but this will then deactivate the second Style.

Energy cost: To activate a Skills, a player must use **Rage** and/or **Chi** from the Energy Gauges of their Fighter Board.

Warning!

Each player may activate **only one Skill per turn!**

They may use either a Start Skill, an End Skill or a Style Skill during their turn and may use a Reaction Skill during each opponent's turn.

Each Skill can only be activated only once per turn!

Start and **Reaction** Skills are activated **before** the Attacker **rolls the Dice**.

Example :

1. The player chooses the Starting Area.

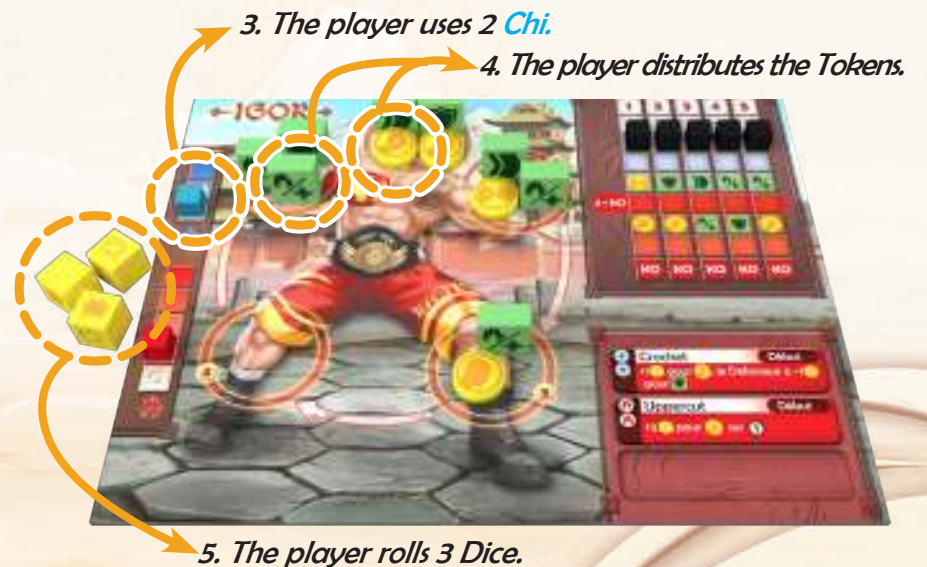


2. The player applies the **Effect** Token and chooses to gain 1 **Chi**, moving up the **Chi** Cube by one square.



3. The player uses 2 **Chi** to activate the **Hook** Skill, moving down the **Chi** Cube by two squares.

4. The player distributes the Tokens one by one, ending with the **Punch**. Igor punches his opponent's Head with his Fist.
5. The player applies the Skill and rolls 3 Dice.



Black Belt

Black Belt is the normal game mode of Martial Art.

This fighting mode uses **all the rules of the White Belt mode with a few extra rules.**

Setup

Each player chooses the position of their **Effect** and **Action** Tokens according to the White Belt setup:

- 2 **Effect** Tokens on the side
- 2 Tokens per Area
- Never 2 **Action** Tokens in the same Area.

All players make the setup at the same time. They place the **Action** Tokens face down and reveal them simultaneously.

Lock

Lock Token requires a **Move** Token to be used. This Token cannot be used to move.

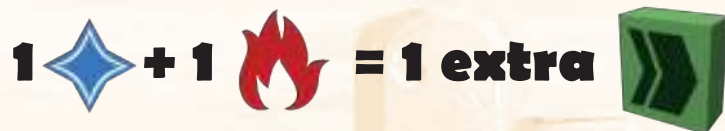


On the other hand, this attack is more difficult to defend. Only the Exceptional Successes of the Defender counts as a successful defense. Normal successes are failures.



Additional Move

It is possible to use 1 **Chi** and 1 **Rage** to get an extra **Move**.



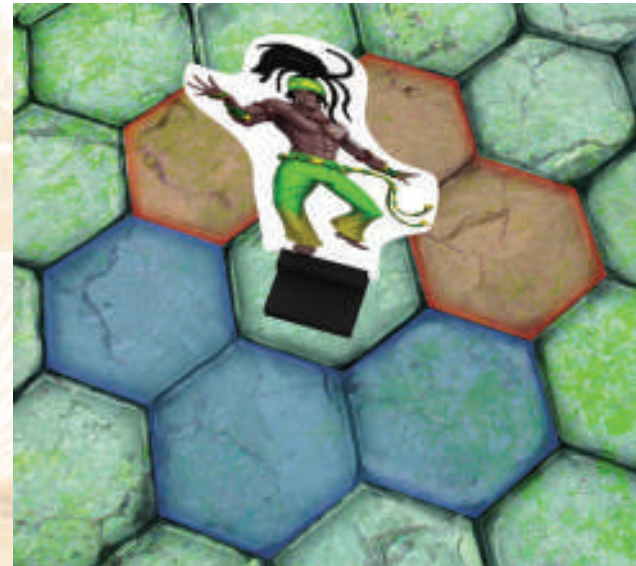
This extra **Move** is not a Token. It's a single-use action to move 1 space or to perform a **Lock**.

This use of Energy is possible as many times as your Energy reserve allows it.

Without any special Skill, it is not possible to move after hitting.

Orientation

Each Character is oriented on the Fighting Area in order to have **3 spaces in front** and **3 spaces behind**.



In order to hit an opponent, the Attacker must be towards the Defender **on one of the 3 spaces in front** of them.

If the Attacker is **in one of the 3 spaces behind** the Defender, they roll **+1 Die to Attack**, cumulative with any Skills.

The Attacker may orient themselves as they wish after each move.

The defender has to wait their turn to orient themselves.

At the beginning of their turn, the Attacker may orient themselves as they wish for free. The Attacker does not need a Move Token.

Master Skills

Each Fighter has access to all the Skills of their chosen martial art.

Each Fighter knows 5 Skills in addition to the 2 Skills on their Fighter Board. Players take their Character's 5 Skill tiles and choose which ones they want to use for the fight. They must choose 3 of the 7 skills.

They may keep the Skills on the Fighter Board or replace them.

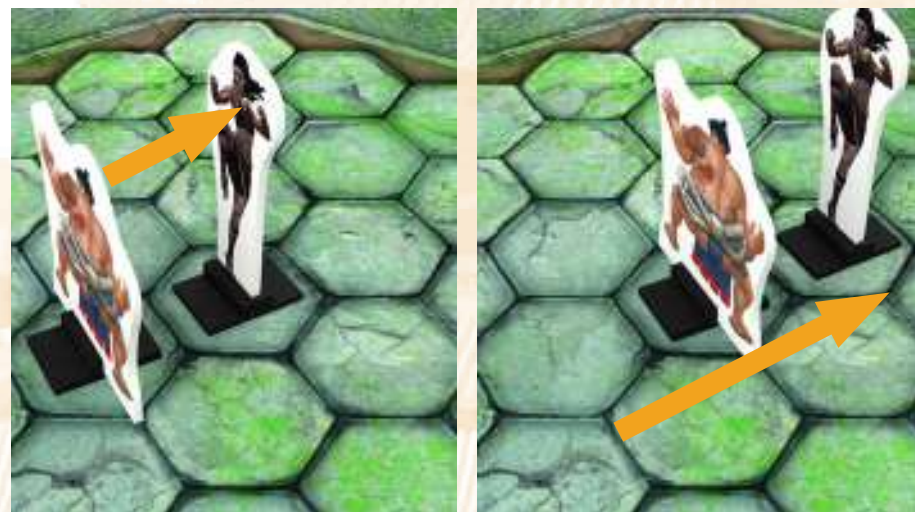
They place the first chosen tile on the empty Fighter Board slot and the other tiles on the basic Skills slots they wish to replace.



Forced Movements, Out of Fighting Area and Collisions

Some Fighters have the ability to **Push** their opponents **back**. This is a **Straight Line Forced Move** that does not require a **Move Token** for either Character.

When one Character pushes another back, both Characters move the same number of spaces. They move straight ahead in-line with the Attacker's Push.



Hirumasa pushes Wonja back by one space and follows her.

If, during one of these moves, a Character gets **Outside of the Fighting Area**, they lose the fight.

If, during one of these moves, the Defender should arrive at a **space already occupied** by a third Character, the **Attacker rolls +1 Die** to attack, cumulative with any Skills.

The Attacker rolls **1 Die against the third Character**, targeting the **same Area as for the Defender**. If the third Character has a **Defense Token** in that Area, they can protect themselves normally.

For all Characters involved, the Collision stops all movement for this turn.

Fighters

IGOR

Igor counts on the destructive power of his rock-hard fists to win. His past on the street has made him full of rage. But it is also the place where Igor learned to use his head and to block his opponents to defeat them.



As a Russian orphan, Igor joined the local rundown gymnasium at a very young age. There, he learned to fight. All his life, he fought in the shadows - brawling on the street. Igor yearns for his place in the sun, and the recognition of his devastating abilities by other fighters. He sees the Guardian's invitation as a great opportunity and intends to seize it with both hands...

To fight, Igor has:

- 4 **Action** Tokens: 2 **Punch**, 1 **Headbutt** and 1 **Lock**
- 8 **Effect** Tokens: 2 **Move**, 2 **Defense**, 4 **Energy**

Description of Igor's Skills:

- **Hook** – 2 **Chi** – Start: Igor rolls +1 Die to **Punch** and Defender rolls -1 Die to **Defend** themselves.

- **Uppercut** – 2 **Rage** – Start: Igor rolls +2 Dice to **Punch** the Defender in the Head (Area 1).
- **Eye of the Tiger** – 2 **Chi** and 1 **Rage** – Reaction: Igor cancels 1 or 2 Normal Successes of the Attacker targeting his Head or Arms (Area 1, 2 or 5).
- **Bulldog** – 2 **Rage** – End: On the next turn, Igor rolls +2 Dice for a **Headbutt**.
- **Jabs** – 1 **Chi** and 1 **Rage** – Start: If both **Punch** Tokens are in the Starting Area, Igor rolls +2 Dice to **Punch** and he Pushes the Defender back by 1 space.
- **Dancer** – 1 **Chi** and 1 **Rage** – Style: As long as the Style is active, Igor can protect himself from an opponent's **Punches** with his **Move** Tokens in addition to his **Defense** Tokens.
- **Bruiser** – 3 **Rage**: As long as the Style is active, Igor deals 1 extra damage per Exceptional Success when he **punches**.

KIMBERLEY

Kimberley counts on her powerful ability to block her opponents' attacks while executing devastating counterattacks. She will not hesitate to break her opponents utterly to achieve her goal.



The eldest daughter of a movie stuntman, Kimberley grew up in luxury and ease. Lacking parental guidance, she turned to karate to get noticed - to no avail. She has been searching for recognition ever since. To finally find acceptance, Kimberley plans to win the Guardian's tournament and maybe encounter a new spiritual father...

To fight, Kimberley has:

- 4 **Action** Tokens: 2 **Punch**, 2 **Kick**
- 8 **Effect** Tokens: 2 **Move**, 3 **Defense**, 3 **Energy**

Description of Kimberley's Skills:

- **Shuto Uchi** – 2 **Chi** – Start: Kimberley rolls +1 Die to **Punch**.
- **Mawashi Geri** – 2 **Chi** and 1 **Rage** – Start: If a **Kick** Token and a **Defense** Token are in the Starting Area, Kimberley rolls +2 Dice to **Kick**.
- **Kiai** – 2 **Rage** – End: Kimberley targets an opponent, they cannot use any **Chi** or **Rage** during their next turn.
- **Mae Tobi Geri** – 1 **Chi** and 1 **Rage** – Start: Kimberley rolls +1 Die to **Kick** the Defender in the Head or Arms (Area 1, 2 or 5) and Pushes them back by 1 space.
- **Tamejhiwari** – 1 **Chi** and 1 **Rage** – Start: If the Defender uses 1 or more **Defense** Tokens against a **Punch** by Kimberley, they roll the Dice normally and 1 **Defense** Token used is discarded.
- **Shôtôkan** – 2 **Chi** and 1 **Rage** – Style: As long as the Style is active, the Defender rolls -1 Dice to Defend against a Kimberley **Kick**. If they use two **Defense** Tokens, they roll 3 Dice.
- **Gôjû** – 2 **Chi** – Style: As long as the Style is active, Kimberley may swap 1 **Effect** Token with 1 **Kick** Token on her Fighter Board at the end of each of her turns. Kimberley may reverse the Tokens on the turn the Style is activated.



Description of Hirusasa's Skills:

- **Gasshō Hineri** – 2 **Rage** – End: On the next turn, Hirusasa rolls +2 Dice to perform a Head or Arm **Lock** (Area 1, 2 or 5).
- **Oniyama** – 2 **Chi** – Reaction: Hirusasa cancels 1 Normal Success of the Attacker targeting him.
- **Tsuppari** – 2 **Rage** – Start: Hirusasa Pushes the Defender back by 2 spaces when he **punches** their Arms (Area 2 or 5).
- **Futsu no Atama** – 1 **Chi** and 1 **Rage** – Start: Hirusasa rolls +1 Die to **Headbutt** and gains 1 **Chi** or 1 **Rage** per Exceptional Success on the Dice roll.
- **Harite** – 1 **Chi** and 1 **Rage** – Start: Hirusasa rolls +1 Die to **Punch** and, on the Defender's next turn they need 1 more **Move** per Exceptional Success on Hirusasa's Dice roll to **Move** or perform a **Lock**.
- **Yotsu-zûmo** – 2 **Chi** and 1 **Rage** – Style: As long as the Style is active, Hirusasa deals 1 extra damage per Exceptional Success when he performs a **Lock**.
- **Oshi-zûmo** – 2 **Chi** – Style: As long as the Style is active, Hirusasa automatically cancels 1 Normal Success on the Attacker's roll of the Dice for each **Punch** Token present in the Target Area.

HIRUMASA

Hirusasa counts on his tremendous ability to take hits and soak up damage without batting an eyelid. He might get bruised, but in the end, will be the last one standing. Perfectly balanced, Hirusasa makes sure his opponents bite the dust with his mighty arms, breaking them with his strikes and his locks.

As an unwanted son, Hirusasa was neglected and grew up a thug. Endowed with an exceptional physique, the Japanese-born Hirusasa was noticed by the criminal yakuza in his youth. Their leader enrolled him in an unofficial Sumotori school to become his personal deadly fighting champion. Destined to fight illegally, Hirusasa wants to win the Guardian's tournament to get rid of the mob's stranglehold on him...

To fight, Hirusasa has:

- 5 **Action** Tokens: 2 **Punch**, 1 **Headbutt**, 2 **Lock**
- 7 **Effect** Tokens: 2 **Move**, 1 **Defense**, 4 **Energy**

Li-Ming

Li-Ming counts on her mastery of her inner strength to outclass her opponents. Able to adapt to almost any situation, she takes her time to strike decisively when even the slimmest of opportunities arises.



The daughter of a world-renowned kung fu master, Li-Ming was eager to follow in her father's footsteps. She devotes herself fully to this ancient Chinese martial art and has no interest in anything else. Li-Ming participates in the tournament to make sure that the title of Guardian does not fall into the hands of an incompetent lout - or even worse, a stranger.

To fight, Li-Ming has:

- 4 **Action** Tokens: 1 **Punch**, 2 **Kick**, 1 **Lock**
- 8 **Effect** Tokens: 2 **Move**, 2 **Defense**, 4 **Energy**

Description of Li-Ming's Skills:

- **Leopard's Fury** – 1 **Chi** and 2 **Rage** – End: When Li-Ming **punches**, she immediately gets a bonus round. Li-Ming may use another Skill during this extra turn, but cannot use Leopard's Fury again.
- **Dragon's Breath** – 3 **Chi** – End: On the next turn, Li-Ming rolls +3 Dice to **Kick** the Defender in the Legs (Area 3 or 4).
- **Crane's Serenity** – 1 **Chi** – End: Li-Ming swaps 2 **Effect** Tokens on her Fighter Board.
- **Kiss of the Mantis** – 1 **Chi** and 1 **Rage** – Start: Li-Ming rolls +2 Dice to perform an Arm **Lock** (Area 2 or 5)

- **Bite of the Tiger** – 1 **Chi** and 1 **Rage** – Start: Li-Ming rolls +3 Dice to **Punch** the Defender in the Head (Area 1).
- **Drunken Master** – 2 **Chi** – Style: As long as the Style is active, when Li-Ming is targeted with a **Punch** or a **Kick**, Normal Successes are Failures and Failures are Normal Successes on the Attacker's Dice roll. Exceptional successes are still Exceptional Successes.
- **Way of the Snake** – 2 **Chi** and 1 **Rage** – Style: As long as the Style is active, Li-Ming rolls +1 Die when she targets an Area in which the Defender has no Tokens.

RICARDO

Ricardo counts on his superior mobility to overwhelm his opponents. Endowed with exceptional power in his legs, Ricardo fully exploits his own destructive capabilities. Always on the move, he is very difficult to stop and impossible to outmaneuver.



Born into a large Brazilian family with plenty of good-natured fraternal competition, Ricardo is naturally happy and friendly, gifted in his athletic prowess. Practicing capoeira more for fun and dance than confrontation, he fights for pleasure not to inflict pain. Ricardo responded to the Guardian's invitation with the aim of demonstrating that you can win the tournament by turning the fight into a big bloc party.

To fight, Ricardo has:

- 4 **Action** Tokens: 1 **Headbutt**, 1 **Punch**, 2 **Kick**
- 8 **Effect** Tokens: 3 **Move**, 2 **Defense**, 3 **Energy**

Description of Ricardo's Skills:

- **Macaco** – 2 **Rage** – Start: When Ricardo **Kicks**, he rolls +1 Die and he may move 1 space after kicking.
- **Ginga de Bahia** – 1 **Chi** and 2 **Rage** – Start: Ricardo rolls +1 Die per **Move** Token in the Starting Area.
- **Negativa** – 1 **Chi** – Reaction: Ricardo's **Move** Tokens become small **Defense** Tokens this turn. Each **Move** Token gives 1 Die to defend.
- **Cotovelada** – 1 **Chi** and 1 **Rage** – Start: Ricardo rolls +1 Die to **Punch** and this **Punch** deals 1 extra damage per Exceptional Success on the Dice roll.
- **Estrala Mortal** – 2 **Rage** – Start: Ricardo rolls +1 Die to **Kick** and the Defender rolls -1 Die to Defend themselves.
- **Samba de Viola** – 2 **Chi** – Style: As long as the Style is active, Ricardo can move 1 extra space after every hit he makes.
- **Revolta do Escravo** – 3 **Rage** – Style: As long as the Style is active, Ricardo rolls +1 Die for **Headbutts**.

WONJA

Wonja counts on her passion and the power of her hits. Being able to take repeated blows, she exploits the impact of each strike to get past her opponents' guard. Adaptive Wonja also knows how to take advantage of the slightest mistake by her opponent.



Descended from a family of Maasai, Kenyan-born Wonja discovered Muay Thai during a visit from a stranger who had come to climb Kilimanjaro. This master-in-disguise fought off the warriors of the tribe single-handedly, and chose to stay to better understand the local culture. There she learned to fight. Wonja responded to the Guardian's invitation in the hope of showing how strong an alliance of two different cultures could be.

To fight, Wonja has:

- 5 **Action** Tokens: 1 **Headbutt**, 2 **Punch**, 2 **Kick**
- 7 **Effect** Tokens: 2 **Move**, 2 **Defense**, 3 **Energy**

Description of Wonja's Skills:

- **Tei Tat** – 2 **Rage** – End: On the next turn, Wonja rolls +2 Dice to **Kick** the Defender in the Legs (Area 3 or 4).
- **Kra Tot Chok** – 2 **Chi** – Start: Wonja rolls +1 Die to **Punch** the Defender in the Head or Arms (Area 1, 2 or 5) and the Defender rolls -2 Dice to defend themselves.
- **Angkor Warrior** – 2 **Chi** and 1 **Rage** – Reaction: Wonja cancels 1 or 2 Normal Successes of the Attacker targeting her Head or Legs (Area 1, 3 or 4).
- **Khai Kong** – 2 **Rage** – Start: Wonja rolls +1 Die to **Kick**. If she gets an Exceptional Success and the Defender has used a **Defense** Token, that Token is discarded. As with any attack, the Defender must declare before the Dice roll if they are using a **Defense** token.
- **Sok Klap Lang** – 1 **Chi** 2 **Rage** – End: On the next turn, Wonja may move 1 extra space, then rolls +3 Dice to **Punch** the Defender in the Head (Area 1).
- **Muay Khao** – 3 **Rage** – Style: As long as the Style is active, Wonja deals 1 extra damage per Exceptional Success when she **Kicks**.
- **Kon Muay Kee** – 2 **Chi** – Style: As long as the Style is active, Wonja may move an **Effect** Token into the next Area at the end of each of her turns. Wonja may move a Token on the turn the Style is activated.

Summary of the rules

Each turn is played as follows:

- The Attacker **chooses their Starting Area.**
- The Attacker **reveals ALL the tokens in the Starting Area.**
- The Attacker **applies the Effects** they want:
 - Energy generation - the player moves up a **Chi** Cube or **Rage** Cube by **1 square in the corresponding Gauge per Energy token.**
 - Move - the player's Character may move within the Fighting Area at a rate of **1 space per Move token.**
 - The Attacker's **Defense** Tokens are revealed but have no effect at this time.
- **Start Skill.** The Attacker may use Energy to activate a Skill if it features the keyword "Start".
- **Distribution of tokens.** The Attacker hides their revealed **Effect** Tokens. The player takes ALL the tokens in the Starting Area, the **Effect** Tokens and the **Action** Tokens. They put them back one per Area on the Fighter Board, starting with the Area following the Starting Area. To use an **Action** Token, the Attacker must place the Token last and be on a space adjacent to the Defender. The **Action** Token indicates with which part of the body the Attacker will strike, the Area on which the Token is placed indicates the Target Area by the strike.
- **Reaction Skill.** The Defender may use Energy to activate a Skill if it features the keyword "Reaction". The activation and the Energy cost are announced **before the Attacker rolls the dice.**
- **Use of Defense Tokens.** If the Defender has one or more Defense Tokens in the Target Area, they may reveal them to defend themselves.
- **Application of Skills.** **Increasing the number of Attack or Defense dice, applying any Special Effects.**
- **Roll the dice.** The Attacker rolls 2 dice plus the dice given by their Skill. The Defender rolls 2 dice for each Defense Token they have revealed. Each success of the Defender cancels 1 damage caused by the Attacker.
- **Application of damage.** The Defender suffers **1 damage for each excess success** the Attacker has. They **move down** the Life Cube of the **corresponding Column** by as many squares as they suffered damage.
- **Loss of tokens.** When a Life Cube reaches or passes over a square on which an **Action** or **Effect** Token is represented, the player removes it from their Fighter Board and places it aside. If the Defender has several identical Tokens, they lose the one in the Target Area first. If this Token is not the Target Area, the player looks at the next Area, and so on, until they find the corresponding Token.
- **End Skill and Style Skill.** The Attacker may use Energy to activate a Skill if it features the keywords "End" or "Style". Some of these Skills apply immediately; others are applied during the Attacker's next turn.
- **Next player's turn.** The Attacker's turn is over, they become the Defender. The next player becomes the Attacker and a new turn begins.

Only one Action may be done each turn.

If more than one **Action** Token is on the Starting Area, **only the last Action** Token placed is used.

Each player may activate **only one Skill per turn!**

They may use **either a Start, an End or a Style Skill during their turn** and may use a **Reaction Skill during each opponent's turn.**

Each Skill can only be activated only once per turn!

Start and Reaction Skills are activated **before the Attacker rolls the dice.**

The **Start, End and Reaction** Skills must be paid for each activation.
Style Skills are paid once and are active for the entire fight or until another Style is activated.



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