

# YOKAI KAKE

## - 妖怪賭 -

## HOW TO WIN

Players embody **Yokais** that compete on a grid board to defeat each other.

There are **2 ways to win** :

- **Kill** the opponent Yokai by any means necessary.
- **Occupy** opponent Temple during **3 turns** with **more units** than him.

## HOW TO PLAY

The **first turn** is play by both players in the **same time**.

They **draw 5 cards** then can **Mulligan** the cards of their choice. They **can't attack, draw or activate abilities** during this first turn.

For the next turns, the **first player** is chosen by **coin flip winner**.

At the **start of each turn** players **draw** a card and gain **mana**.

Mana can be spent to :

- **Summon** a card in your Temple (according to its mana cost).
- **Draw** a card (1 mana).
- **Activate** a Yokai's **ability** (according to its cost).
- **Attack** with a unit (1 mana).
- **Move** a unit (1 mana).

When a player has **no cards left in his deck** and **must draw** the first card of the turn, his Yokai **takes 1 damage** the first time, then 2 damages, etc... From this point all yokai enter **Totsuzenshi mode** and **mana gain by turn is doubled**.

## COLLISIONS

A card **pushed against a ledge** suffers **1 damage**.

When a **card crash into another**, **both** suffer **1 damage**.

# CARD ABILITIES

## - 能力 -

### OFFENSIVE

- **Harassment** : 1 free attack per cycle.
- **Range X** : allows to attack in X tiles in + and X tiles diagonally.
- **Push** : when attack pushes the card one tile in the opposite direction of the attack.
- **Push+** : when attack pushes the card until it collides with another in the opposite direction of the attack.
- **Random X** : when this card attacks, it determines its power with a X die roll.
- **Drain X** : when attack heals X damage.
- **Thorns X** : if this card takes damage by attack, it inflicts X damage to the attacker (even if it dies in the process).
- **Poison X** : at the end of each cycle, suffer X damage.
- **Deadly contact** : kills any unit hit instantly.

### MOVEMENT

- **Celerity** : 1 free move per cycle.
- **Marathon X** : allows the card to move X+1 hexes up or X hexes diagonally.
- **Pull** : Push+ inversed.
- **Vault X** : can jump over X cards while moving (normally blocked and if moving collides)
- **Unvaultable** : can't be vault.
- **Traversable** : Units can move on it. Push go through (hits dmg both cards).
- **Immovable** : can't be moved against its will.

### DEFENSIVE

- **Intimidation** : cannot be attacked by a unit that has a lower or equal power.
- **Shield X** : Absorbs X damages per damage source before taking the rest if there is any left.
- **Dodge** : 33% to avoid any dmg.
- **Regeneration X** : at the end of each cycle heals X damage.
- **Invincible X** : can't take any damage during X turn.
- **Vitality** : Units can heal over base Max Health
- **Overheal X** : heal over hp max allow
- **Protection** : can t be targeted by spell and yokai ability

### OTHERS

- **Root X** : the card cannot move for X turns.
- **Silence X** : the card cannot attack for X turns.
- **Stun X** : the card cannot attack or move for X turns.
- **Cursed X** : You will die in X turn.
- **Purify** : Remove all negative effect.
- **Empower X** : get +X/+X.
- **Fear X** : get -X/-X.
- **Exhaust X** : movement cost 1 extra mana.
- **Traversable** : Units can move on it. Push go through. (hits dmg both cards)