

DAITO – The Standard Rules

The standard rules of the Kendo Playing cards game by Akos Vachter
Presentation made by Nicolas Gonzalez



Kendo, or Japanese fencing, is the art of swordsmanship.

Kendo is an integral part of Japanese culture that evolved from the lifestyle and spirit of the Bushi (or warrior) class, the samurai. Kendo was initially practised as a replacement for battle, to train and maintain the high level of swordsmanship in the samurai class during the relatively peaceful Edo period (starting in 1603). Through the following four centuries it slowly moved away from its military roots to become a popular sport in Japan. This was accelerated after the second World War when kendo ultimately turned into a competitive sport, however, still practiced by the military and police forces. It is also during that time that it became more and more popular outside Japan. The International Kendo Federation was founded in 1970. By 2021 it counted sixty-two member countries, with a World Championship held every three years.

Kendo - the way of the sword, the Japanese martial art of fencing. Kendo evolved from the traditional Japanese swordsmanship techniques known as kenjutsu.



Shinai - the bamboo sword used in kendo.



Do - Basic technique: an attack to either side of the breastplate of the kendo armour.



Men - Basic technique: attack on the helmet of the kendo armour.



Tsuki - Basic technique: attack on the throat guard of the kendo armour.



Kote - Basic technique: attack to the forearm gloves of the kendo armour.



Hansoku - literally means faulty play. During a kendo match, leaving the court and dropping the bamboo sword most often leads to a hansoku, or penalty point.



Ippon - hit. The literal meaning is point.

Yame - "Stop!" The head referee stops the match with this signal.



Kamae - Japanese term used in martial arts and traditional theatre. It translates roughly as "posture". The meaning of the word is "base". There are 5 types of kamae in kendo, two of which (middle and upper position) are used in modern kendo matches.



Kiai - Japanese term used in martial arts to describe a short shout during the execution of an attacking move.



Maki waza - In this technique, the fighter hooks the opponent's shinai with his own shinai and spins it up or down. The aim is to disarm the opponent.



Seme - simple translation: "attack". The term also refers to when you don't physically hit your opponent, but mentally pressure him.



Tsubazeriai - The very close range of fighters in which the hand guards of their bamboo swords touch each other.



Fudoshin - a state of stillness or unmovedness (literally and figuratively: "still mind", "still heart". This is the philosophical or mental dimension of Japanese martial arts that contributes to the advanced practitioner's effectiveness.



Tokui waza - A kendoist's favourite match-winning attack or technique.



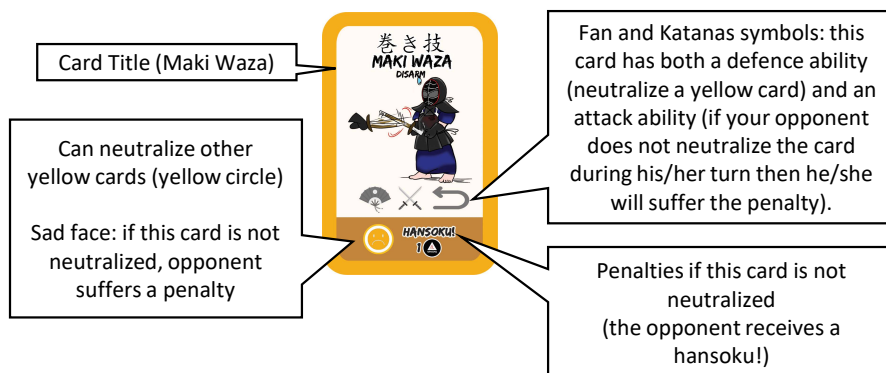
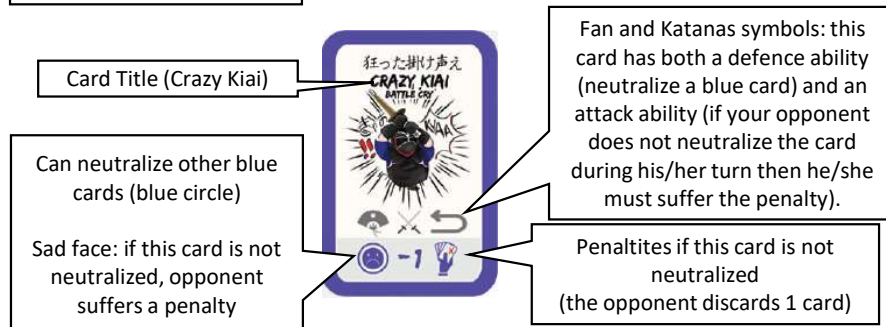
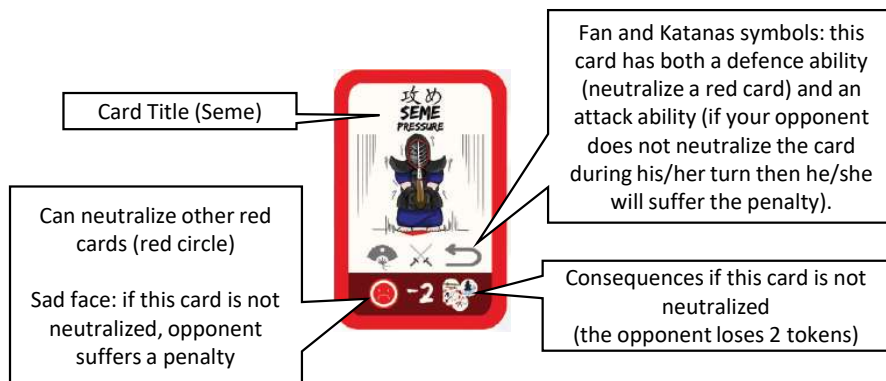
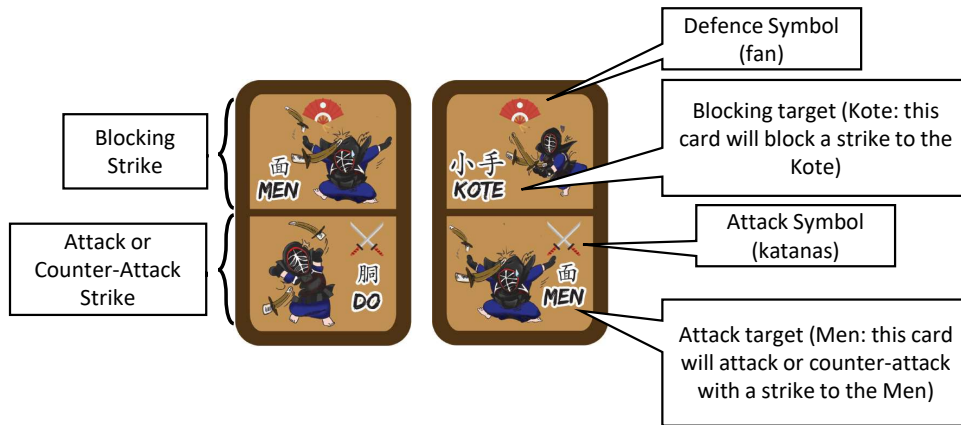
Jikan desu - Literally: Time's up! At the end of the kendo match time, the timekeeper will raise a yellow flag and shout "Jikan desu!" as a sign to the head referee that the time is over.

CARD DESCRIPTIONS

ATTACKING cards: Brown, Red, Blue, Yellow

When these cards are played, they neutralize an existing Attack card and also generate a Counter-Attack to which the opponent will have to react.

When you attack, these are the only types of card you can play.



Fan

Card has a defence ability (i.e. can neutralize another cards).

Katanas

Card has an attack ability (i.e. the opponent needs to neutralize this card or suffer a penalty). Blocking cards do not have this symbol.

Return Arrow

If you place a card with a "Return arrow" symbol, you can continue your turn with further counter-attacks or attacks. Note: only "Kamae" does not have this symbol, if you are being attacked by only 1 card and you neutralize it with a "Kamae" (or with a Focus token), your turn stops and your opponent begins a new turn (including swapping cards).

The coloured circles at the bottom of the card represent the card colours/types this card can neutralize.

A Sad Face indicates that if this card is not neutralized by the opponent then he/she must suffer a penalty (e.g. lose cards, lose tokens or a hansoku).

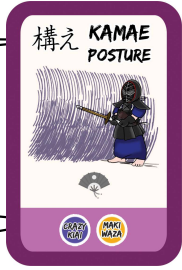
BLOCKING cards: Purple and Green.

When these cards are played, they neutralize an existing Attack card but do NOT generate a counter-attack: the opponent will NOT have to react to these cards.

However, Fudoshin and Tsubazeriai have a “Return arrow” symbol: after playing these cards to neutralize an existing Attack card, you are allowed to play an additional Counter-Attack card on top of your Fudoshin or Tsubazeriai card.

IMPORTANT: Fudoshin neutralizes ALL Brown, Blue, Yellow and Red attack cards displayed against you at that time. It is the most powerful neutralizing card of the game. Since it also has a “Return arrow” symbol, you can carry on with counter-attacks after using Fudoshin.

Card Title (Kamae)



Can neutralize another red or yellow cards (red and yellow circle)

This card has no attack ability (no “Katanas” symbol). This is a Blocking card.

No “Return Arrow” symbol: after you play this card, unless you have played another counter-attack card on the board, then you are not allowed to place further Attack cards and must finish your turn.

Card Title (Fudoshin)



Can neutralize other red, yellow, brown and blue cards (this card neutralizes ALL attack cards on the board by itself!)

This card has no attack ability (no “Katanas” symbol). This is a Blocking card.

Return arrow: After you play this card you can play a further Attack cards.

Card Title (Tsubazeriai)



Can neutralize another brown cards (brown circle)

This card has no attack ability (no “Katanas” symbol). This is a Blocking card.

Return arrow: After you play this card you can play further Attack cards.

JIKAN DESU: Time's Up

The Jikan Desu card is very special. It does not neutralize or attack. This card can only be played as the first card on your turn, before swapping any cards. If the current score is 1:0 or 0:1, the game ends immediately and the player with the Ippon wins the game. Jikan Desu is a dangerous card to keep in your hand: at any point in time, a player (e.g. Player A) can shout “Yame!” (Stop!) and use a “Referee” token, when this happens, Player B must show his/her cards and if he/she has Jikan Desu, then Player A scores an Ippon!

Jikan Desu is only useful if you are winning by 1 Ippon to 0: after drawing the card, playing it at the beginning of your next turn will win the game! In all other circumstances (score is 0:0, 1:1, or you are losing by 0 Ippon to 1), Jikan Desu is a liability and can only lead to your opponent gaining an Ippon.

➔ At the beginning of the game, all 3 Jikan Desu cards are in the deck and all players have 3 “Referee” tokens.

➔ When the score reaches 1:0 or 0:1, look through the deck and remove all but 1 Jikan Desu card, then shuffle the deck with all the used cards and the player's cards (as per normal after an Ippon is scored) and place the deck back onto the play area. The player with the Ippon has to discard all his/her “Referee” tokens, and the losing player (with no Ippon) receives a total of 4 “Referee” tokens. Remember that you can only reveal the Jikan Desu card from your hand and win the game when the score is 1:0 in your favour and only as the first card you play in your turn before swapping cards.

➔ When the score reaches 1:1, add the 2 remaining Jikan Desu cards back into the deck, reshuffle the deck with the cards used and the player's hands (as per normal after an Ippon) and place the deck back on the play area. Then each player receives 4 cards and replenishes their tokens to the original setup (4 Focus tokens, 3 Referee tokens and 2 Favourite Technique tokens).



1. Setting up the game

Give each player: 4 brown Focus tokens, 3 Referee tokens, 2 favourite technique tokens. Each player places their respective tokens on the designated spots on the play area (Shiai-do).

Lay down the 3 hansoku and 3 ippon markers next to the play area.

Shuffle the entire deck and deal 4 cards face down to each player.

Lay the remainder of the deck in between the two players next to the shiai-do.



2. Determining who goes first

You can use rock-paper-scissors to decide who goes first (best of one game).

Alternatively, if both parties agree, you can randomly determine the first player (e.g. flip a coin).

3. The game and winning conditions

Kendo Duel mimics a kendo bout within the area called a Shiai-do. Two kendokas face each other, using various techniques (wzas in Japanese) to try and score ippons (winning points). Kendo matches last between 3 to 5 minutes or longer, depending on the tournament type.

A game ends after one kendoka scores 2 ippons, he/she is the winner.

The cards represent various attack and counter-attack techniques, as well as mental discipline and focus, which are an integral part of kendo.

Ippons are scored by striking one of the four allowed target areas: 'men' (head), 'kote' (wrist), 'do' (abdomen), 'tsuki' (throat). In game terms this is represented by a player making an attack to that particular area and the opponent not being able to block or counterattack.

In some occasions, a player will commit a foul and receive a foul point ('hansoku'). If two fouls are committed (i.e. the player receives 2 hansokus), the opposing player receives 1 ippon.

A player wins if he/she scores 2 ippons. Alternatively, if the kendo match runs out of time (see Jikan Desu), the player with the highest number of ippons wins; if both players have the same number of Ippons (0:0 or 1:1), the match ends in a draw.

4. Game play

The game is played in **rounds**, with each player alternating turns in which they play cards from their hand to attack or counterattack the opponent's cards.

A round ends when an ippon or hansoku is scored. The player receiving an ippon is the winner, the other player is the loser of the round. The player receiving a hansoku is the loser of that round.

After a round is finished, another round begins with the *losing* player starting the first turn. See section 5 below for the steps taken after an Ippon or Hansoku is scored.

The game alternates between each player's turn. The turn sequence is as follows:

1. Swap phase
2. Play phase (Response phase & Attack phase)
3. Draw phase
4. Token bonus phase

Swap phase: During the Swap phase, the current player *may* swap 1 or more cards from his/her hand with cards in the deck. To swap a card, the player chooses a card from his/her hand and places it at the bottom of the deck without revealing it to the opposing player. Then the player takes the top card of the deck and places that card in his/her hand. The first card swapped in each turn is free. For any further card-swapping the player would like to do, they must spend 1 focus token per card swapped. [Note: swapping multiple cards might be the only way to obtain a card that can respond to or block an attack that was just played by the opponent].

Play phase: After swapping cards, the active player can play cards from his/her hand. On the first turn of a round, the active player can play any *legal* combination of attack cards. On following turns, the active player needs to *respond* to the current attack cards on the board or suffer the penalties of those cards.

Draw phase: After the active player plays his/her cards, he/she draws cards from the top of the deck to replenish their hand up to their current hand size. The hand size starts at 4 cards, but that can be reduced by not responding to certain attack cards (e.g. Crazy Kiai will reduce your hand size by 1 if you do not counter it, this can reduce your hand size to 3, 2, 1 or even 0 cards). *Note: after an Ippon is scored, the maximum hand size reverts back to 4 for all players.*

Token bonus phase: This phase only applies under the following conditions. These conditions represent a 'perfect counter-attack' by the active player.

- The active player did NOT swap any cards in the swap phase
- The active player did not neutralize a brown attack card by using a focus token
- The active player neutralized all attack cards on the board

If all these conditions are met, the active player is allowed to retrieve one of his/her previously used tokens and put that token back onto his play area. This token can be used as normal in following turns.

5. Ippon and Hansoku

When an **hansoku** is scored, the game continues with the next round with no change to the maximum hand size or reshuffling of cards.

However, if this is the second hansoku to a player and therefore an Ippon is scored, then the Ippon rules apply.

When an **Ippon** is scored:

- The maximum hand size for all players reverts back to 4 cards.
- All cards, including the cards in the players' hands are reshuffled into the deck.
- Each player is dealt 4 cards.
- Each player's tokens are set back to the original amounts (4 Focus Tokens, 3 Referee Tokens, 2 Favourite Technique tokens).
- Play continues with the losing player starting the first turn.

IMPORTANT: when the **first Ippon** is scored in a game, the following changes apply:

- 2 Jikan Desu cards are removed from the game, only 1 remains in the deck.
- All cards, including the cards in the players' hands are reshuffled into the deck.
- The maximum hand size for all players reverts back to 4 cards.
- Each player is dealt 4 cards.
- The players replenish their tokens to the following: 4 Focus Tokens each, 2 Favourite Tokens each, the losing player receives 4 Referee Tokens, the winning player receives 0 Referee Tokens.
- Play continues with the losing player starting the first turn.

6. Playing cards

In the first turn of every round and only in the first turn of every round, the board is considered to have no cards “in play” and the active player does not need to respond to cards on the board, but starts a fresh attack.

The board can consist of zero, one, two, or three cards “in play”. A card is no longer “in play” when 1) it has been neutralized or 2) the consequences (penalties) of the card have been applied (e.g. losing tokens, losing cards, receiving a hansoku).

In all turns following the first turn, the active player needs to play cards that neutralize the effects of the cards on the board, in some instances the card played is also a counter-attack.

Cards played in response to attack cards will **neutralize** the card they are played against. This ability is indicated by the “fan” icon. Note that all cards with the exception of Jikan Desu have a neutralizing ability. Brown, Yellow, Blue and Red cards also **counter-attack** when played in addition to their neutralizing effect (this is indicated by the “Katanas” symbol on the card).

Cards that both neutralize and counter-attack are **Attacking cards**, they are Brown, Red, Blue and Yellow.

Cards that only neutralize are **Blocking cards**, they are Purple and Green. Some Blocking cards enable the active player to add further Attacking cards after blocking, this is represented by the “Return arrow” symbol on the card.

Legal attacking cards:

When playing attack cards, the active player can play **up to 2 attack cards**, and they both need to be of **different colours** (e.g. one Brown card and one Red card, or one Yellow card and one Blue card). The only exception to this rule is the use of a Favourite Technique token, see below.

Using the Favourite Technique Token:

The active player can use a **Favourite Technique token** to add one additional attack card. This card can be of the same colour as an already played attack card! This can enable the active player to attack with for example two Brown cards, which is not normally allowed. The Favourite Technique token can be used to play an additional card even if you played just one attack card. It would usually be used in this situation to play an attack card of the same colour as the first attack card (e.g. two Yellow cards, or two Brown cards).

Responding to a 3 card attack:

If your opponent just played a 3 card attack by using a Favourite Technique token, you have to try and neutralize as many as you can. **However, if you neutralize and counter-attack all three cards, only two of your counter-attack cards will be considered “in play”, and your opponent will choose which two Attacks he/she needs to neutralize.** You can also choose to play a Favourite Technique token to ‘activate’ your third counter-attack card and then your opponent would have to respond to all three of your counter-attack cards.

Playing Blocking cards and Attack cards:

Note that Blocking cards played do not count towards the maximum of two attack cards you can play. For example, using Kamae does not count towards two Attack cards maximum as Kamae is not an Attack card (it is a Purple Blocking card).

Attacking Cards always neutralize and counter-attack at the same time:



← Will neutralize a Brown card striking Kote (e.g.: )

← Will counter-attack with a strike to the Men.



← Will neutralize another Red card.

← Will counter-attack with Seme.



- ← Will neutralize another Blue card.
- ← Will counter-attack with Crazy Kiai.



- ← Will neutralize another Yellow card.
- ← Will counter-attack with Maki Waza.

Blocking cards:

Blocking cards are Purple or Green. Their blocking ability is represented by the “fan” symbol. Blocking cards on the board do not need to be neutralized as they have no attacking ability. The active opponent can simply play cards on top of them.

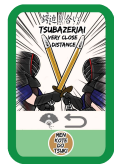
Some Blocking cards give the opportunity to play additional Attacking cards on top of them if the active player wishes. This ability is indicated by the “Return arrow” symbol.



- ← Fudoshin is a very special card: it will neutralize ALL attacking cards currently in play against the active player!
- ← The active player can add one attacking card on top of Fudoshin in order to counter-attack (“Return arrow” symbol). The active player can also choose to add more attacking cards next to it to attack with two or three cards (with a Focus Token).



- ← Kamae will neutralize one Blue or Yellow card.
- ← The active player CANNOT add an Attacking card on top of Kamae (no “Return arrow” symbol).
- If you were attacked by only one card and you neutralize it by using Kamae, your turn ends immediately and the opponent starts a new turn (including swapping cards).
- If you were attacked with two or more cards, you neutralize one card with Kamae AND if you can neutralize another attack card with any other card than Kamae, then you continue your turn as normal.



- ← Will neutralize one Brown card.
- ← The active player can add one attacking card on top of Tsubazeriai in order to counter-attack (“Return arrow” symbol).

Using Focus token to neutralize a Brown card:

If you do not neutralize a Brown card, your opponent will receive a victory point (an Ippon). If the active player has no other recourse, he/she can use a Focus Token to neutralize a Brown card.

Note that like the card Kamae, the use of a Focus token does not grant the active player the ability to play further attacking cards on the just neutralized Brown card. The active player can only counter-attack if he/she can play a counter-attack card on a second or third attacking card ‘In play’ against him/her.



- ← In desperate situations a Focus Token can be used to neutralize a Brown card.

IMPORTANT:

If the opponent is attacking with three cards (by using a Favourite Technique token), the active player can only respond to TWO of the three attack cards unless the active player also uses a “Favourite Technique” token to play a third card.

7. Card effects

After the active player has neutralized and counter-attacked, the remaining cards “In Play” which have not been neutralized create a penalty to the current active player.



Red Seme:

The active player loses 1 or 2 tokens of his/her choice.
If the active player does not have enough tokens remaining, he/she loses all the tokens they have left with no further consequences.



Yellow Maki Waza:

The active player receives a Hansoku.
If the active player already had a Hansoku, then the hansokus are removed and the opposing player receives an Ippon.
The round ends. The active player draws cards up to its current maximum hand size (remember, after a Hansoku, the maximum hand size is NOT reset to 4), and then continues play with the first turn of the next round.



Blue Crazy Kiai:

The active player loses a card at random from his/her hand and discards it by putting it at the bottom of the deck without revealing it to his/her opponent.
Furthermore, the active player's maximum hand size is temporarily reduced by 1 (to 3 cards after the first Crazy Kiai, to 2 cards after the second Crazy Kiai, etc) until an Ippon is scored (where maximum hand size is reset to 4 for all players). This is cumulative, if the player receives another Crazy Kiai, his/her hand size would be reduced by 2 (to 2 cards), etc.



Brown Attack Card:

If the active player cannot neutralize a brown attack card, then the opponent receives an Ippon.
The round ends. The active player draws cards up to the original hand size of 4 and then continues play with the first turn of the next round.

IMPORTANT: if the active player would suffer both an Ippon against him/her and a Hansoku (by failing to neutralize a Brown card and a Yellow Maki Waza card), in this case the active players suffers only an Ippon against him, but does not also receive a Hansoku.

8. Other game rules to be aware of:

- If your maximum hand size is reduced to 0 (by suffering 4 Crazy Kiais), your opponent scores an Ippon.
- If the remaining number of cards in the deck is reduced to 10 or less, any player can decide to shuffle the used cards remaining on the board into the deck.
- Each player can at any time count the number of cards remaining in the deck.

Example of play:

1

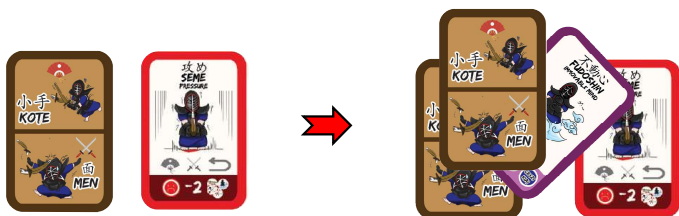
Turn 1: The board is empty, Player A does not need to neutralize any cards. Player A plays the Brown card Men/Do: this is an attack striking Do. Note: Player A could play a second attack card as well, but decides not to.



This is the attack part of the card, a strike to the Do

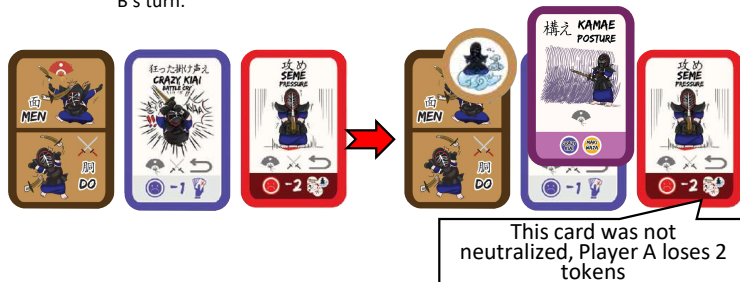
3

Player A is now faced with a strike to the Men and a Seme, and responds with a Fudoshin which neutralizes ALL cards against him/her, in this situation both the Brown card and the Red Seme card have no effect. Since the Fudoshin card has a "Return arrow" symbol, Player A can continue his/her turn with a counterattack and plays one card, a Men strike.



5

Player A has 3 cards to defend against! Player A has to respond to all three Attack cards. Player A uses a Focus token to neutralize the Brown Men/Do card, and also plays a Kamae to neutralize the Crazy Kiai. Player A has no response to Seme. Since Player A did not neutralize the Red Seme, he/she must discard 2 tokens. Furthermore, Player A did not play any card with the "Return arrow" symbol and therefore cannot play further attacking cards: player A did NOT counter-attack and must therefore end the turn without playing Attack cards. Player A will draw one card (he/she played Kamae) and play will continue with Player B's turn.



7

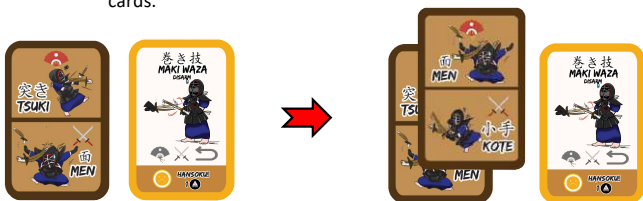
Player A is now facing a strike to the Men and a Maki Waza.

Player A counters the strike to the Men with a Men/Kote card. However, Player A has no card to neutralize the Maki Waza.

→ The Maki Waza has not been neutralized and results in a Hansoku against Player A.

→ The round ends as player A receives a Hansoku, however, the cards are not reshuffled and re-dealt and the tokens are not replenished as this was not an Ippon.

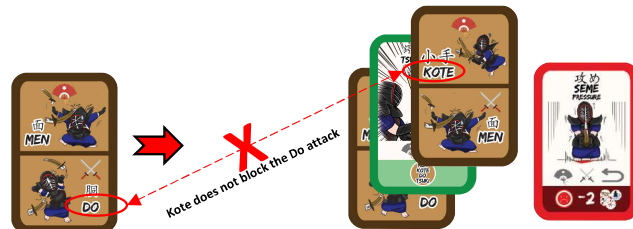
→ Player A is the losing player of the round and therefore will play the first turn of the following round, with the board considered empty player A will simply play Attack cards.



2

Player B responds with 2 cards: first a Tsubazeriai to neutralize the Brown card and counter-attacks with Kote/Men card (Tsubazeriai has the Return Arrow symbol, the player can continue playing Attack cards): this is an attack striking Men. Player B also chooses to add a Seme card to his attack. Player B has played 3 cards.

Note: Player B could not play the Brown card Kote/Men directly onto the attacking Brown card (Men/Do) as the blocking portion of Player B's card is "Kote". If Player B's Brown card was a Do/Men then Player B could have played that card directly onto the attacking Brown card as the blocking portion "Do" blocks the "Do" attack.



4

Player B is now faced with strike to the Men. Note the Red Seme card is not "in play" as it was neutralized by the Fudoshin in Player A's turn. Player B decides to neutralize the Men strike with a Brown card Men / Do which neutralizes the strike to the Men and counter-attacks with a strike to the Do.

Player B also decides to add a Crazy Kiai to this attack, and also decides to spend a "Favourite Technique" token to add a third card to the attack, in this case a Red Seme.



6

Player B is now faced with NO attack cards. The Brown Men/Do card, the Purple Kamae and the Red Seme card are no longer "In play": the Brown card was neutralized by a token, the middle Kamae card is not an attack card and the Red card created a penalty to player A (the loss of 2 tokens) and is ignored from now on.

Therefore Player B can continue the game with any attack he/she chooses. In this case, with a strike to the Men (using the Brown card Tsuki/Men) and further adds a Yellow Maki Waza to his/her attack.



This ends the round as Player A has received a hansoku.

As this is not an Ippon, the cards are not reshuffled, the tokens not replenished.

Examples of play: the use of Blocking cards and Favourite Technique tokens

Example 1:

Player B is facing a Yellow Maki Waza card. If player B neutralizes the Yellow card with Kamae, player B has not played a counter-attack card (with the “return arrow” symbol), therefore player B is not allowed to play further Attack cards and finishes his/her turn (i.e. Draw phase, etc) and play continues with Player A who does not need to counter any attacking cards. Player B could also use a Favourite Technique token, which would allow him/her to play an additional Attack card. Player B could then finish his/her turn (with Draw phase).



Player B did not play any counter-attack cards (with the “return arrow” symbol), therefore Player B cannot play further Attack cards even if he/she has some in hand and has to continue his/her turn with the Draw phase and Token Bonus phase.

Player B could still play a Favourite Technique token to play an additional Attack card.

Example 2:

Player B is being attacked by two cards: a Yellow Maki Waza and a Brown strike to Men. Player B responds to Maki Waza with Kamae and counter-attacks the strike to Men with a Brown Men/Kote card. Player B has played a counter-attack card (Brown cards are always counter-attacks), therefore Player B could continue playing Attack cards and play an additional Attack card as he/she only played *one* Attack card so far (Kamae is not an Attack card, no “Katanas” symbol), this additional attack card would have to be Blue, Red or Yellow, but not Brown as Player B already played a Brown card. In this example, Player B decides to use a Favourite Technique token to play an additional Brown card.



Player B decides to use a Favourite Technique token to add a second Brown card to his/her attack. Note: if Player B played an additional Blue, Red or Yellow attack card, he/she would NOT need to use a Favourite Technique token.

Example 3:

Player B is being attacked by two cards: a Yellow Maki Waza and a Brown strike to Men. Player B responds to Maki Waza with Kamae and uses a Focus Token to neutralize the Brown card. This is the same situation as in Example 1: Player B has not used any counter-attack cards, so Player B has to either 1) end his/her turn immediately (without Draw phase) or 2) use a Favourite Technique token to play an additional Attack card (and can then finish his/her turn with a Draw phase).



Player B did not play any counter-attack cards (with the “return arrow” symbol), therefore Player B cannot play further Attack cards even if he/she has some in hand and has to continue his/her turn with the Draw phase and Token Bonus phase.

Player B could still play a Favourite Technique token to play an additional Attack card.

Example 4:

Player B is being attacked by two cards: a Yellow Maki Waza and a Brown strike to Men. Player B responds to Maki Waza with Kamae and neutralizes the Brown card with a Green Tsubazeriai. Player B has therefore played a counter-attack card (Tsubazeriai, which has a “return arrow” symbol). Player B is therefore allowed to play up to two Attack cards as normal (or three with a Favourite Technique token). In the example below, Player B chooses simply to play a Red Seme attack card, but if Player B had more Attack cards he/she could play them too as per the normal attack rules.



Player B counter-attacked so can continue his/her turn by playing an Attack card (Seme). Player B could play one additional Attack card for free or two additional Attack cards if he/she uses a Favourite Technique token.

Further Examples

Example 5:

Player B is faced with a 3 card Attack (Player A used a Favourite Technique token to add a third Attack card). Player B has to neutralize a strike to Do, a Seme and a strike to Kote.

Player B decides to play a Brown Do/Kote counter-attack card to counter the first Brown card (strike to Do), also plays a Seme to counter the Seme, and plays a Kote/Men to counter the last Brown card (strike to Kote).

Player B counter-attacked with 3 cards. However, only 2 of these are valid against player A, who chooses to ignore the first Brown card attack (Do/Kote).



Player B counter-attacked with three cards. However, only two of these counter-attack cards will affect Player A as you are only allowed to play two Attacks against your opponent in any given turn. Player A will choose which two Attack cards he/she will need to neutralize and will ignore one of the three Attack cards, which would no longer be considered “in play”. In this example, Player A decides that the first Brown card (Do/Kote) does not affect him/her and ignores it.

Player B counter-attacked with 3 cards and also decided to use a Favourite Technique token to make all three Attack cards valid. Player A will have to respond to all three Attack cards.



Example 6:

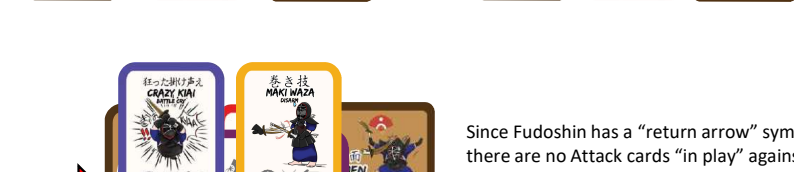
Player B is faced with a 3 card Attack (Player A used a Favourite Technique token to add a third Attack card). Player B has to neutralize a strike to Do, a Seme and a strike to Kote.

Player B decides to play the Purple card Fudoshin, which neutralizes ALL Attack cards.

Since Fudoshin has a “return arrow” symbol, Player B can continue playing further Attack cards (up to two) and none of these Attack cards have to neutralize other cards as there are no more Attack cards “in play” against Player B. In this example Player B plays a Crazy Kiai and a Maki Waza.

Of course, Player B could also decide to use a Favourite technique token to add a third Attack card.





Player B neutralized all three Attack cards with Fudoshin, which neutralizes ALL Attack cards against the player. (Fudoshin is a very powerful card).



Since Fudoshin has a “return arrow” symbol, Player B can continue playing further Attack cards and since there are no Attack cards “in play” against him/her, Player B can use any Attack cards he/she chooses without having to neutralize other cards. In this example, Player B chooses to Attack with a Blue Crazy Kiai and a Yellow Maki Waza.