

KENCARDS

= PULL PLAY SLAY =

Welcome to **Kencards**, the world's first kendama trading card game! In **Kencards**, you duel using decks of your favorite kendama players and their signature tricks. To win, you'll need sharp strategy, clever item use and most importantly - **Kendama Skill**. Every attack requires you to actually land a kendama trick in real life.

OBJECTIVE:

Play cards and lace tricks to reduce your opponent's Life Points (LP) from 200 to 0.



COMPONENTS:

Player Cards: Each represents a real kendama player. Every card shows two of their favorite tricks - a Top Trick (easier, 10-40 damage) and a Bottom Trick (harder, 50 - 80 damage).

Item Cards: Gear, tools or special actions that heal, modify tricks or disrupt your opponent.

Life Points Tracker: Use dice, an app, pen&paper or a 3D-printed tracker.

Deck: Your personal stack of 20-30 cards, including **only one copy of each card**.

Kendama: Use a single standard size kendama for the battle.

SETUP:



1. Each player begins the battle at **200 Life Points (LP)**.
2. Shuffle your deck thoroughly to create your **draw pile**.
3. Draw **4 cards** as your starting hand.
4. The player hitting more **inward earthturns** in a row goes first.

PLAYER & ITEM CARDS



TURN STRUCTURE:

Each player's turn follows these steps:

1. Draw Phase

Draw 1 card (The player who goes first skips this on their first turn).

2. Lace Phase

- You may play one **Item card** during your turn.
- Play one **Player card** from your hand.
- Choose one trick (Top or Bottom) and attempt it once with your kendama.
 - If laced:** Deal the trick's listed damage to your opponent (The opponent may play an applicable Item card as a reaction).
 - If missed:** No damage is dealt.
- Resolve the **player skill** if applicable (You can't choose to ignore the effect).

3. End Phase

Place the Item and Player card you used face up on your **discard pile**.

Alternative Action

- If your draw pile is empty, shuffle your discard pile to form a new deck.
 - Penalty:** Each time you reshuffle to refill your draw pile, **lose 30 LP**.
- If you can't (or do not want to) play a Player Card, you may instead **draw 1 additional card** (You may still play 1 Item card that turn).
- You win by reducing your opponent's **Life Points to 0**.

RULES Q&A

Rules: This game is supposed to be fun and conversational. If a rule or card interaction is unclear, go with the option that sounds coolest.

Difficulty: To adjust the playtime to your skill-level you can start with more or less Life Points or allow players to have more than one try per trick.

Hand Size: There is no limit of cards you can have on your hand, but you can only play one item + one player card per turn.

Heal: You can only heal up to your starting Life Points.

Laced/Missed: Some player skills activate based on the outcome of your trick. You can't choose to ignore the effect, no matter if it was caused by lacing or missing the trick. Effects that don't mention lace/miss always activate.

Additional Tries: If a card or player skill allows you to get additional tries, these only apply to the current round and don't carry over if you laced faster. If other effects activate based on a lace or miss, only the last try counts to activate the effect.

Discarding: If you don't have the required card to discard to resolve an effect, ignore it.

Sesh: It should be clear what a kendama event is. Weekly jam sessions, meet-up in the park or partys do not count.

Travel: If you lace a trick, this card gets discarded as usual. If you miss, you shuffle it back in your draw pile, even if your draw pile is empty. Yes, this can prevent the 30 LP penalty for shuffling and resetting your draw pile.

Organize: Look at the top 3 cards of your draw pile and put them back in the order that you like. You can't look at them again after you placed them down.

Hone: The card with the player skill "hone" needs to be discarded from the hand, to get extra try. This doesn't count as "playing" the card. The effect can't be used on the card itself.

Timmy Tama: The effect applies for both top and bottom trick of the player card.

Snap: You discard the random card from your opponent's hand to their discard pile.

Art/Tattoo: These player skills don't refer to item cards, but to apparel and tattoos in real life.

Shape/Paint: These player skills don't refer to item cards, but to the kendama you are playing.

Savage: Only the spike needs to be "no look". Make sure to look into your opponent's soul.

One: This player Skill refers to Teva Duret's or Loan Duret's player cards.

Trash Talk: If your opponent uses an effect to get additional tries on his next trick, only the last try counts towards the effect of this player skill.

Flow: This player skill refers to Takuya Igarashi's player card.

Distill: This player card effect must have been played the round before you play the item Palinka. You use the item effect as normal, but pull 2 cards at random and choose one. The card you don't choose goes back to your opponent's hand.

RPS: Play Rock Paper Scissors going 1,2,3,shoot. This skill only activates once per turn.

Nerd: Go through the cards in your discard pile and take one player card to your hand.

Inspire: You can only choose one of the skill effects.

High Reclepts: This effect refers to the player cards of Kaito Nakajima, Nobu Nori, Soma Fujita and Yasu. Shuffle your draw pile after taking one of said cards to your hand.

Items: Player Skills that refer to an item have the name of the specific item card written in bold letters. This means it doesn't count to have the mentioned item on you in real life, you need to play the card to get the effect.

Low Battery Speaker: If your own Life Points are below 50 (=40 or lower), the next laced trick this turn deals 30 extra damage.

Water Bottle: Go through the cards in your discard pile and take one player card to your hand.

VHS Tape: This item is played as a **reaction**. If your opponent laced a trick, play this card during his turn, before taking damage. The opponent has the original number of tries to prove the trick. If he misses, you don't take the damage.

Mirror: This item has two effects. Only one can be used. The top effect is played during your turn. The bottom effect is played as a **reaction**. If your opponent laced a trick, play this card during his turn, before taking damage.

Scale: The number of cards shuffled in the deck does not matter, even if it is 0.

Camera: You can choose the player card to discard if you laced the trick.

Doink: Top tricks for both players are multiplied by 2. If you get added damage, multiply first and add the damage after that.

Cold Beer: You can choose the player card to discard. If you don't have a card to discard you just don't.

"One more try": You only lose 20 LPs if you miss the trick completely, not just one of the tries.

Bird Whistle: Stall tricks refer to any bird or stall tricks. No hole does count.

"Nice stick bro": Only real natties count for this effect. No clear coat.

Pro Mods: The next trick tried for both players has to be the bottom trick. Even if you skip a turn to draw a card.

Spacesuit: All spacewalk, mooncircle, goon tricks and stuff like sweets special count.

Palinka: You have to play the pulled card. If it is an item, play it and use one of your own player cards. Make sure to place the pulled card on your opponents discard pile.

Seastone Gem: Lighthouse tricks are all tricks that have the word lighthouse in their name.

Hype Crowd: The effect applies on the complete tricks not individual tries.