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***PCG Card Game Rulebook***

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***WAY OF THE GUARDIAN  
PERSONALIZED CARD GAME***

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# INTRODUCTION

*Way of the Guardian*™ is a card game for 2 or more players. Each player controls several **Fighter** cards, and these characters fight opponents' cards in an attempt to gain control of locations.

To play, each player needs a *Way of the Guardian*™ deck with at least 20 cards plus 2 *Terrain* cards. Use of a *Way of the Guardian*™ game mat is optional, but you might find it helpful.

## TYPES OF CARDS

There are four kinds of card in the *Way of the Guardian*™ game: **Fighters**, **Enhancements**, **Events**, and **Terrains**.

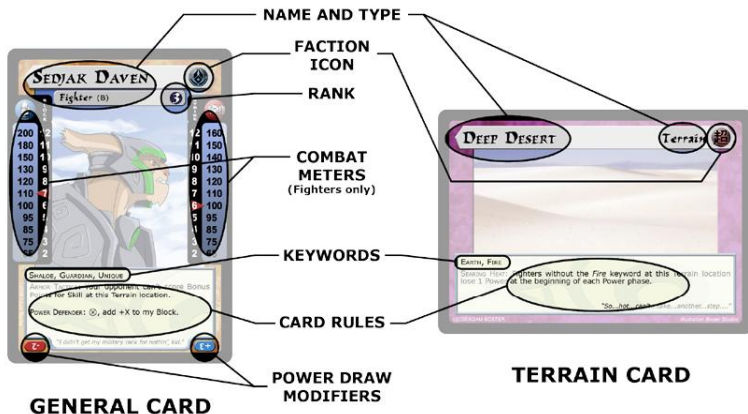
**Fighters** represent characters and creatures. There are more of this kind of card than any other, and most of the game is played with these cards.

**Enhancements** represent items and abilities that you can add to your *Fighters* to improve them.

**Events** are cards that you play to create a temporary effect.

**Terrains** represent places where your *Fighters* do battle, and they have a landscape (sideways) design.

## DIAGRAM 1: PARTS OF A CARD



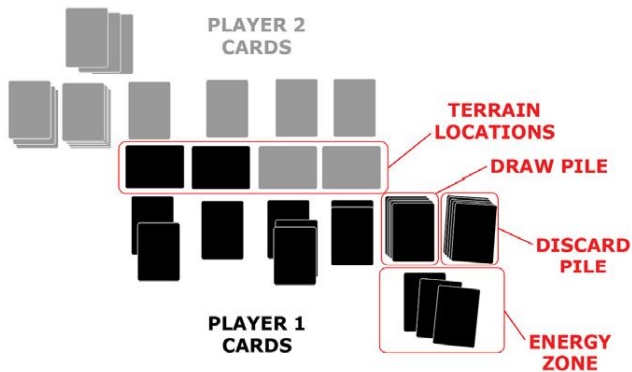
## SETUP

**1) Remove *Terrains* from your deck, and shuffle your deck.** Set the *Terrains* aside.

**2) Choose two *Terrains* and lay them down face-down on the table.** Once both players have done this, line up all four *Terrains* face-down in a row between players. Each of these *Terrain* cards is called a ***Terrain Location***. The *Terrain Locations* represent sites where your teams of Fighters will do battle.

**3) Each player draws a card from their deck.** The player who draws the highest-Rank card goes first. In case of ties, the youngest player goes first.

**4) Each player draws a starting hand of 7 cards.** Once all of the players have drawn a starting hand of cards, the player who goes first takes his first turn. Once each player completes a turn, the player to their left takes a turn. Play proceeds clockwise around the table.



**DIAGRAM 2: GAME AREAS**

## HOW TO WIN

The winner of the game is the first player to meet the ***Victory Conditions***. Normally, you win by gaining control of at least 3 of the 4 *Terrain Locations* in play (see p. 9), but special ***Story*** cards can change the Victory Conditions if you play one in a game.

## ON YOUR TURN

During your turn, you perform the following steps in order.

### (1) REFRESH PHASE

**A) Refresh your hand.** At the start of your turn, you should have a hand of 7 cards. If you have fewer than 7 cards, draw up to a hand of 7. If you have more than 7 cards, discard down to a hand of 7.

If you can't draw a card because you've run out of cards in your draw pile, shuffle your discard pile to make a new draw pile.

**B) Explore *Terrain Locations*.** If you have at least one *Fighter* already at a *Terrain Location*, and your opponent has no *Fighters* at that *Terrain Location*, turn that *Terrain* card face-up.

**C) Unbow all bowed cards.** Both players unbow any cards which were bowed at the end of the previous player's turn.

### (2) PLAY PHASE

**A) You may play up to 1 card as an *Energy Card*, in your *Energy Zone*.** That card gives you a number of Energy Points per turn equal to its Rank. As soon as a card is in your *Energy Zone* it gives you Energy Points.

You may only play 1 card per turn into your *Energy Zone*.

**B) Spend your current Energy Points to play cards from your hand.** Each card costs an amount of Energy Points equal to its Rank. Rank 0 cards are free to play, and you can play them even if you have no Energy Points left.

When you play a *Fighter* card, place it face-up next to one of the four *Terrain Locations* on the table, facing you. When you play *Enhancement* cards, you must play them on a *Fighter* (either one already in play, or one you're playing this turn). *Enhancement* cards on a *Fighter* are **attached** to that *Fighter*.

Some *Event* cards can be played during this Phase, and these

may or may not cost Energy to play. Many *Events* don't cost Energy and are played at different points during the game. Each *Event* card's rules text will tell you when to play it.

**C) Spend your current Energy Points to Travel or Swap.**

A *Fighter* may be moved from one *Terrain Location* to another by paying his Energy cost again. Any attached *Enhancements* stay with a traveling *Fighter*, moving for free.

If two of your *Fighters* with the same faction are at the same *Terrain Location*, you can also swap any *Item Enhancements* between them by paying the *Item's* Energy cost again.



**(3) COMBAT PHASE**

**A) If both you and your opponent have at least 1 Fighter card at the same Terrain Location, you can declare a Battle.** The player who declares a Battle is the **Attacking Player** for that Battle.

If you are not declaring any Battles, you can just pass on this phase.

To resolve a Battle, play through the Power and Scoring Phases, below, once for each Battle. Keep the following rules in mind when you're declaring Battles:

- You can declare more than one Battle on your turn, but you can declare only one Battle at each Terrain Location.
- You can declare new Battles after you resolve Battles you've already declared, or you can declare them at the same time.
- Once you declare a Battle you must resolve it on this turn.

**B) Reveal the Terrain Location.** If the *Terrain* card at the location of a Battle you've declared is face-down, flip it face-up. Any powers and card effects for that *Terrain* take effect immediately.

## (4) POWER PHASE

**A) Both players declare their Power use.** The attacking player declares first. Only *Fighters* involved in the current Battle may use Power points.

Each *Fighter* gets a number of Power points equal to its **Current Rank** (base Rank - damage taken), and can gain bonus Power points from attached *Enhancements* or other card effects. These Power points can be spent on that *Fighter's* card Powers, and any card Powers of attached *Enhancements* or the *Terrain* card at that *Fighter's* current *Terrain Location*.

Some *Event* cards also cost Power points to play; each *Event's* rules text will tell you how it works for that card.

The cost to use a card Power is a number of Power points equal to the number in the bullet after the name of that Power. Some Powers list a variable cost, like "⊗, add +X to my Strike." In this example, if you spend 1 Power, you add a +1 bonus. If you spend 3 Power, you add a +3 bonus.

**Cost 0 Powers:** Some card Powers list a cost of zero ("0"). These Powers must be declared during the Power Phase, and do not cost any Power points to use, but you can only use each of them once.

**Bow:** Some card effects involve "bowing" a card. A bowed card is rotated sideways, inverted, or gets a counter to show that it is bowed. Any bowed card functions normally, except the contents of its rules box are considered empty. Basically, a bowed card can't use any of its card effects or card powers. A card's keywords do still apply when bowed.

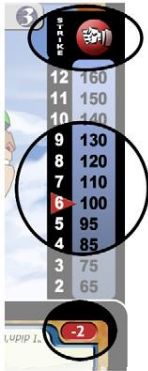
**B) Power Draw.** Both players draw a card from their draw pile and place it face-up, upside-down on top of the *Fighter* that's involved in this Battle.

The two numbers in boxes at the bottom corners of the card will appear at the top of the upside-down card. They're color-coded to match the *Fighter's* Strike and Block icons.

The blue number on the left modifies the *Fighter's* Block result, and the red number on the right modifies the *Fighter's* Strike result.

## (5) SCORING PHASE

**A) The attacking player resolves his attack.** Starting with the base Strike value (the number on the red arrow) on your *Fighter's* Strike meter, add the modifier from your Power Draw card, then add any other modifiers from card effects or Powers which affect your Strike result. Find your total on the Strike meter, then check the number to the right of it on the colored strip. That's your Strike number.



**Example:** In the diagram at left, you can see a card's Strike meter. The meter's base Strike value (the number on the red arrow) is 6. The modifier from the Power Draw card (at the bottom) is -2. If you add these, you get 4 ( $6-2=4$ ). Looking next to a Strike of 4, you find that the attack's **Strike Number** is only 85. Uh-oh!

The defender performs the same activities using his *Fighter's* Block meter, finding a Block result and using that to determine his Block number.

**Damage Results:** Compare your Strike number and your opponent's Block number. If your Strike number is **higher** than his Block number, the target *Fighter* takes damage points equal to your *Fighter's* Rank. Otherwise, nothing happens.

**Assigning Damage:** When your *Fighters* are taking damage you get to choose which cards receive the damage points, and place Damage Counters on those cards (one counter per damage point taken). You can put Damage Counters on your *Fighters* or *Enhancements* at the Battle's location.

A card may only take damage counters if it is Rank 1 or higher. Rank 0 cards don't absorb damage counters from attacks, but they can be damaged by card effects (see Destroying Rank 0 Cards, below).

**Rank and Current Rank:** The amount of damage a *Fighter* inflicts with an attack is his **Rank** (the number printed on the card), and only card effects which specifically adjust a *Fighter's* Rank can change this number. A *Fighter's* **Current Rank** is equal to its Rank minus any damage counters on it. So a Rank 4 *Fighter* that's taken 3 points of damage has a Current Rank of 1 ( $4-3=1$ ).

**Bonus Points for Skill:** If your adjusted Strike is 13 or higher, treat it as a 12 but you automatically deal 1 extra damage, even if the attack itself does no damage. If your adjusted Block is 13 or higher, treat it as a 12 but *your opponent* automatically takes 1 damage.

**B) The defending player resolves his attack.** Repeat the steps you used above, but switch who plays the attacker and who plays the defender.

## **(6) END PHASE**

**A) Remove destroyed cards.** Any card which has taken damage points equal or greater than its Rank is destroyed. Discard destroyed cards.

**Destroying Rank 0 Cards:** Rank 0 cards are destroyed if they take 1 damage or the Fighter carrying them is destroyed. Rank 0 cards aren't damaged by Strikes during a Battle, but card Powers and effects can target them, and any card effect that deals 1 or more damage will destroy a Rank 0 card it targets.

**B) Place your Power Draw card in your hand.** Any time you perform a Power Draw, the card you draw is placed in your hand at the end of the Battle when you drew it. Some cards allow you to draw extra Power Draw cards; in these cases, the extra cards also go in your hand, unless a card effect states otherwise.

**C) Check for Victory.** If, at the end of any Battle, any player meets the following conditions, that player wins the game!

- You must have at least 1 unbowed Fighter at each of 3 different Terrain locations.
- Your opponent has no Fighters at those 3 Terrain locations.
- All 3 Terrain locations have been revealed already, and are currently face-up instead of face-down.

## TEAM RULES

When you play several *Fighters* on the same location, they are a team. Note that the rules below restrict you from playing certain kinds of *Fighter* at the same location.

Choose one *Fighter* as the team leader. That *Fighter's* combat meters and Rank will be used whenever resolving attacks, defenses, and damage for the team. *Fighters* with the **Leader** keyword **MUST** be the team leader *Fighter* in any team. Two *Fighters* with the Leader keyword can't be in the same team.

If all of the team's *Fighters* share a **faction** (the first of their keywords), each extra *Fighter* contributes his Rank to add extra Power Points to the team's pool, and the team can use his card Powers as if they belonged to the team leader.

If not all of the team's *Fighters* share a faction, the extra *Fighters* only contribute their Rank and Power Points, but not their card powers.

- *Fighters* with the **Rogue** keyword can't be teamed with members of their own faction at all, and you can't play them on the same location as other *Fighters* of the same faction. Rogues can't have the Ally or Diplomat keyword.
- *Fighters* with the **Ally** and **Diplomat** keywords can be teamed with any *Fighter* as if they had that *Fighter's* faction in addition to their own. Villains with the Ally keyword can be treated as either an Ally or a Villain at any time.
- *Fighters* with the **Guardian** or **Villain** keywords may be teamed with other Guardians and Villains as if they were the same faction, but you can't play a Guardian and a Villain at the same Location unless the Villain is also an Ally.
- *Fighters* with the **Thug** keyword can be teamed with any Villain *Fighter* as if they had that Villain *Fighter's* faction in addition to their own.

## SOME IMPORTANT TERMS

**Pronouns:** When a card's text says "I" or "me" you should read it as "this card." When a card's text says "you" it is referring to the controlling player. When a card's text says "opponent" it refers to any and all cards the other player controls at the same location, or to your opponent player in a Battle. When an *Enhancement* or *Event* card says "My Fighter" it is referring to the *Fighter* card it's been played on.

**Bow:** When a card is marked so that you know to ignore its rules text and card Powers. *Unbowing* means to remove this marker so a card is no longer bowed.

**Cycle your Deck:** Look through your draw pile in order, and pull out the first card(s) that meet the goal you're cycling your deck for. Reshuffle your draw pile afterward.

**In Play:** A face-up card that's not in your draw pile, your discard pile, or your hand is considered "in play."

**Out of Play:** A face-down card is considered removed from play (some cards require you to remove a card from play), and cards in your draw pile, discard pile, and hand are all considered to be out of play.

**Reveal:** The act of turning a face-down card face-up.

**Search your Deck:** Look through your draw pile in any order and pick out whatever cards you choose that meet the goal you're searching your deck for. Reshuffle your draw pile afterward.

## BASIC CARD KEYWORDS

**Air:** this card is associated with the Air element.

**Ally:** a bonus faction; see Team Rules, above.

**Diplomat:** a bonus faction; see Team Rules, above.

**Earth:** this card is associated with the Earth element.

**Fire:** this card is associated with the Fire element.

**Guardian:** alters your team options; see Team Rules, above.

**Leader:** restricts your team options; see Team Rules, above.

**Psi:** This fighter has or can use psionic powers. Enhancements and Events with this keyword can usually only be played on Fighters that also have this keyword.

**Rogue:** restricts your team options; see Team Rules, above.

**Space:** this card is associated with space travel.

**Unique:** this card represents a specific individual. You can only have 1 copy of a Unique card in play at any given time, and if another player already has that Unique in play, you can't play it.

**Villain:** alters your team options; see Team Rules, above.

**Void:** this card is associated with the Void element.

**Water:** this card is associated with the Water element.

# FACTION ICONS

## QUICK REFERENCE



*No  
Faction*



*Zin Don*



*Druin*



*Pridermian*



*O-Kon*



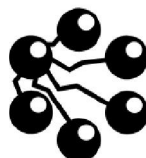
*Shaloe*



*Soed Hani  
Spirit*



*Giant*



*Bringer of  
Peace*