How to Play 1000 Blades

Objective:
The player with the most Mon (victory points), wins the game! Every time a warrior defeats another warrior or whenever a Bonus Skill is matched, a Victory Card may be drawn. Victory Cards either add or subtract Mon from the jackpot. The last warrior standing wins the jackpot. Play as many games as you'd like. At the end of all those games, the player with the most Mon wins!

How To Setup the Game:
There are three types of cards in 1000 Blades: Warrior Cards, Battle Cards, and Victory Cards. There are 81 Warrior Cards (27 Ninja, 27 Samurai, and 27 Monks), 48 Battle Cards, and 4 Victory Cards.

1000 Blades can be played as a *Multiplayer* or *Solitaire* game.

Multiplayer:
Determine how many players will play the game. Each player decides which faction they want to play as: Ninja, Monks, or Samurai. Then, each player draws the same number of Warrior Cards. Each player places their Warrior Cards face down on the table in front of them. Each player then reveals their top card - this is their first warrior on the battlefield. Their other Warriors Cards will remain facedown until their first warrior is defeated in battle (a warrior is considered defeated when it's SHUA, the number of health points in the black and purple heart symbol, reaches zero). Next, deal three Battle Cards to each player. Players hold these three Battle Cards in their hand and may look at all three of them. Place the stack of remaining Battle Cards in the center of the table. Players will later draw from this stack, before the end of their turn. A player can only play and draw one Battle Card per turn; they should have three Battle Cards in their hand at the end of their turn.

Now that the Warrior Cards and Battle Cards have been dealt, choose a player to go first. This player chooses a Battle Card from their hand and plays it to either the left or right of their Warrior Card. A player can only target the warriors next to them or their own warrior. Depending on what card is played, damage (minus SHUA, aka health points) or a boost (plus SHUA) will be dealt or given to the target. The arrow on the Battle Card determines who is targeted. After the Battle Card is played and the damage or boost has been recorded, remove that Battle Card to the discard pile. If a warrior is defeated, remove the defeated warrior from the game and draw a Victory Card. Victory Cards will either add or subtract Mon (Victory Points) from the jackpot. Before moving to the next player, the player who just played their Battle Card should draw a Battle Card. At the end of their turn, a player should have 3 cards in their hand. Moving clockwise, it is now the next player's turn. This process continues until there is only one warrior left on the battlefield. The player with the last warrior standing wins the Mon jackpot.

Solitaire:
Determine how many teams you want to see fight in your solitaire game. These teams

act similarly to players. Assign each team a faction (Ninja, Monks, or Samurai). Give each team the same number of Warrior Cards. Place the Warrior Cards face down on the table as if each team was being played by another player. You may then reveal the first Warrior Card for each team. Unlike multiplayer, deal all the Battle Cards facedown between each team's Warrior Cards. Each team will have a stack of Battle Cards between their Warrior Cards and the other team's Warrior Cards. As you flip Battle Cards, the arrows will tell you who is being targeted (damage or boosts). This will ensure that your solitaire game is a game of chance.

Warrior Cards Description:
Each Warrior Card has a unique set of numbers that, when added up, equal a warrior's Total Power. Total Power includes SHUA (health points) and Attack Powers (Spirit, Strength, Stealth). SHUA can have a numerical rating of 7,8,9, or 10. Spirit, Strength, and Stealth can each have a numerical rating of 1, 2, or 3. The higher numbers are the stronger numbers. The highest Total Power rating in 1000 Blades is 19. The lowest Total Power rating is 10.

Other than SHUA and Attack Power, each Warrior Card also has their faction (Ninja, Monk, or Samurai) listed on the upper righthand corner of the Warrior Card. There is also a small circle under the warrior's SHUA that tells you what Bonus Skill your warrior has. There are three possible Bonus Skills: Outdoorsman (image of a trap with a green background), Leadership (image of a katana sword with an orange background), or Adaptability (image of a kunai dagger with a blue background). Unlike SHUA and Attack Power, a warrior's Bonus Skill is not quantitative data; Bonus Skills do not deal or prevent damage. Bonus Skills can be triggered during gameplay when a player reveals a Battle Card with a matching Bonus Skill. For example, if your warrior has the Leadership Bonus Skill and you also have a Battle Card with the Leadership Bonus Skill on it, play that Battle Card. If you do this, you can draw a Victory Card. The Mon (Victory Points) earned from this Victory Card would go directly to you instead of going to the jackpot. If Ambush is drawn after a successful Bonus Skill is matched, that Mon would be subtracted from the jackpot - not the player. During a Solitaire game, a Bonus Skill Battle Card could be revealed at any moment. During solitaire, if there is no Bonus Skill match, nothing happens. The Battle Card would be removed and the game would proceed. If Battle Card's Bonus Skill does match a warrior's Bonus Skill, a Victory Card would be drawn and the Mon would go to that warrior's team.

Battle Cards:
There are several different types of Battle Cards. The most basic Battle Cards are Spirit, Strength, and Stealth-Damage Cards. The arrow on Battle Cards will determine who is targeted or receives the damage. For example, if you play a Strength-Damage Battle Card with a left-pointing arrow to the left side of your warrior, then your warrior would deal it's strength damage (determined by your warrior's Strength Attack Power) to your opponent's Warrior Card who is on your left.

Some of the Spirit, Strength, and Stealth Damage Cards say, Double Strike. This multiplies your damage by two. So, if your warrior has 2 Strength and you play a Double-Strike Strength-Damage Battle Card, your warrior would deal 4 Strength

damage instead of 2 Strength damage.

Oni Battle Cards deal damage to the warriors they are pointing to. There are four oni: Ryakudatsu, Damasu, Gouyoku, and Hakai. These are the villains from the 1000 Blades storyline. <u>If a warrior is defeated by an oni, no Victory Card is drawn</u>. Victory cards are only drawn when a warrior is defeated by another warrior, or when a Bonus Skill is successfully matched.

Boost Battle Cards give SHUA (aka health points) to the warriors they are pointing to. There are four boosts: Dragon, Yama, Heishi, and Keishu. These are the heroes from the 1000 Blades storyline and they will give your warrior more SHUA. Be sure to play your boosts so that the arrow is facing your warrior and not your opponent's!

There are three Bonus Skill Battle Cards: Outdoorsman, Leadership, and Adaptability. If you play a Bonus Skill Battle Card when the arrow is pointing towards your warrior and the Bonus Skill matches your warrior's Bonus Skill, you can draw a Victory Card. <u>Mon earned after you successfully match a Bonus Skill goes directly to you instead of to the jackpot</u>. If Ambush is drawn, 1 Mon is subtracted from the jackpot.

Legendary Weapon (modeled after the Satoshi Sword) is potentially the most powerful card in 1000 Blades. When played, Legendary Weapon deals three damage to every single warrior, except inactive warriors (facedown Warrior Cards) and the warrior who wields the Legendary Weapon (the arrow will be pointing to the warrior who wields this Legendary Weapon). Like all Battle Cards, Legendary Weapon will go to the discard pile after being played.

Once played, all Battle Cards deal their damage or boost and then they are moved to the discard pile. If more Battle Cards are needed to continue the game, shuffle the discard pile and then continue to play.

Victory Cards:
Victory Cards determine how much Mon (victory points) is gained or lost. The +1, +2, or +3 Mon Victory Cards will add Mon to the jackpot or go directly to a player. <u>Ambush (-1 Mon) only affects the jackpot</u>. When you defeat a player with a non-Oni Battle Card, you may draw a Victory Card. That Victory Card will tell you to either add or subtract Mon from the jackpot. If you play a Battle Card that has a Bonus Skill that matches your warrior's Bonus Skill, you may draw a Victory Card; <u>this Mon goes directly to you</u>… If you draw Ambush after successfully matching your Bonus Skill, the -1 Mon would be removed from the jackpot. The player with the last warrior on the battlefield wins the jackpot. *After all the games are completed, the player with the most Mon wins!*