NETFLIX

ROAD TO VICTORY!

THE RULES

The annual All-Valley Karate Tournament is about to begin and the pressure is on! As a Sensei, you must train your students before the tournament begins. Each Fight your students win takes you one step closer to ultimate victory. Draft the best cards to help your students and claim the Grand Champion trophy!

2-4
PLAYERS

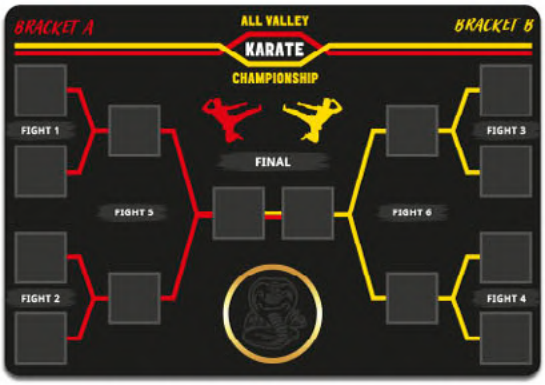
30
MIN

13+

OBJECTIVE

Your goal is to have either one of your Students win the Finals in the All-Valley Karate Tournament!
Your role as a Sensei is to draft Training cards to improve your Students' skills, then coach them as they fight their way through the Tournament.
You win if either of your Students win the Finals.

COMPONENTS



1 Tournament board (double sided)

4 Sensei boards

9 Student cards

3 Rival Fighter cards

28 Block tokens

Training deck:
34 Training cards and 14 Flashback cards

10 Sensei tokens

1 Victory token

16 Extra Flashback cards

20 Combat dice

OVERVIEW

To prepare your Students for success, you will train their abilities and coach them during each Fight.

- In the card-drafting **Training Phase**, your Students begin their training to increase their skills. Pick Training and Flashback cards that synergize with your Students' **Fighting styles**.
- In the dice-rolling **Tournament Phase**, your Students enter the Tournament to engage in a series of **Fights** against Students trained by other Senseis. Each round, you will **roll dice** and exchange **Hits** with your opponent until you remove all of their **Block tokens** - or they remove all of yours. Use Flashback cards to help your Students win Fights!

Your Students use the stats **Speed**, **Form** and **Stamina** to win their Fights. While training your Students for the Tournament, look out for these symbols. Each stat grants a different effect during a Fight:

Speed indicates how many dice you roll on the 1st round of each Fight. Sometimes this lets you win before your opponent can even react!

If your Student's Fighting Style benefits from rolling early Hits, or your Student has low Stamina, look for Training cards that grant Speed.

Form indicates how many dice you roll every round in a Fight, starting with the second round.

Form is most useful when your Student has enough Stamina to survive multiple rounds.

Stamina indicates how many Block tokens you can have during a Fight.

If your Student has a Fighting Style that works in longer Fights, look for Training cards that give Stamina!

NOTE

Some Training cards have a special attribute called Spirit . This attribute does not affect your Students during the Tournament Phase, but it instead lets you play some of the more powerful Training cards that have a minimum Spirit requirement to work on your Students.

SETUP

1 Each player picks a **Sensei board** and takes its matching **Sensei tokens** (2 per Sensei).
Place Sensei token A on the 'Bracket A' side of the board, and Sensei token B on the 'Bracket B' side of the board.

2 Shuffle the **Student cards**, then deal 2 at random to the left and right sides of each player's Sensei board.
The Student on the left side of your Sensei board will be in the 'Bracket A' of the Tournament.
The one on the right side will be in the 'Bracket B'.

3 Place these Extra Flashback cards aside. The **Extra Flashback cards** have red border.

4 Create the **Training Deck** by shuffling together the Training cards with the remaining Flashback cards (the ones without the red border).

5 It is time to begin the Training Phase!

HOW TO PLAY

TRAINING PHASE

Before you fight, you must train your Students!
The first step is **drafting**, where you will pick and pass cards to build up your training regimen. Then, each of you will go through a **Training Montage** where you play out the cards you have drafted.

STUDENT CARDS

*Both of your Students have stats with a certain amount of **Speed** **Form** and **Stamina**. You will increase their stats through training.*

*Each Student also has a unique **Fighting Style** that you can find on the bottom half of their card. Your Student's Fighting Style influences what types of Training cards you want to draft.*

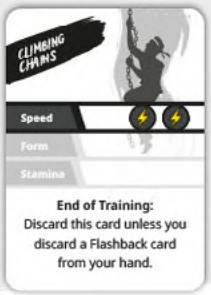
FIRST: DRAFTING

1. Deal each player **9 cards** from the Training deck. Hold these in your hand without revealing them to other players.
2. Put the Training Deck back into the box. You will not need it for the rest of the game.
3. To begin, all players **simultaneously draft** a card. Do this by **picking 1 card you want to keep** from your hand and placing it face-down in front of you.
4. Once every player has put a card down, **pass the rest** of your hand **to the player on your left** without revealing it. Everyone now looks at their new hand of cards and selects another card to draft.
5. When you are passed 2 cards, draft your 8th card and discard the last one into the box with the rest of the training deck.

TRAINING CARDS

*These make your Students stronger by increasing their **stats** (Speed Form and Stamina).*

*These **permanent** improvements benefit **both** of your Students **every Fight** in the Tournament phase.*



FLASHBACK / EXTRA FLASHBACK CARDS

These are important memories from training that can help your Students win Fights.
Flashback cards are part of the Training deck. Extra Flashback cards contain the same memories and can be picked thanks to Training cards effect.

*Unlike Training cards, Flashbacks are playable during the **Tournament Phase**, not during the Training Phase. You can only play **1 Flashback per Fight,** but if you play it at the right time, you can turn the tide of a fight!*

*Flashbacks are **one-time** use cards and their effects do not carry over between Fights in a Tournament. Once you play a Flashback, it is discarded for the rest of the game.*

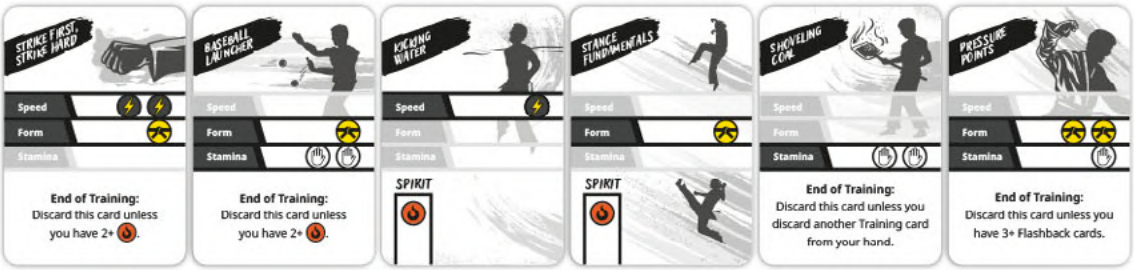
SECOND: TRAINING MONTAGE

When the Drafting phase is over, scoop up all the cards you've drafted into your hand for the Training Montage.

Starting with any player and going clockwise one by one, share how you have trained your Students by **playing out your hand of Training cards** (not Flashback cards. These stay in your hand).
Many Training cards will force cards to be discarded unless you reach certain requirements, so make sure to plan which order to play your cards.

Whenever players are **asked to draw** a Flashback card, **draw from the deck of Extra Flashback cards** that you had set aside during Setup. (All effects that refer to "Flashback cards" also refer to Extra Flashback cards).

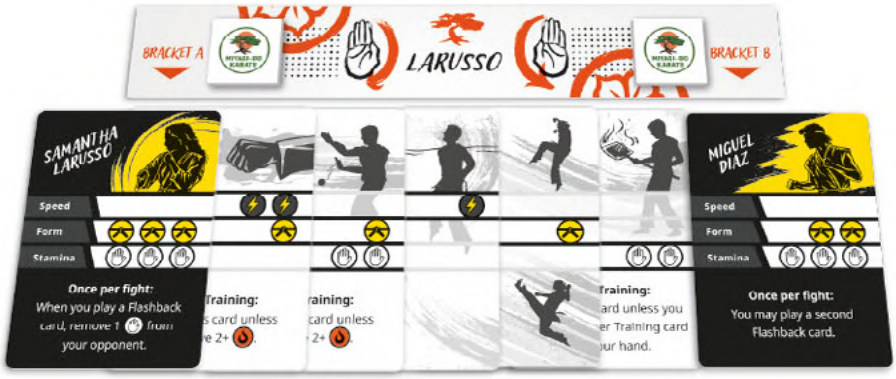
***Example:** The card Pressure Points must be discarded unless you have 3+ Flashback cards. You can play a card like Hidden Lessons or Wax on, Wax off first to draw enough Extra Flashback cards to keep Pressure Points.*



You can keep these 2 cards because you have drafted enough Spirit thanks to Kicking Water and Stance Fundamental Training cards.

You drafted only 2 Flashback cards. Therefor, you will have to discard Pressure Point. Play Shoveling Coal first and discard Pressure Point to keep Shoveling Coal.

Once you have resolved Training card effects, **stack the remaining Training cards** below your Sensei board so that you can see the stats they will give to your Students.
You can hold your Flashback and Extra Flashback Cards or place them face-down beside you. You can peek at your Flashback and Extra Flashback Cards but don't show them to other players.



Optional: *Once players are comfortable with gameplay, you may have all players do their Training Montages simultaneously instead of one at a time.*

TOURNAMENT PHASE

When the Training Phase is over, the Tournament Phase can begin.
Clear the center of the table to make way for the Fighting! Place all dice and Block tokens within reach of all players.

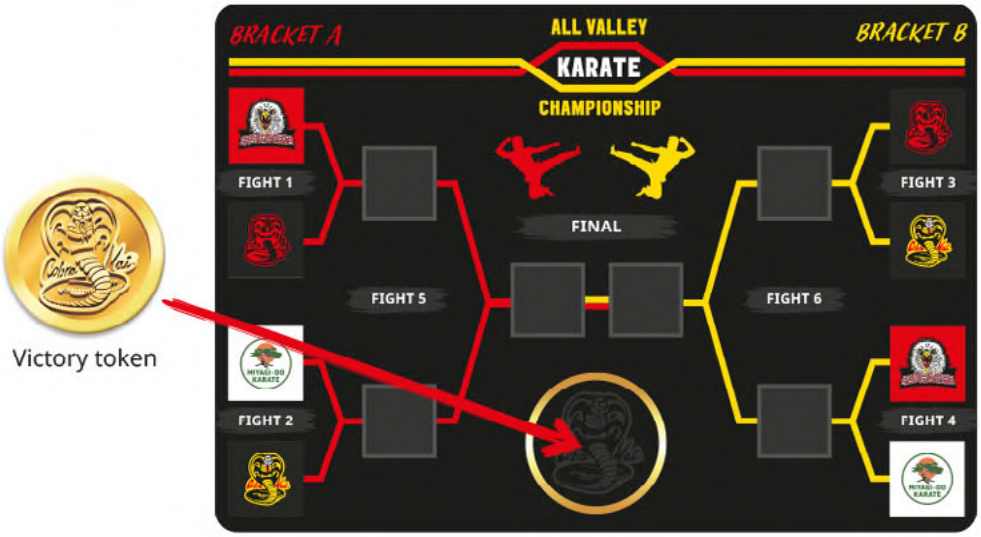
SETUP AND RESOLVING TOURNAMENT BRACKET

4 PLAYERS

1. Put an A-marked Sensei token from each player into one player's hand.
2. Draw tokens one at a time and place them into the empty square for Bracket A going from top to bottom.
3. Once you have populated Bracket A, repeat the process for Bracket B with the B-marked Sensei tokens.

This system ensures that two Students from the same Sensei will not Fight each other.

Once Students have been assigned, resolve each Fight one at a time in numerical order (FIGHT 1, FIGHT 2, FIGHT 3...). Students who lose are eliminated from the Tournament and will no longer participate in any Fights. The winner of the Finals places the Victory token on the Tournament board.



3 PLAYERS

In a 3-player game, you will use two of the Rival Fighters to fill the fill in the missing spot on the Tournament board.

RIVAL FIGHTER CARDS

These are only used in a 3-player game to ensure that all players get to participate in the same number of Fights.

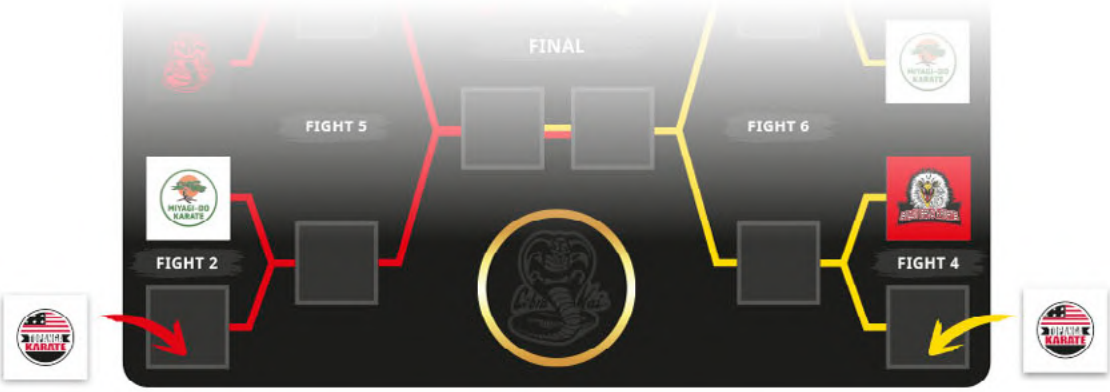
Whichever player gets their Student eliminated in a Fight gets to roll the dice on behalf of the Rival Fighter when playing the next Fight of the Tournament.

When you are rolling for the Rival Fighter, you cannot play a Flashback card.

1. Put an A-marked Sensei token from each player into one player's hand.
2. Draw tokens one at a time and place them into the empty square for Bracket A going from top to bottom.
3. Place the A-marked Sensei token from Topanga Karate at the bottom. It will represent a Rival Fighter card (use one Rival Fighter card for the Fights).
4. Once you have populated Bracket A, repeat the process for Bracket B with the B-marked Sensei tokens.

This system ensures that two Students from the same Sensei will not fight each other.

The Rival Fighters for Bracket A et Bracket B are chosen randomly.
Once Students have been assigned, resolve each Fight one at a time in numerical order (FIGHT 1, FIGHT 2, FIGHT 3...).



Whichever player gets their Student eliminated in the 1st Fight gets to roll the dice on behalf of the Rival Fighter for the 2nd Fight on Bracket A.

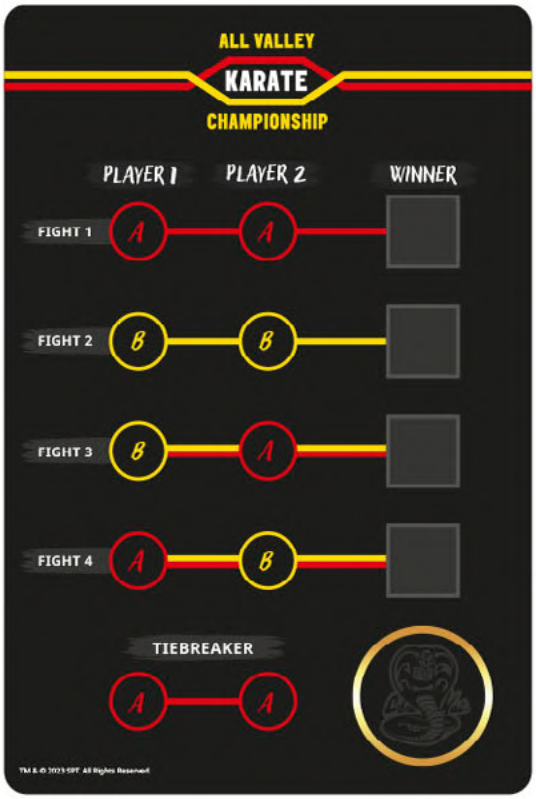
Follow the same process for Bracket B; the player who gets their Student eliminated in the 3rd Fight gets to roll the dice on behalf of the Rival Fighter for the 4th Fight.

If the Rival Fighters win their Fights, the player who lost the previous Fight will roll the dice on behalf of the Rival Fighter.

2 PLAYERS

Flip the Tournament board to show the 2-player version. This is a Round Robin Fight between all Students.

Decide which player is **Player 1** and which player is **Player 2**.



Each Fight takes place between different combinations of Students.

Fight 1 happens between Player 1 and 2's Bracket A Students.
Fight 2 happens between Player 1 and 2's Bracket B Students.
Fight 3 happens between Player 1's Bracket B Student and Player 2's Bracket A Student.
Fight 4 happens between Player 1's Bracket A Student and Player 2's Bracket B Student.

Each time you win a Fight, place your Sensei token into the Winner column.

Continue each Fight until one player has won 3 Fights. Be the first player to win 3 Fights to win the game!

The winner places the Victory token on the Tournament board.

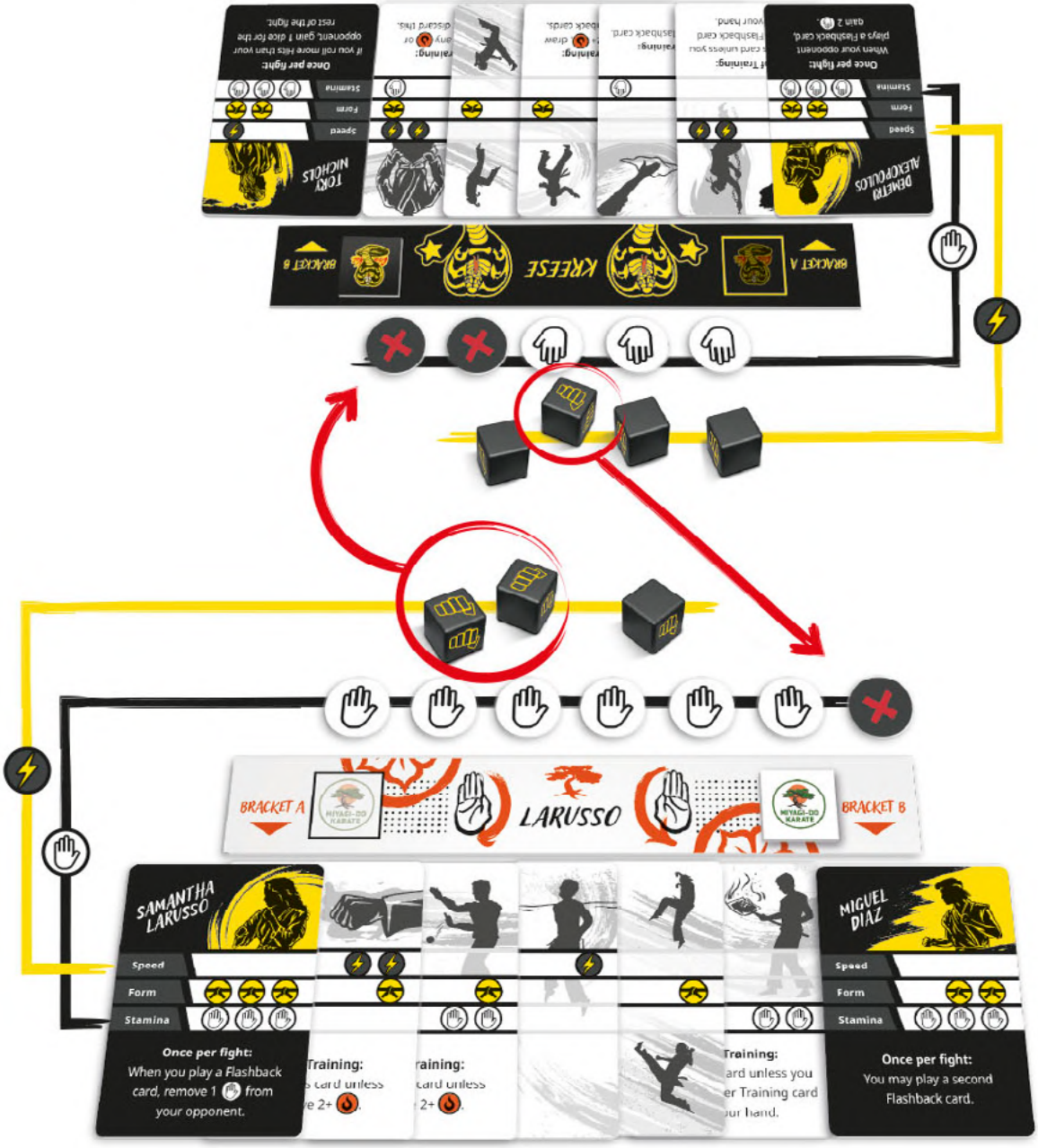
In case of a tie after the first 4 Fights, the two Bracket A Students fight again. The winner of this Fight wins the game.

HOW TO FIGHT

Each Fight in a Tournament is made of a **series of rounds** between two players. Each round, you and your opponent will **simultaneously roll dice** and **exchange Hits** until one of you has removed all your opponent's Block tokens.

If your dojo is up to Fight, check the Bracket to see whether it is your Bracket A or Bracket B Student that needs to Fight. Look over that Student's **stats** and prepare to bring Block tokens and dice to the middle of the table!

Example: 1st round of a Fight between two Students from Bracket A.



PREPARING TO FIGHT

First, read your Student's Fighting Style out loud for your opponent.

Then, collect **Block tokens** (hand side up) based on your **Students' Stamina stat**. Players calculate their Stamina stat by **adding up** the Stamina icons on their Student card plus the ones on their Training cards.

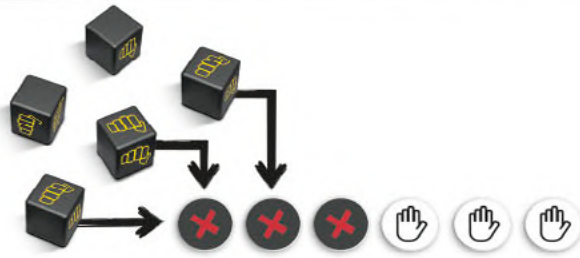
Example with Samantha Larusso: *Samantha has 3 Block icons, and you've drafted Training cards that give you a total of 5 extra Block icons. So she will have 7 Block tokens for each Fight.*

ROUND 1 OF FIGHT

The **1st round** of each Fight is the **Speed Round**.
Collect and roll dice based on your **Student's Speed stat**.
Players calculate their Speed stat by **adding up** the Speed icons on their Student card plus the ones on their Training cards.

Example with Samantha Larusso: *Samantha has 0 Speed, and you've drafted Training cards that give you a total of 3 extra Speed. So she will have 3 dice for the 1st round of each Fight.*

For each Hit that you roll, your opponent removes 1 Block token by flipping the token over to its side. Each Miss does nothing, though some Flashbacks and Students' Fighting Styles might make use of your Misses.



If you've already removed all of your opponent's Block tokens, check the Winning the Fight section, you may have already won! Otherwise, continue to the next round.

ROUND 2+ OF FIGHT

After resolving the 1st round, and **for the rest of the Fight**, collect and roll dice based on your Student's **Form stat**.

Players calculate their Form stat by **adding up** the Form icons on their Student card plus the ones on their Training cards.

Example with Samantha Larusso: *Samantha has 3 Form, and you've drafted Training cards that give you a total of 3 extra Form. So she will have 6 dice for all the other rounds of each Fight.*

Just like dice on the 1st round, your opponent removes 1 Block token for each Hit that you roll. For the rest of the Fight, you will continue to roll dice simultaneously equal to your Form stat, removing Block for each Hit that you roll.

NOTE

At any time before rolling dice (meaning, before each round) you can play a 1 Flashback from your hand to grant your Student a one-time effect, then the card gets discarded. You can play a Flashback in response to another Flashback, but you can only play one Flashback per Fight.

WINNING THE FIGHT

If you **remove all of their opponent's Block tokens** and still have any Block tokens remaining, you **win the Fight**!

- **If both players still have any Block tokens remaining:** start a new round by rerolling dice equal to their Form stat. Do not keep your remaining Block tokens for your next Fight. For each Fight you will refer to your Stamina stat.
- **If both players have no Block tokens remaining:** whoever landed the most excess Hits wins the Fight.
- **If there's still a tie:** continue to reroll until one player has landed more Hits than the other - that player wins the Fight!

When a winner is determined, advance that Student in the bracket on the Tournament board, clear the center of the table, and begin the next Fight according to the Tournament board order. The winner of the Finals places the Victory token on the Tournament board.

END OF THE GAME

The player whose Student is left standing after the Final of the Tournament is the winner! If both of your Students make it to the Finals, you have proven to be the greatest Sensei and win the Tournament!

TRIPLE-TOURNEY MODE

If you want a longer game, play through 3 Tournaments instead of 1:

- Instead of discarding your Flashback cards out of the game, discard them face-down onto your Sensei board. You will regain those Flashback cards at the start of each new Tournament.
- Score your Students based on their progress:

WINNER: 5 POINTS
RUNNER-UP OF FINALS: 3 POINTS
SEMIFINALIST: 1 POINT

Whoever has the most points at the end of the third Tournament wins!

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