

KARENZA

Rulebook



2 players



Age 12+



15 min.

INTRODUCTION

You live in **Karenza**, a world pretty much like any other, except for one tiny difference: Every single person there is a **master** of sword-fighting! Of course, you people have long ago kicked out all the **alien** invaders, submitted the dark **overlord**, and reduced the usual **zombie** swarms. So, now, you sword-fight **just for fun**: between sessions at school or work; while waiting at the traffic light; or even in the elevator (if it's not too small).

Choose your Karenza **character**, master their particular sword-fighting **style**, and immerse yourself in thrilling duels full of strategy and action: **connect** your sword moves to set up the perfect combo; **predict** your opponent's next technique; and use your special abilities to **deceive** them. Are you up to the challenge?

COMPONENTS

Michi's deck
(32 cards)



Eka's deck
(32 cards)

1 Rulebook



1 Box

To play Karenza, each player uses a **separate character deck**. All game packs come with 2 different character decks, so you and your buddy can start playing **right away**. You might also need pen and paper to keep score.

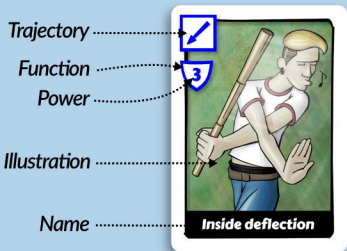
There are **several** Karenza game packs out there! Each of them includes 2 **new** characters. And each character offers a **unique** game experience. Collect and master them all!

THE CARDS

In Karezza there are **2 types of cards**: Technique cards and special ability cards.

Technique cards

Technique cards represent your weapon moves. You can identify them by the awesome full-sized illustration and cool name at the bottom. They give 3 key facts: their **trajectory**, their **function**, and their **power**.





The technique's trajectory is the path that the weapon follows when executing a technique. It's depicted as an arrow within a square box, always going from one corner to another. Trajectories dictate how you can connect your techniques to set up combos.



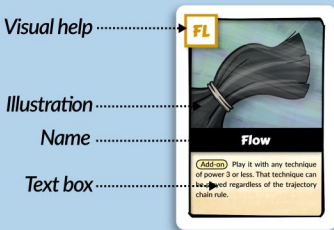
The technique's function can be either attack or defense. Attack techniques exhibit a red spearhead figure, they allow you to score points. Defense techniques feature a blue shield figure, they allow you to block your opponent's attacks.



The technique's power is a number indicating the strength of the technique. The higher the power, the more you score, and the more chances you have to control the flow of the game.

Special ability cards

Special ability cards represent your fighting tricks. You can identify them because their name and illustration occupy the upper half of the card only. Below that, they have a **text box** with useful information. They also display a little **visual help** to identify them when staggered in your hand.



While techniques operate within the core ruleset, special abilities bend the rules in awesome ways. So, they are explained in the **abilities detailed** section, once the main rules are laid out.

GAME DYNAMICS

Object of the game

The object of the game is to score the most points by landing **clean strikes** (attacks not blocked by your opponent's defenses).

Game setup

Players **shuffle** their decks and place them face down on the table. Then, they decide who opens the game by i.e. tossing a coin. Finally, players **draw 7 cards** from their own deck. The opening player starts.

Game areas

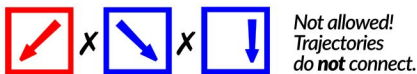
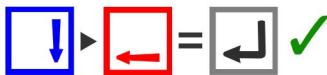
During the game, your cards will occupy 4 different areas: your **deck**, your **hand**, your **discard pile** and your **sequence area**. Your sequence area is the part of the table where you will play your cards. It must be wide and be right in front of your opponent's sequence area.

Opponent



The trajectory chain rule

This is the most critical rule of the game: The technique cards that you place on your sequence area **must always form a trajectory chain**. This means you can only play a technique if its trajectory starts at the corner of the box where your previous technique ended!



If you're playing the first technique of your sequence, you don't have any trajectory restriction. The trajectory chain rule only applies to **your own cards**, you don't ever have to match your opponent's trajectories.

TURN STRUCTURE

The game is played in turns. In your turn you must perform 1 (and only 1) of the following actions:

- Drawing
- Defending
- Attacking
- Passing

Drawing

Draw 1 (and only 1) card. If, after that, you have 8 cards in your hand, you have to choose and discard 1 card.

! Being in sequence

If there are **any cards in any sequence area** (yours, your opponent's, or both) then you and your opponent are in the midst of a fighting sequence, or just **in sequence**. When you're in sequence, you're **not allowed to draw!**

Attacking

Take a playable attack technique from your hand and place it in your sequence area, face up. If there are other cards already in your sequence area, place it right **beside** the last card you played, and remember to connect their **trajectories!**

Attacking when your sequence is empty:



Attacking when other cards are in your sequence:



Your opponent is now **under attack!** If a player is under attack, they can not respond with another attack. They **must defend** first!

Defending

Take a playable defense technique from your hand and place it face up in your sequence area, **right in front** of your opponent's attack. If there are other cards in your sequence area, remember to connect their **trajectories**. You're not allowed to play a defense if you are not under attack, duh!



! Earn an extra turn

If the power of your defense is **higher** than the power of your opponent's attack, you play an **extra turn** after this one (you are no longer under attack). Otherwise, your opponent plays next.

Passing

Just say **pass**. Be careful, though, passing might have some side effects:

When not under attack

Whenever a player is not under attack and passes, the **sequence ends**: Both players take the cards in their respective sequence areas (if any) and put them face-up on their discard piles. The player who didn't pass plays the next turn.

When under attack

Whenever a player is under attack and passes, their opponent (the attacker) lands a **clean strike** and **scores** a number of points equal to the power of their attack! After that, the sequence ends (as explained in the previous paragraph), and both players **draw** as many cards as needed until they have 7 cards in hand. The player who didn't score plays next.

END OF GAME

When a player draws the **last card** from their deck, they must tell their opponent by saying: **last hand**. From then on, players **can not draw**, and they must continue playing until 1 of these things happens:

- A clean strike
- Both players pass consecutively

After that, the player with the **most points wins** the game. If both players have the same amount of points, the game is a draw.

Resignation

At any moment during the game a player can resign by saying **I resign**. When that happens, the other player immediately wins the game.

ABILITIES DETAILED

Special ability cards **bend the rules** of the game in convenient ways. Some of them **enhance** your technique cards, others are designed to **deceive** your opponent, others allow you to **control** how the sequence flows.

All you need to know about special ability cards is written on their **text box**: it tells you **when** you can play them, **how** you should play them, and **what** effects they have.

There are **4 types** of special abilities: attack, defense, add-on and trick. The type is indicated by a **tag** at the beginning of the ability's text box.

Attack

Defense

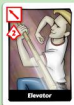
Add-on

Trick

Attack and defense abilities

Play attack and defense abilities **as if** they were attack and defense techniques. Thus, you can not respond to your opponent's attack with an attack ability. Also, you can not play a defense ability if you're not under attack.

Attack and defense abilities **don't follow** the trajectory chain rule. However, technique cards placed **before and after** an ability in your sequence must still follow it.

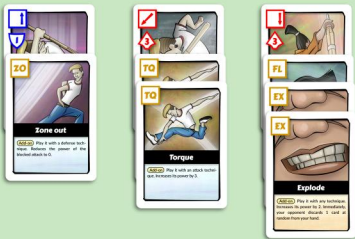


Play the special ability regardless of trajectory.

The next technique must connect with the previous one.

Add-on abilities

Add-on abilities **modify** and enhance your techniques. They must be played **on top** of a technique card, **simultaneously**, without covering its trajectory box or power.



You can play **as many** add-on abilities as you want on the same technique. The **order** in which you pile them matters: the ability that is directly on top of the technique card takes effect first, then the one immediately above it, etc.

Trick abilities

Play trick abilities as the **only action** in your turn. Just **show them** to your opponent, and put them on your **discard** pile, face up. Some trick abilities take effect immediately, and some others take effect in your opponent's next turn.

? Questions

In case you're confused about the behavior of a special ability in a particular situation, you can read the ability's detailed description and rules at: **karenzathegame.com/errata**



And that's it! You're ready to start having some dueling fun with your Karenza mates!

THANK-YOU NOTE

I was able to create this game thanks to the invaluable help of some **amazing people**. I am deeply grateful:

To Emma, for keeping me playful and for her great ideas. To Paloma, for encouraging me and bearing with me, always. To Lluís, for being there from day 1 to day 5479. To Stephan Wirth, Màrius Muller, Mar Guerrero, David Süss, Andrew Otto, Dan Andreescu, Rafael Zimmerman and Pablo Cabrera for big-heartedly playtesting and suggesting improvements. To Manel Aguilar, for teaching me the fascinating art of filipino fencing. To The Game Crafter crew, for their excellent service. And to the creators and contributors of Procreate, Inkscape and Gimp, for their must-have software products.

Thank You!

Marcel Ruiz Fornes

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Rules in other languages at: karenzathegame.com

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