

Xi



Xi Cards – The Rules

Update 2.2 - © Xi Cards Ltd 2017
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The Players of Xi Cards

In Xi Cards, a player acts in the role of a great general, commanding an army drawn from the six factions that battle to save, or destroy, the world.



Card Name

Spell Cost

Card Type

Damage Value

Rules/Flavour Text
(flavour text is *italic*)

Life Points

Turn Structure

You have **10T** per turn.
(6T on first player's first turn)

You may:

Draw a card: **3T**

Play a Spell: ***Spell Cost***

Bank 1 pT: **2T**

Skirmishing

Each unit can skirmish once per turn.

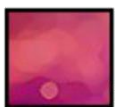
A unit chooses which opposing unit to skirmish with.

Each unit deals damage equal to its damage value to the opposing unit's life points.

If there is no opposing unit to skirmish with, a unit may skirmish with a player and deal damage to their life points.

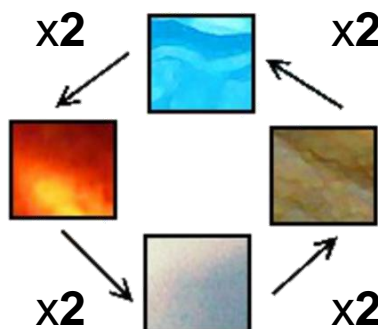
Damage Cycle

Each element does double damage to one other, as shown in the cycle.



Celestial

No damage taken from anything but SHADOW and CELESTIAL



Shadow

Normal damage on all



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Introduction

Welcome, general, to the world of Xi Cards.

Xi Cards is a game for 2 or more players, in which you use units and spells in an attempt to overcome your opponents.

Learning the basics

The objective of Xi Cards is to defeat your opponent(s) by reducing his/her “Life Points” to 0. Each player begins with 40 life points, so you've got a lot of work ahead of you!

Before you read on you'll need to know two terms: “Deck” and “Hand”. In Xi Cards, your “deck” is the set of cards you have chosen to use for the game. Your “hand” is any cards you are currently holding. In Xi Cards, you may play cards from your hand, and usually nowhere else.

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Preparing to play

To play a game of Xi Cards you will need the following:

- A Xi Cards deck for each player, consisting of 30 or more cards, with no more than 3 of each card.
- A flat area to play.
- A good friendly attitude!

The Land of Xi Cards
Xi Cards is set in the lands of an ancient mystical civilization. The land is controlled by four main castes, each vying for more gains, usually through whatever means necessary

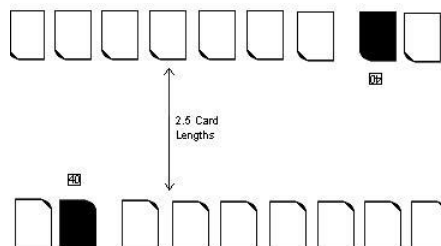
It can also be helpful to have:

- Dice (Some 10 sided, one 20-sided & a few 6-sided per player)
- Or a pen and paper

Setting up

Begin by placing your Xi Cards deck in front of you on the table. If you have some dice, place some by your Xi Cards deck to represent your life points (40).

Leave enough space between your deck and your opponents to fit 2½ cards length ways. You will also need space enough for 1 card to the left of your deck, and 7 to the right (if possible).





Before you start

- Greet your opponent(s) before you start with a friendly handshake.
- If you have never met before, introduce yourself, giving your name. Your opponent(s) should let you know theirs.
- Let your opponent(s) know if you're new to the game, or if you're an expert... If you have played more times than your opponent(s), make sure to help them with the rules if they're unsure, and always be patient.
- Both players start with 40 Life Points. If you are using dice to show this, make sure they are in the correct position.
- Both players draw one card from their deck to their hand.
- Flip a coin or role a die to determine which player has the choice of going 1st or 2nd in the game. There are advantages to both... read on to find out!
- Once all players are comfortable, you may begin!



Time

What is time?

Time (often shortened to T) is the main resource used by players in a game of Xi Cards. Each card (or spell) in Xi Cards will have a cost. This cost will usually be a certain quantity of time. This represents the amount of time a general would need to prepare the effect of the given card.

Each turn, a player is allocated 10 units of time (10T) to use as they wish. Once a player's turn is over, their time is set to 0 until their next turn.

For example: "Earth Moth", a unit card, has a cost of 2T. This means that to play the unit, you must lose 2 of your time units. If a player had 10T available before casting the spell, they would have 8T left available afterwards.

On the very first turn of the game a player is only given 6T.

This is a drawback for getting to go first!

Note: **Time (T) cannot be spent during your opponent's turn.**

Prepared time

Some cards cost more than 10T, or cost a certain amount of "prepared time" (pT).

Prepared time represents time a general has spent readying him/herself for a certain action.

To make 1pT (prepared time) you must use 2T.

For example: Jack has finished playing cards this turn. He still has 5T remaining out of his original 10. He may convert 4T from this 5 to pT. If he does so, he will gain 2pT. His remaining 1T cannot be used, and will disappear.

Prepared time (pT) does not disappear at the end of your turn. This means that if you finish a turn with a certain amount of pT, you will still have that amount during the next turn (unless you spend it!)

Prepared time may be used as normal time. Therefore if you have some pT saved, you can cast spells that cost more than 10T!

For example: Jack saved 2pT during his previous turn. This turn he wishes to play the unit "Drain Fairy", which costs 12T. Using his usual 10T, and his saved 2pT, he may play the unit.

Unlike time, prepared time may be used to play spells in your opponents turn.

The Ember Caste

Fierce and aggressive, the ember caste of Xi utilize the burning strength of fire to destroy their foes. Ember cards tend to deal large amounts of damage, but are often short lasting or easily destroyed.



Drawing cards

You may use 3T to draw a card from your deck and place it in your hand.

Note that drawing a card costs T, not pT. As you cannot spend T in your opponents turn, you cannot use pT to draw cards in your opponents turn. You can, however, use pT to draw cards in your own turn.

Note also that there is no limit to the number of cards in your hand.

Finally, note that if there are no cards in your deck, paying 3T to draw will have no effect!



Units

What is a unit?

In Xi Cards, a player may summon various people, animals and monsters to aid them in their conflict. These are all together known as “units”. Units usually make up the main part of a player's Xi Cards deck. A unit will always have certain attributes associated with it – these are outlined below.

Life points and damage

Each unit you own will have a value for its “Life Points” and a value for its “Damage”.

Life points represent how healthy the unit is, and how capable it is of sustaining further injury. A unit with a large number of life points is very tough, and may survive some damaging impacts and magic. A unit with low life points may have already been injured, or may have a fragile body.

If a unit's life points reach 0 or less, that unit is destroyed, and must be placed in the discard pile.

Damage represents the unit's capability to injure or disable other units (or a player). A higher value will mean the unit is capable of causing greater damage to a target. A unit's damage can never be reduced below 0. A unit with 0 for its damage will not damage targets (unless a different ability says otherwise).

Typically, units will deal damage during a “skirmish”, which will be described in the next section.

Cards Types

There are four main card types in Xi Cards: Aqua, Ember, Wind and Stone.

A card's type is usually clear from its background, however it will also be written on the card.

Each card type is strong against one of the others (and hence weak against one as well!).

- Aqua damage is doubled against an ember unit.
- Ember damage is doubled against a wind unit.
- Wind damage is doubled against a stone unit.
- Stone damage is doubled against an aqua unit.

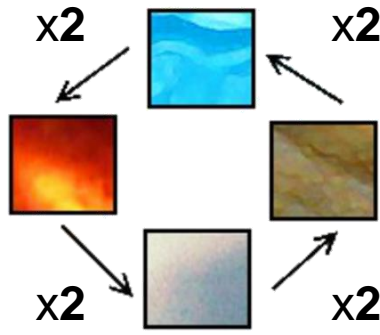
To remind you of this cycle, check the back of any Xi Card. Also, see the diagram on the page below:

The Aqua Caste
Smooth and supple, the aqua caste of Xi are both relentless and endless like the ocean. Aqua cards tend to be well balanced, usable for both defensive and offensive situations.



Celestial

No damage taken from anything but SHADOW and CELESTIAL



Shadow

Normal damage on all

There are two other special types of card: Celestial and Shadow.

- Celestial type units take no damage from Stone, Aqua, Ember or Wind.
- Celestial and Shadow damage is not doubled against anything.



Skirmishing

The Stone Caste
Unbreakable and unmovable, the stone caste of Xi are as resolute and constant as a mountain. Stone cards tend to be fairly defensive, and difficult to destroy or displace.

What is a skirmish?

In Xi Cards, a skirmish happens between two units, or a unit and a player. A skirmish represents a battle, in which the two units use their abilities to try and destroy one another. If a skirmish is between a unit and a player, it represents that unit attacking the opposing general and his/her camp.

How you start a skirmish

To begin a skirmish first choose one of your units that has not already been in a skirmish this turn. Next, choose one of your opponent's units. If your opponent has no units for you to skirmish with, your unit may skirmish with that player.

When you may skirmish

You may skirmish at any time in your turn.

Note, this means you may play a card, then skirmish, then store some prepared time, then skirmish again, then play another card... etc if you wish.

Damage in a skirmish

After you have declared a skirmish your opponent has a chance to react with pT.

After they have/have not reacted you both resolve the skirmish as follows:

- **Each unit deals damage equal to its damage value to the other unit's life points.**

Note that some units will deal double damage to others (see damage types above).

- **If a unit is skirmishing against a player, it simply deals its damage value to that player's life points.**

Example: Jake chooses to skirmish his "Earth Soldier" (Stone unit, 2 damage, 2 life points) against his opponent's "Snow Beast" (Aqua unit, 4 damage, 16 life points). The "Earth Soldier" takes 4 aqua damage, reducing it below 0 life points. It is destroyed. The "Snow Beast" takes 2 stone damage. This is doubled, as it is stone damage on an aqua unit, and it is reduced to 12 life points. The skirmish is then finished.



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Spells

What is a spell?

A Xi Cards general has more than just units at his/her disposal to win battles.

“Point spell” and “lasting spell” cards are typically the second largest part of a Xi Cards deck, after units. Point and Lasting spells can create a huge range of different effects to benefit a player or hinder his/her opponent.

Note that all cards (including units and statements) are considered a “spell” for rules purposes.

Point Spells

Point spells are brief powers which **are used up as soon as their effect is complete.**

Example: Jake casts “Flame Lick”, a point spell which deals 2 ember damage, on his opponent’s “Crocodile of Gree” (a 5 life point aqua unit). The crocodile takes 2 ember damage, and then the spell is placed into Jake’s discard pile.

Lasting Spells

Lasting spells are spells which, once set up, **will keep their effect going until they are destroyed,** or a certain condition is met.

Example: Jake plays “God’s Protection”, which makes him immune to ember, stone, aqua and wind damage. This will remain true until the condition on the card (he loses life points) is met, or the card is destroyed.

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Statements

The Wind Caste

Swift and light, the wind caste of Xi are cunning and nimble like a great bird of prey. Wind cards tend to be cheaper to cast than cards of the other castes, and can often create unusual effects.

What is a statement?

In Xi Cards, a statement represents a certain event or change in circumstances that has happened where the two generals are battling. This could be anything, from a change in the weather, to news that an uprising has started nearby!

So how are they used?

A statement card will have a sentence in the middle of it. This sentence is the statement.

Some other cards may contain rules that require this statement to be in effect.

Statements, like lasting spells, remain in effect until they are destroyed.

Example: Jake plays the statement “Rainfall”. This statement has “It’s raining” written in the middle of it. Jake then plays the point spell “Rainblast”. “Rainblast” says ‘...If “it’s raining” deal an additional 2 points of Aqua damage...’ He is able to use this effect as “it’s raining”.



Advanced Rules and FAQ

These rules probably won't come up too often so you might want to try playing a few games before reading!

Advanced Rules & Keywords

- “**Prevent**” stops a card having any effect. You must “prevent” a card as it is being played. The targeted card goes straight to the discard pile.
- A unit that is “**Immune**” to a certain type of damage takes 0 damage if it would usually take that damage type.
- “**Armour Type**” means the same thing as card type. (*We're sorry about that, a legacy from the playtesting phase that slipped through!*)
- When a player declares that they are playing a spell, their opponent may respond with use of a pT card. The opponent may only make one response, and after this has been made, no more cards or effects may be used by either player until the response effect has finished.
- Life is capped at 99 and prepared time at 20.
- In Xi Cards, always round down. *For example half of 3 is 1.5. You should round this down to 1. 0.5 should round down to 0.*

FAQ – (Thank you to all contributors! If you would like to be the “Special Thanks” let us know!)

- *If both players have run out of cards in their deck, and neither can win, what happens?*
In this unlikely scenario, the game is a draw.
- *Does my unit ever get its life points back?*
Some spells will restore life points to a unit. Some units can regenerate their own life points using an ability. Aside from this, units never recover their life points.
- *My Opponent and I both have an effect that happens at the start of the turn. Who's effect happens first?*
In this situation first resolve the effect of whoever's turn it is.
For example, Terry has “Collective Rage”. Timmy has “Safety in Numbers”. It's the start of Timmy's turn. Firstly, Timmy heals a unit with “Safety in Numbers”. Once this has happened, Terry does damage to a unit with “Collective Rage”.
- *My “bubble fighter” says it takes 1 less damage each time it is hurt. Does this happen before or after stone damage is doubled?*
The bubble fighter's effect happens before. So a stone unit which does 3 damage would do $(3 - 1) \times 2$ damage, i.e. 4 damage to it.



Continued...

- *Does “each turn” include my opponent(s) turns?*

Yes. A card will say “your turn” otherwise.

- *Can I use pT to play my units and spells in my opponents turn?*

As stated in the main rules, you can only play cards which have a T cost in your own turn. You may play cards that have a pT cost in your opponent's turn though!

- *Can I play a pT card in response to an opponent ending their turn or drawing a card?*

You can play a pT card in response to an opponent drawing a card. You could play a pT card after a player has said they're ending their turn... but there are no cards that this would be a good idea with!

- *If something says it takes pT or has a cost of nP, can you use normal T and / or do it in your own turn?*

If something has a pT (prepared time) cost you must use your prepared time to pay for it, so no, you cannot use normal time. You can, however, play it at any time, including your own turn.

- *My card says “spells cost 1T less to play”. Does my pT spell cost 1pT less to play?*

No.

- *My opponent has played “Rainfall”, which states “it's raining”. Does my “rainblast” card do extra damage?*

Yes, statements effect both players while in play.

- *“Archo, the Charismatic One” states that units cannot target him for a skirmish. Does this mean you can't skirmish a player until you destroy him with a spell?*

No. You can never target Archo for a skirmish, but as a result your opponent counts as having no units to skirmish if he is their only unit. In other words, you can skirmish a player directly if Archo is there only unit.

- *“Mini Air Mystic” costs 0 to play. Does this mean I can play it in my opponents turn?*

Ah, no, sorry. If it cost “0p” then you would be able to.

- *These starter decks don't seem balanced.*

We would suggest that for starter deck battles you may want to remove the Everwind, Endless Jet and Flame Retardant to keep things fair! (also the Snow Beast but that's just because it is very tough against non-ember decks!). Beyond that, they are fairly balanced... but feel free to adapt them!

- *Wind Warrior - Can you return it to your hand after you've declared it will skirmish? Can you return it in your opponents turn?*

Yes, you can return it after declaring a skirmish. Bear in mind that if you did return it after declaring a skirmish it would deal no damage. No, you can't return it in your opponent's turn as the ability has a T cost.

- *If I have a “Master Game Player” in play and my opponent has a “Master Game Player” in play can I steal his and then use his to steal another unit?*

No... (how have you got in this situation!?). You may steal his if it is your turn. His then does nothing for that turn.



Continued...

- *If there are two copies of “Flood” in play what damage do aqua units do?*

With 2 copies of Flood in play Aqua units will do quadruple damage. With 3 they are up to 8 times!

- *Warden of Aqua - If Flood is in play does it do times 8 damage?*

Warden of Aqua will do 8x damage to an ember unit if “Flood” is in play. With 3 copies of “Flood” in play, the Warden of Aqua would be hitting ember units for a mighty 32 damage, enough to kill a “Flames of Preservation” “Beast of Pain” in one hit.

- *Are some Xi cards more rare than others?*

No. Originally there were plans for different rarities but this has since changed and all cards are equally rare.

- *Thesis, Odd Mage – This says “pick an odd number” for its damage. How does that work?*

Thesis’ damage value should be set the moment before it deals damage. If a unit leaves play his damage can no longer be a value from that unit. He can swap values whenever he likes. His damage is always 0 if there are no odd numbers visible on a unit in play.

- *My card says “copyright 2015”. Can Thesis use 2015 for his damage?*

No, don't be silly now!

- *My “Passive Treeman” has lost one life point and now has 17, can Thesis use this?*

No, that is not a number visible on the card.

- *Flames Of Preservation - If this card is destroyed does the unit lose 10 life points or just go back to its normal maximum life points?*

Flames of Preservation sets the unit’s life 10 higher than normal, and then heals it by 10. When it is destroyed, the rule that sets the maximum life points higher than normal ends, so if it is above its normal maximum it will revert to its normal maximum but not below.

- *Flames of preservation allows a unit to go over its maximum hit points... does that mean it has unlimited life? If I heal it will it become indestructible?*

No, the unit's new maximum is 10 more than its original maximum. Units cannot heal over their normal maximum life points.

- *I've cast flames of preservation on the same unit twice. What happens?*

It gains 20 life points (10 for each Flames of Preservation). Neither are destroyed until it is reduced to its normal level of life points.

- *1000 Sacrifices - Once this lasting spell is on the table can you use the ability after a skirmish is declared? Can you use it in your opponents' turns?*

You can use 1000 sacrifices after a skirmish is declared, but it is important to note that damage between units is simultaneous, so you can't have a unit deal damage and then give lives away that it is losing in the skirmish. If you kill your own unit before the skirmish starts it will not deal damage. You can only use the ability in your turn, as it has a T cost.

- *If someone declares a skirmish can you cast “Heat Stroke” to stop their skirmish?*

Yes, you can play heat stroke and stop them from skirmishing with non-ember units.



Continued...

• *Can “Alchemist” change a celestial unit to have a normal type so normal units can damage it?*

Yes

• *How does the timing for “Alchemist” work? If my opponent has pT and a “Cancel a Skirmish” spell in his/her hand is there anyway I can make sure I only use the ability if a skirmish isn’t cancelled?*

Unfortunately there is no time at which you can use the ability where an opponent can’t respond. Any number of legal moves (such as the ability or a pT card) can be played before the damage in a skirmish is dealt. As soon as the damage is dealt, that is it – moves cannot be played while the damage is being dealt.

Got a rules enquiry we haven't covered?

We love to talk about Xi!

Contact us via our website

xicards.com



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