

OFFICIAL RULEBOOK

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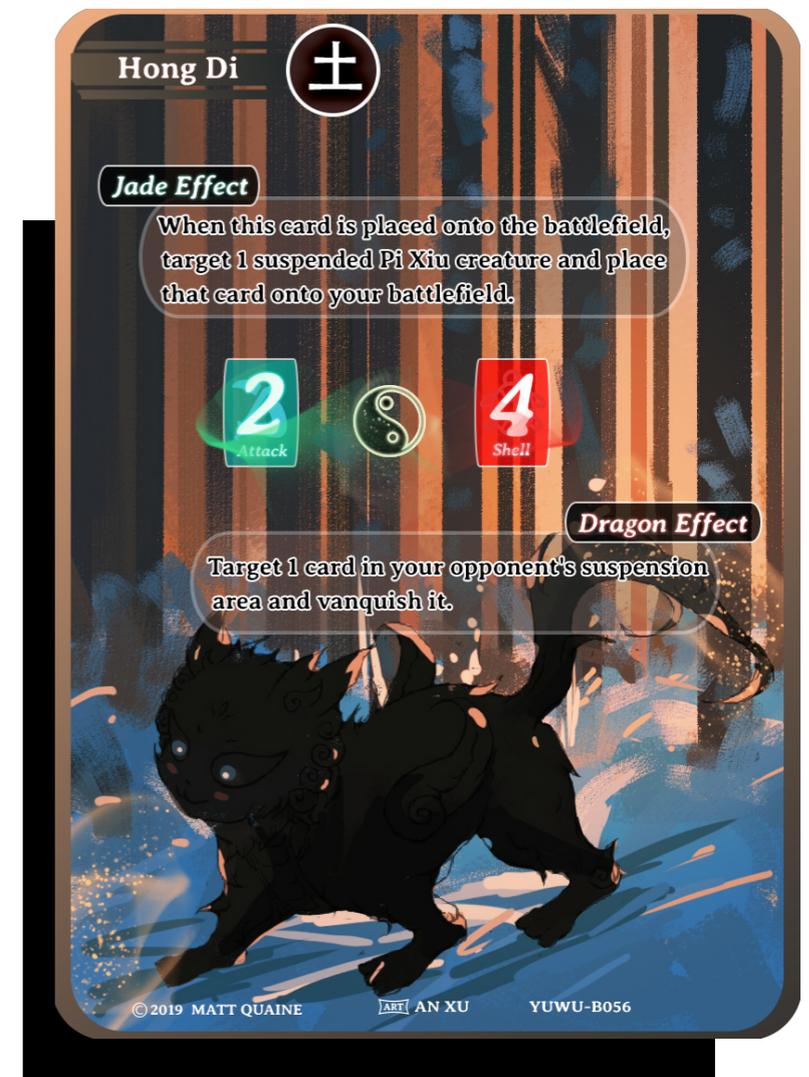
Defense & Shell Energy

What is the Yu Wu Trading Card Game?

The Yu Wu TRADING CARD GAME is an exciting new strategy game where players collect cards and build powerful decks to play other players.

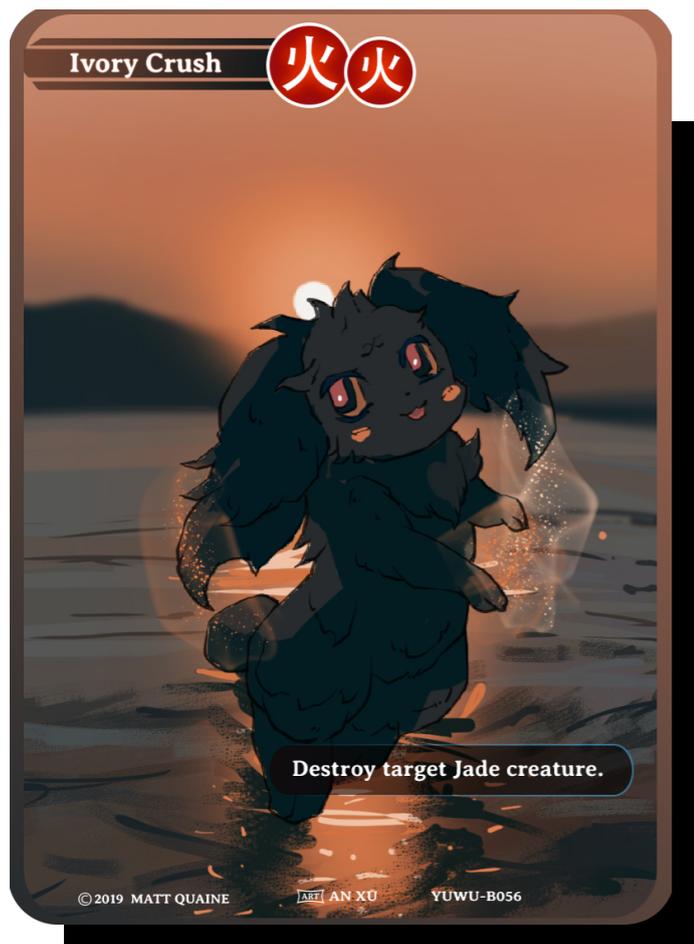
Collect cards inspired by the ancient Chinese culture, which includes jade creatures such as the mythical dragon Pi Xiu and jade rabbits, turtles and elephants.

In Yu Wu you can collect cards to battle or simply trade and collect rare cards. The goal of Yu Wu is to empower people by giving them a game to practice critical thinking, strategy and more importantly, to have fun.



GETTING STARTED

In Yu Wu it's best if you play the game with:



- **Dice**

To keep track of element changes and wish count

- **Calculator**

To calculate Life Energy if needed

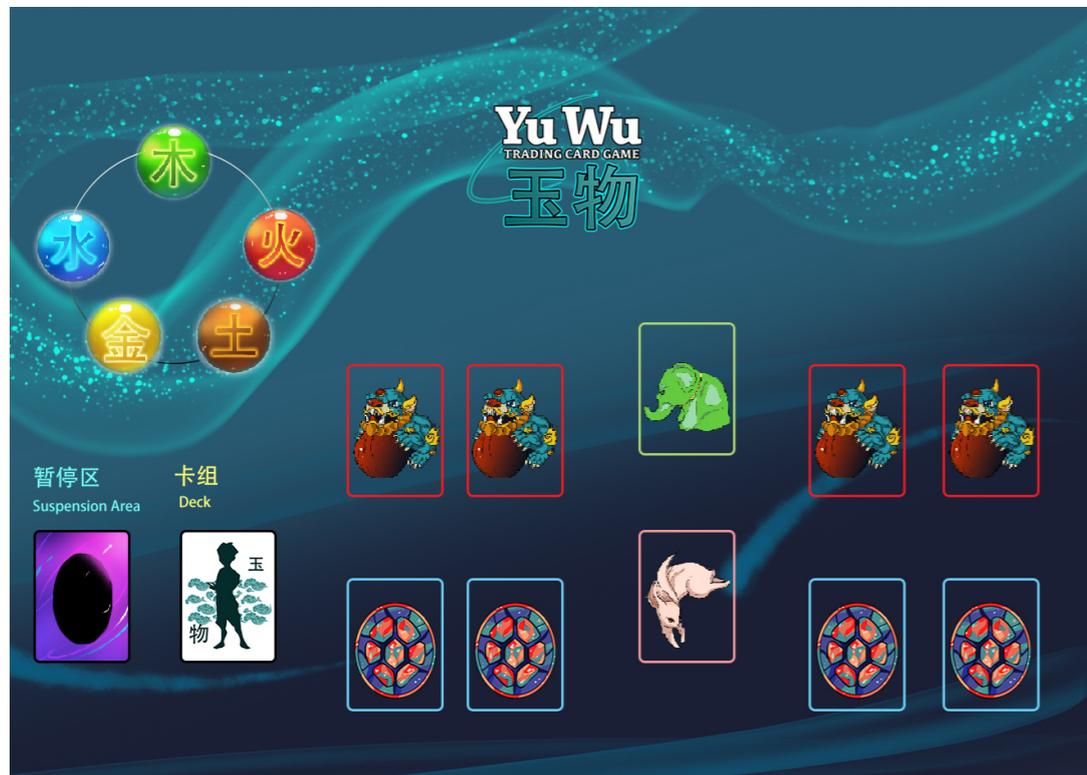
- **Card Sleeves**

Card sleeves help protect your cards from damage

Create Your Own Deck

There are hundreds of cards to choose from.
Choose the right cards to win!

In Yu Wu you need to create a deck of 35 cards. You can have a max of 3 copies of each card in your deck.



Battle Mat

The Battle Mat helps you organize your cards during a match.

GAME CARDS

◆ Anatomy of the game

In Yu Wu there are 4 kinds of cards.

Pixiu, Rabbits and Turtles are all considered to be "creatures".



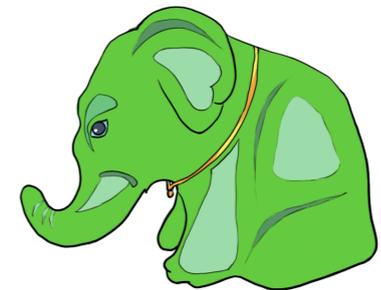
Pi Xiu cards (貔貅)



Turtle cards (乌龟)



Elephant cards (大象)



Rabbit cards (兔子)

Pi Xiu cards (貔貅)

Pixiu Cards are like creature/monsters cards in other games.

Jade Effect

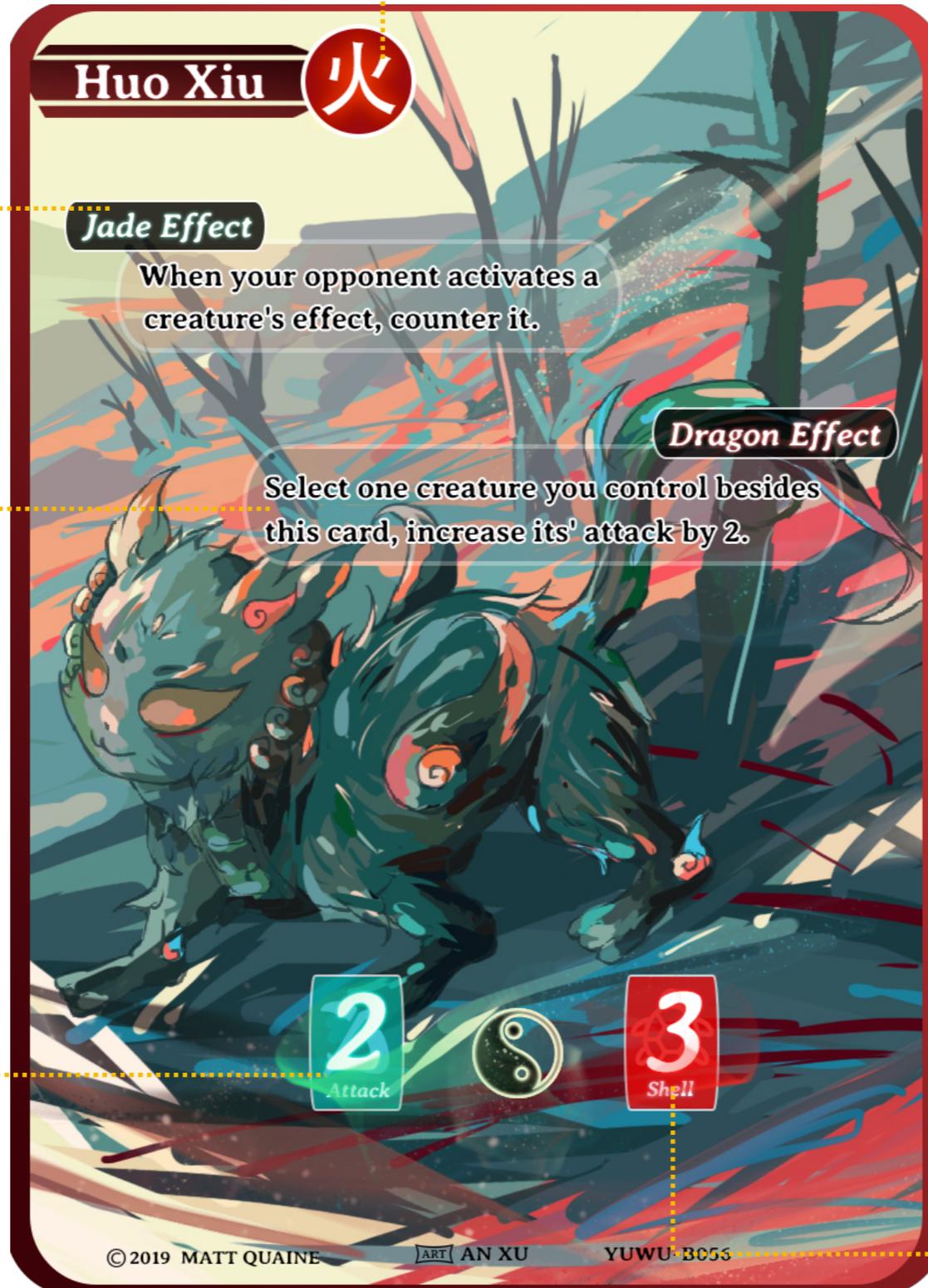
- You can only activate a Pixiu's Jade Effect when it is first placed on the battlefield.

Dragon Effect

- You can activate a Dragon Effect at any stage during your turn. You cannot activate a Pixiu's Dragon Effect if you activated that Pixiu's Jade Effect this turn. For every Pixiu card you place on the battlefield, you can only activate that Dragon effect only once!

Attack Energy

- This number is the amount of damage you can inflict on your opponent's **creatures** and **Life Energy**.



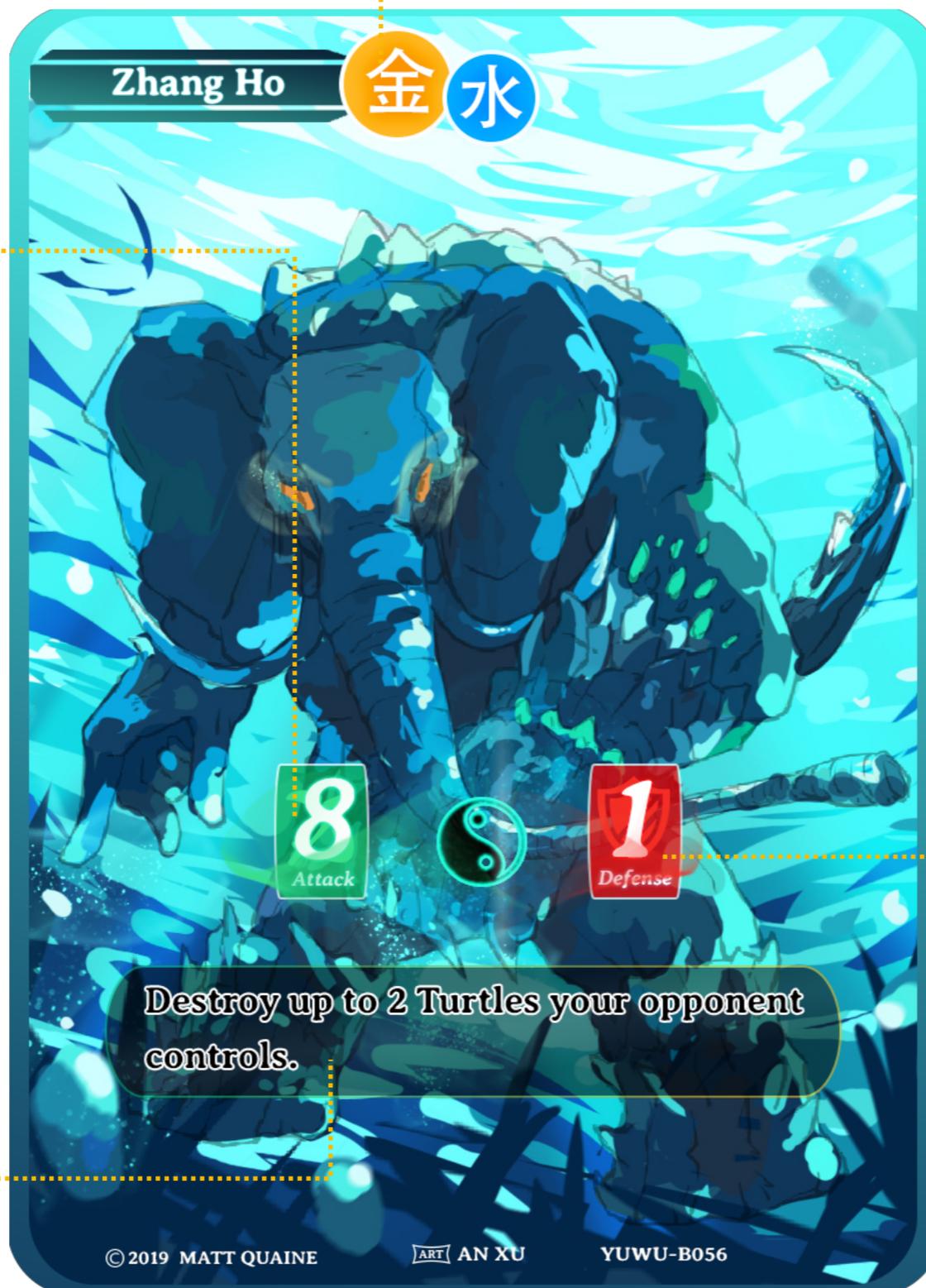
Element

- A Pixiu card can either have a 木(wood), 火(fire), 土(earth), 金(metal), and or 水(water) element.
- This card "Huo Xiu" is a fire 火 Pi Xiu. If the Pixiu card you placed on the field has the same element as the element of the turn, you can activate the Pixiu's Jade or Dragon effect.
- Pixiu cards have 2 effects, **Jade** and **Dragon**. Once per turn, you can either activate a Pixiu's **Jade Effect** or **Dragon Effect** if the turn element matches the element of the Pixiu card.
- Currently, you can only choose to activate 1 once per turn. You also cannot activate multiple Pixiu Jade Effects in one turn, but there is no limit to the amount of Dragon Effects you can activate per turn. Choose wisely.

Shell Energy

- Shell Energy is never higher than 4. If A Pixiu Shell Energy is higher than 2, you can activate a Turtle card's Jade Effect from your hand if that card has an element that matches the element of the turn.

Elephant cards (大象)



Attack Energy

- This number is the amount of damage you can inflict on your opponent's **creatures** and **Life Energy**.

Jade Effect

- When you first place a Elephant card on the field, their effect is immediately activated.

Element

- An Elephant card can either have 2 elements that are either 木(wood), 火(fire), 土(earth), 金(metal), and or 水(water) element.
- The card is "Zhang Ho" is a fire 金水 Elephant. 金水 is the element cost to place Zhang Ho to elephant section of your battlefield. There are a couple of ways you can "Jade Place" an Elephant card, for example you can;

A.) You can discard a card from your hand that is either 金 or 水 and suspend 1 Pixiu or Turtle card that is on the field whose has the element 金 or 水.

B.) You Pay 2 Life Energy then discard 1 from your hand that is 金 or 水 and if your **Turn Element** is either 金 or 水.

Defense Energy

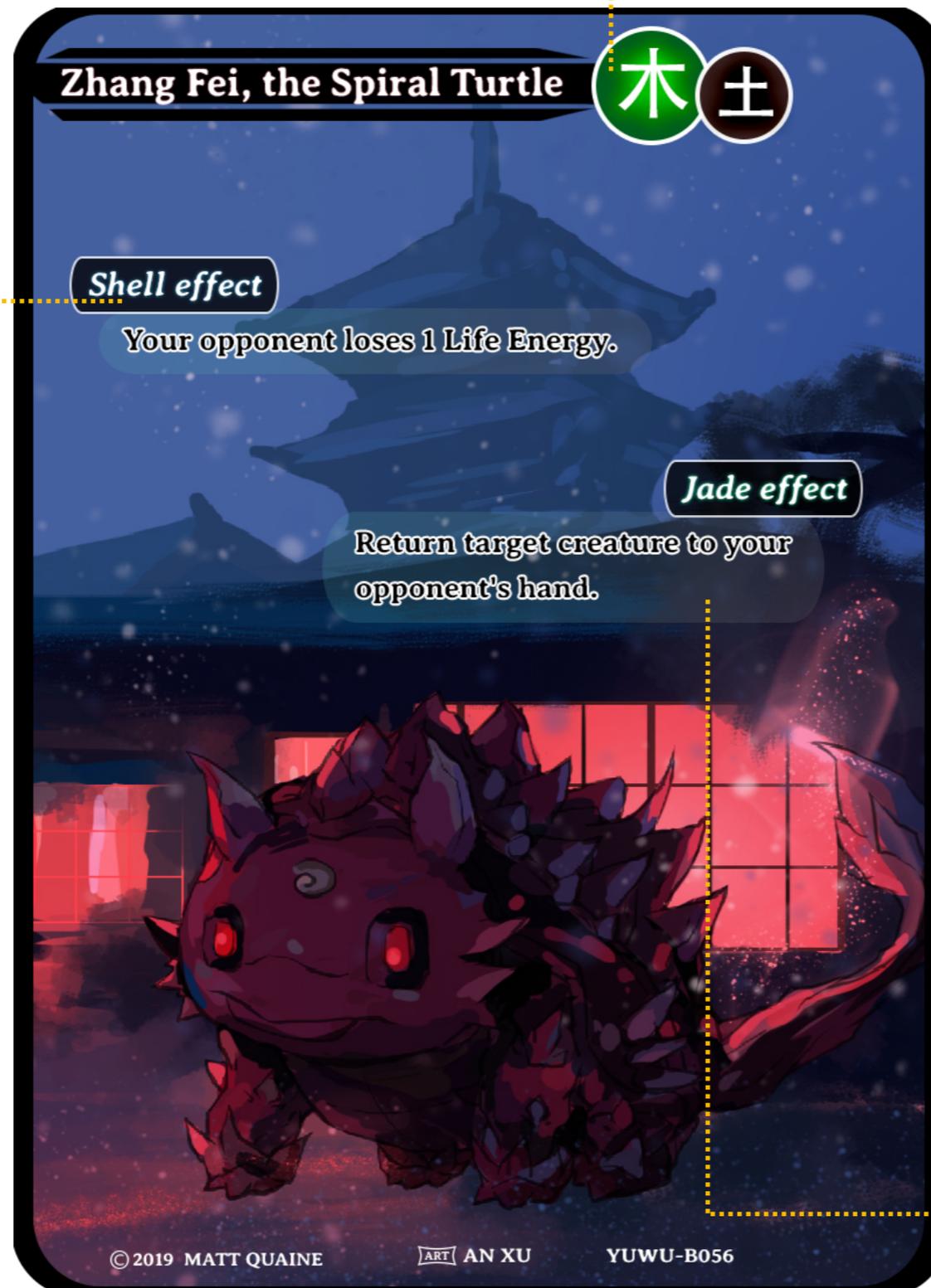
- When your opponent has a creature whose attack is higher than the defense of this card, destroy this card.

Turtle cards (乌龟)

Turtle cards cannot attack.

Shell effect

- The Turtle card's Shell effect is where you place the card **face-up** on the battlefield.
- Your opponent cannot attack your Life Energy head on; they have to first destroy your Turtle card.
- You and your opponent do not take any damage but the Turtle card's Shell effect is triggered.



Element

- A Turtle card can either have 2 elements that are either 木(wood), 火(fire), 土(earth), 金(metal), and or 水(water) element.
- The card is "Zhang Fei, the Spiral Turtle" is 木土card. For Turtle cards, you can only activate their Shell or Jade effects if the element of the turn is either 1 of the elements the Turtle card has.

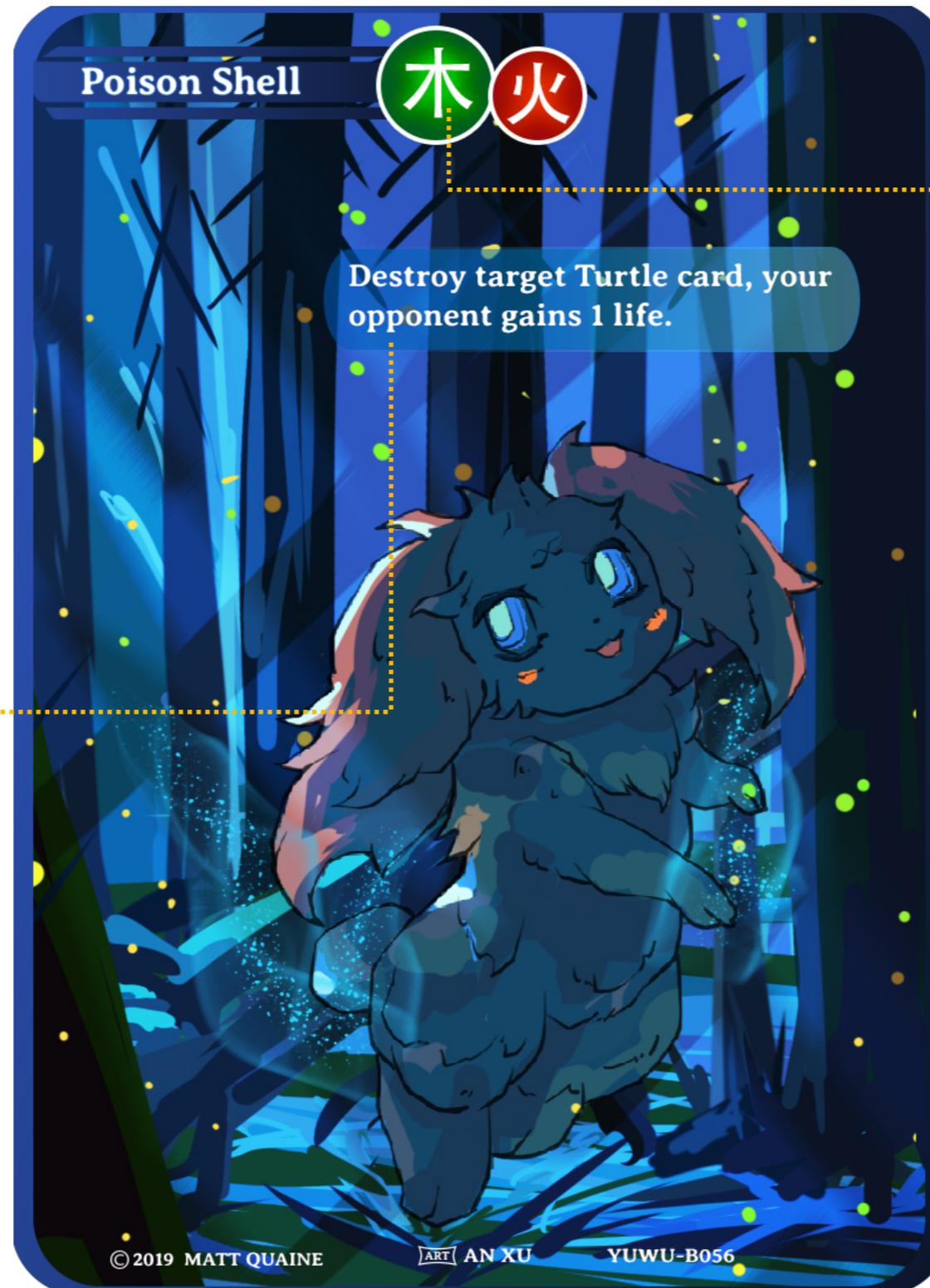
Jade Effect

- The Turtle card's Jade effect is where you place the card **face-down** on the battlefield.
- The effect is activated when you flip the Turtle card face-up during your turn or during your opponent's turn.
- If you control a Pixiu card whose Shell Energy is higher than 2, you can activate a Turtle card's Jade effect from your hand instead of setting it down face-down on the battlefield.
- Remember you can only activate effects if one of the Turtle card's elements matches the element of the turn.

Rabbit cards (兔子)

Effect

- You can only activate a Rabbit's effect during your turn. There is no limit to the amount of Rabbit cards you can activate per turn.



Element

- A Rabbit card can either have 2 elements that are either 木(wood), 火(fire), 土(earth), 金(metal), and or 水(water) element.
- The card is "Leslo, the Deranged Dreamer" is 土水card. **For Rabbit cards, you can only activate their effects if the element of the turn is either 1 of the elements the Rabbit card has.**

? HOW TO PALY

How to win/Objective

In Yu Wu, you win by reducing your opponent's Life Energy to 0. Your creatures have Attack Energy and if your opponent does not control any creatures, you can attack your opponent directly and reduce their Life Energy to 0.

Opening Hand

At the beginning of the match player 1 draws 4 cards from their 35-card deck and player 2 draws 4 cards from their 35-card deck. When player 2 turns starts, he draws 1 more card putting his hand count at 5. After this, both players draw 1 card every turn.

Draw

At the start of every turn each player draws 1 card. Certain cards allow players to draw additional cards.



Mercy Rule

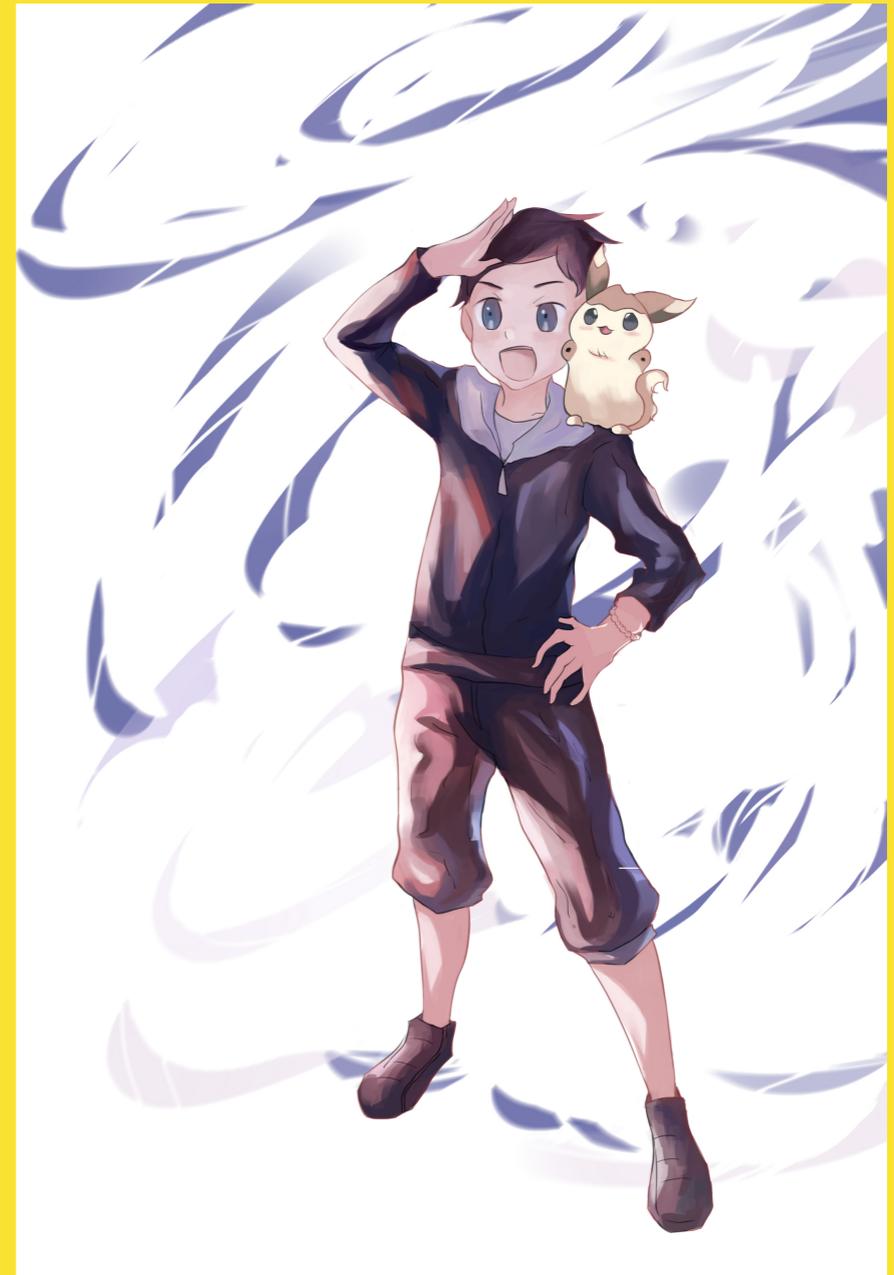
If you ever don't have any cards in your hand at the start of your turn, you can draw 2 cards. The Mercy Rule applies to both players.

Life Energy(Qi)

In Yu Wu, in the beginning of the game you start with 15 Life Energy. Your Life Energy can never increase pass 15 energy so you have to have good defense.

Wishes

In every match, you have **3 wishes**. At the start of your turn, instead of drawing a card from your deck, you can cancel this and search your deck for any card and add it to your hand. If you do this, your opponent does not take any damage this turn.



HOW TO PALY?

BATTLEFIELD

Five Elements "Wu Xing (五行)



- The most important thing in Yu Wu are the 5 elements, 木(wood), 火(fire), 土(earth), 金(metal), and 水(water). At the beginning of the match, the element starts at 木(wood). After turn 1 the five elements starting from 木(wood) carries on clockwise to 火(fire), 土(earth), 金(metal), and 水(water).
- In a match where you play against your opponent every turn the element changes. You and your opponent are both effected by the elements, which is referred to "Turn Element". In addition to elements changing every turn, they can also change if you do the following:



(A) Discard a card from your hand to the suspension are (#2 in the battlefield diagram). During your turn you can change the Turn Element to the element or one of the elements of the card you discarded.

(B) After you activate a Rabbit or Turtle card effect, during your turn you can change the Turn Element to the element or one of the elements of the Rabbit or Turtle card.

(C) Every time you place either a Pixiu card or a Elephant card onto the battlefield, you can change the Turn Element to the element or one of the Pixiu or Elephant card.

BATTLEFIELD

暂停区

Suspension Area



- The Suspension Area is where you put your cards once they have been used or defeated in battle.

**Suspension
Area**

Deck Area

- This area is where you place your deck. Your deck of 35-cards is where you draw your cards.

卡组

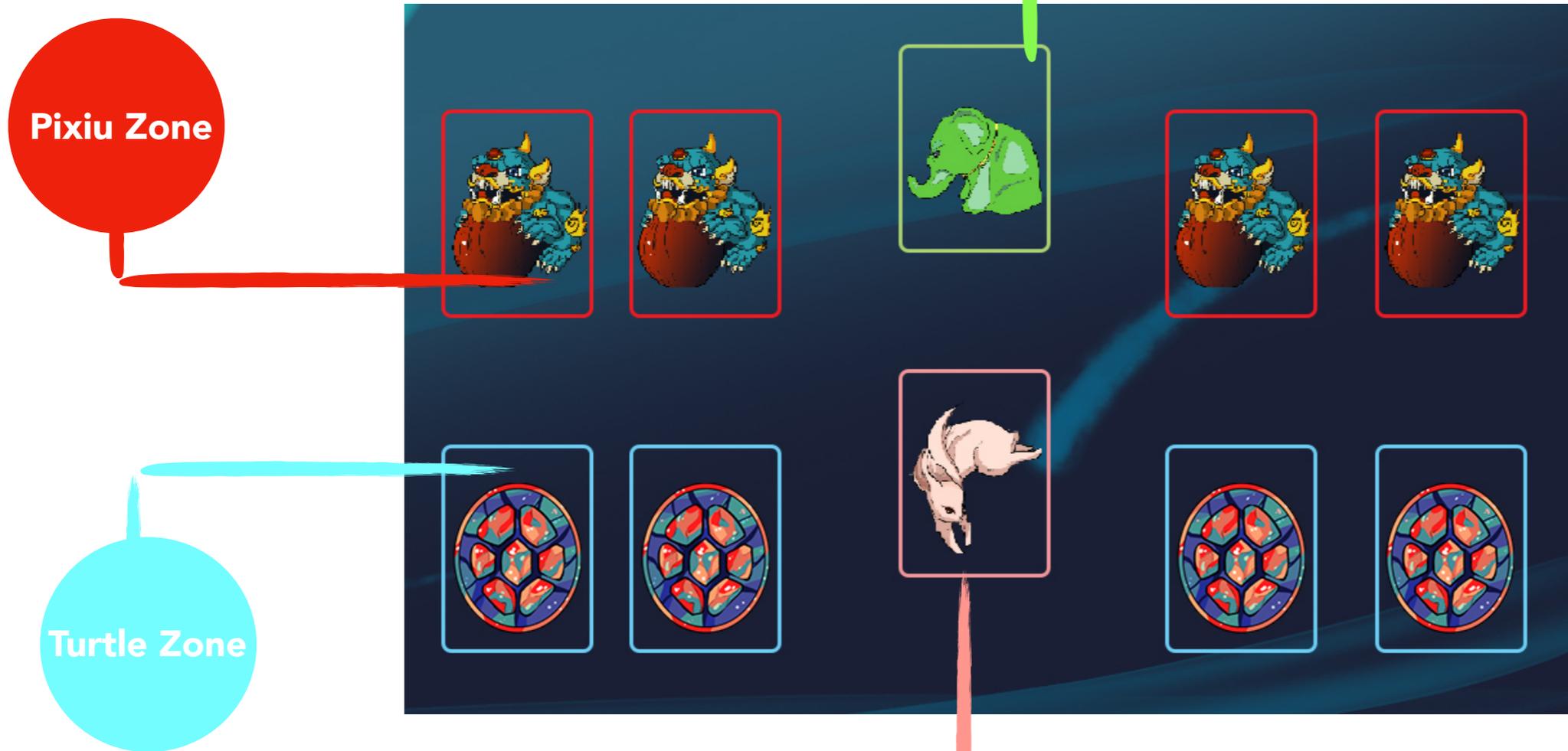
Deck



BATTLEFIELD

- There are 4 slots where you can place Pixiu cards. You can have a max of 4 Pixiu cards at a time.

- There is only 1 slot where you can place Elephant cards. You can only control 1 Elephant card at a time.



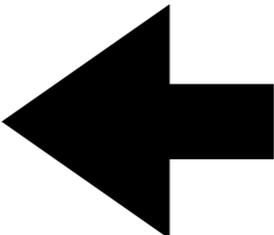
- There are 4 slots where you can place Turtle cards. You can have a max of 4 Turtle cards at a time.

- There is only 1 slot where you can place Rabbit cards. Rabbit cards do not stay on the field and once you activate their effects, they immediately go into the Suspension Area.

STAGES IN A TRUN



- 1** You could negate your regular draw and make a wish or apply the Mercy rule.
- 2** Activate a Rabbit card or place a Pixiu card or place an Elephant card onto the battlefield.
- 3** Attack with your creature card. Attack your opponent's creature or attack your opponent's Life Energy.
- 4** Set your Turtle card face-down or face-up
- 5** End your turn.



In a turn you will do the following.

Placement

In Yu Wu placement is when you take a card from your hand and place it on the battlefield. You can place only 1 Pixiu per element once per turn. For example, if the Turn Element is fire, you can only place 1 fire Pixiu that turn, this is called placement.

Special Placement

If you want to place more than 1 Pixiu at a time on the battlefield you can do so by changing the Turn Element. For each element you can place a Pixiu card onto the battlefield that has that same element.

Attacking

The player who goes first cannot attack the first turn. In Yu Wu, when you place a Pixiu on the battlefield it can attack once per turn unless its' effect says otherwise.

Defense & Shell Energy

Water Pixiu cards and Elephant cards are the only cards in the game with defense. Defense is simply the amount of damage your opponent has to inflict in order to destroy that creature. If your opponent's attacking creature has an Attack Energy greater than or equal to the defense energy of your creature, your creature is destroyed and sent to the Suspension Area. Shell energy is the same however, Shell energy grants you the ability to activate Turtle cards from your hand if the Shell energy is greater than 2.



**When you play Yu Wu, remember to
smile and have fun!**

**Games can become quite competitive
but at the end of the day aim to be
better and chase your own potential.**

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but at the end of the day aim to be

Will you become a Yu Wu Master?



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