The Saint Seiya Tournament Card Game

<u>What is this?</u>
This is a card game based on the anime Saint Seiya, which you may know as Knights of the Zodiac. I created it because I feel Bandai's card game is an insult to the anime and doesn't even come close to doing it justice. I kept on telling friends I could design a better card game in 5 minutes… and so I'm kinda proving I'm not all talk. So… 5 minutes… start timing now as I create these rules from scratch.

<u>Number of players?</u>
As many as want to play :-P Seriously though, I'm not sure how many is optimal. You need at least 2, but 3-5 I imagine would work well. More than that and you're pushing the deck.

<u>What is the goal?</u>
The goal of this game is to win more tournaments than the other player. Imagine you're fighting in the Tournament of the Saints… defeat three opponent Saints before you're defeated three times.

<u>Is this a collectable card game?</u>
No. There are enough games going around where you need to collect cards and build a deck to play. I decided to make this game completely autonomous… after you download and print all the cards, that's it.

<u>Okay, then… card types?</u>
There are 3 types of cards in this game: Saint cards, Combat cards, and Assist cards.
Saint cards – These are the characters you will be fighting with. Defeat three of these and you win. No, not all the Saint cards are saints.
Combat cards – These cards are attacks, defensive armor, and equipment, and generally things you will use during the tournament rounds.
Assist cards – Everything else… random events that occur such as "Armor Damage."

<u>Setup?</u>
Shuffle the pile of cards, each player draws 8 cards. Flip a coin to see who goes first.

<u>Play?</u>
Simple and quick, this game only has four phases each turn (five if you initiate a battle)
1) Either draw two cards from the deck or shuffle a card from your hand into the deck and draw one card.
2) Play any Saints you want from your hand onto the playfield, face up, up to three played per turn.
3) Attach combat cards to Saints, face down under the Saint card. One card attached per Saint per turn.
4) Play any assist cards you want, face down on the playfield. Up to one played per turn.

At the end of your turn, if you have at least one Saint in play and your opponent has at least one Saint in play, you may declare combat. Note that you're never FORCED to declare combat. This phase is always optional (but advantageous to you).

5) Combat Phase (Tournament!)
   a. Choose one of your Saint cards (if you have more than one in play) and flip over all Combat cards attached to it
   b. Choose one of your opponents (if more than one) and one of their Saint cards (if they have more than one in play) and flip over all Combat cards attached to it.
   c. Choose up to one of your Assist cards to apply to this combat. Your opponent may choose one of theirs as well, if they wish (this card is discarded even if the combat ends abruptly).
   d. With all applicable attached Combat cards and applicable Assist cards, compute your Saint's attack power and your opponent's Saint's defense power, applying any Additional Abilities.
   e. If your attack power is greater than the defensive power, the defender and all cards attached to it are discarded, and you get a point. Otherwise, your Saint (the attacker) and all cards attached to it are discarded, and your opponent gets a point. If attack and defense are equal, both are destroyed (discard both Saints and all attached cards), and no one scores.
   f. Discard any Assist cards used in this combat.
   g. Combat is over now. The winning Saint (who was not discarded) has all Combat cards attached to it discarded. The Saint itself remains in play (to fight another day).

Play then passes to the first player's right. First person to three points wins.
Please note the "What if no one's playing Saints?" below.

So does each player have their own deck?
No. There is only one deck that all players draw from. Likewise, there is only one discard pile.

Expansion?
I was bored, so this game has an expansion pack. The expansion works best in games with more than 2 people, so it's recommended you add it to the master deck for that purpose (expansion cards have large SS on the card, so you can remove them easily). Note that the PDF/DOC version of the expansion has 9 cards because I forgot to include "One Piece At A Time" in the base set. The zipped GIFs are correctly packaged.

What if I don't have any Saints in play?
Nothing special happens. You don't lose the game… and your opponents cannot start combat with you.

What if no one's playing Saints?
If one full round passes (all players take a turn) without a Saint card being played, or if, at any time, there are no Saint cards in play, all players must immediately play a Saint Card

(randomly chosen by the player on their right). Therefore, it is to your advantage to play Saint Cards, since you can build a strategy.

No cards in hand?
Once again, nothing happens. Draw next turn to replenish.

Tons of cards in hand?
There is no limit on the number of cards in your hand.

No more cards in deck?
Shuffle the discard pile and make it the deck.

What if a Combat card doesn't match the Saint it's attached to?
Its effects are ignored during combat. However, it's perfectly legal to attach a Combat card to someone that cannot use it. Note that all attached Combat cards are discarded after a Saint fights, regardless of whether they were used or not.

What if an Assist card doesn't match the Saints fighting in the combat?
Once again, ignore its effects during that combat. If it was chosen to be used, it is still discarded at the end of the combat.

Duplicate characters in play?
Yep, it's allowed.

How does this game involve any strategy?
I wrote these rules in 8 minutes, give me a break! :-P
Seriously though, you'll want to think carefully of what to do with the Saints that you draw – will they make better attackers or defenders? At the same time, you don't want to load all your Combat cards onto one Saint… your opponents probably won't attack it, rather attacking your other Saints and getting an easy win. And since each Saint can only attack once before having his Combat cards shuffled into the deck, you cannot pull off a win with a lone Saint. And Assist cards being discarded after combat makes them more valuable, so you want to think carefully before using one in combat.

More than 2 players
Considering I designed this game for more than two players, I'd hope it would work :-P
Many players works the same way as always… except anyone can attack anyone else, and the first player to three wins wins the game.

Feedback?
Problems with the game? Enjoy it? Please send me criticism (constructive, please) or comments at seiyacg@alanv.org.

You didn't make 5 minutes!
Okay, so it took me 8 minutes… to write these rules from scratch. Another 15 or so to make the card list. You have to admit that's still pretty fast. The long part will be

tweaking the actual cards until the game is fully balanced. And no matter what, this game WILL be better than the official one by Bandai… what the hell were they thinking?!?