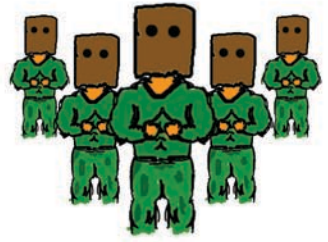# Muscle Oylimpic

LORE

Since aeons past Mankind have hunted animals in order to harvest the nutrient that brings forth the most powerful aesthetic beauty known to man, "Protein". In order to celebrate the beautiful aesthetics of muscles, Mankind gathers once every 10 years in order to celebrate by hosting the Muscle Olympics, a war game that will test the strength of the teams involved.

Split into Red and Blue teams, the commanders will pit their resourcefulness and cunning to the test as they fling their men into the enemy and into enemy fire in order to emerge victorious in the epitome of all muscular competitions, The Muscle Olympics ...

COMPONENTS

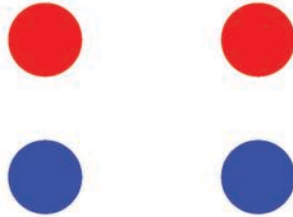These are the implements that are required to play this game.

- The reinforcement deck (52 Cards)
- Wind token
- Wind Direction Board
- Leader Token

OBJECTIVE

Welcome to The Muscle Olympics. The objective of this game is to deal as much damage to the opposing team as possible and be the team with the most number of troops remaining. May the most muscular team in both mind and body win!
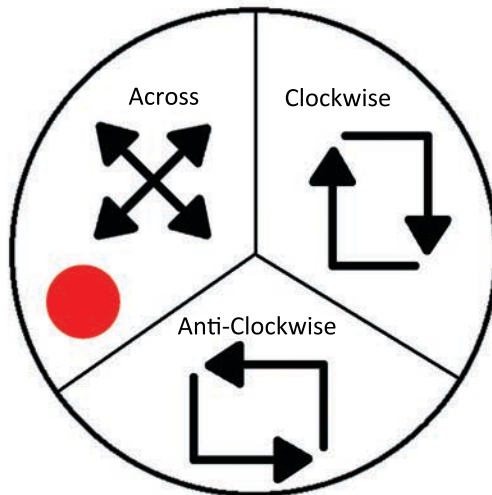
Set up

The players will sit in a square formation facing each other like so:

(Your teammate will be the one sitting beside you.)

Each player will draw 5 cards each

Place the wind token red face up and on the across region of the wind direction board.

Decide on a player to take the leader token.

Game Starts.

Playing the game

Reinforcement phase

Each player draws 2 cards from the reinforcement deck.
(Should the reinforcement deck run out of cards shuffle the discard pile and add it to the reinforcement deck.)

Play phase

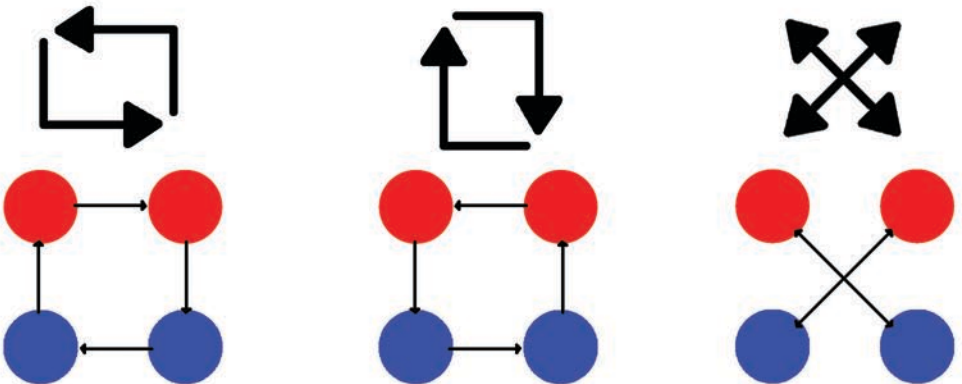Each player places a card from their hand face-down in front of them.
When all players have a card in front of them, the wind decision phase begins.

Wind decision phase

The teams will take turns to decide the direction of the wind starting with the team holding the wind leader token, this is done by moving the wind token clockwise or anticlockwise. Teams cannot choose to not move the token.

Reveal phase

Pass the face down cards to the next player as dictated by the wind direction.

Reveal the face down cards after they have been passed around

Playing the game

Resolution phase

Starting from the leader and going clockwise, resolve the effects stated on the cards, then pay the appropriate amount for the damage received. To resolve damage, players must discard cards that will have equal or more than the amount of troops as compared to damage. Priority cards will have their effects resolved before any other effects take place. Should there be more than one card played with priority for that turn, the order of resolution would follow the above rule, starting with the leader and going clockwise.

Should any player fail to pay for their damage received that turn, the game will end at the end of the resolution phase.
(Having no cards in hand does not constitute an end to the game)

End of Turn

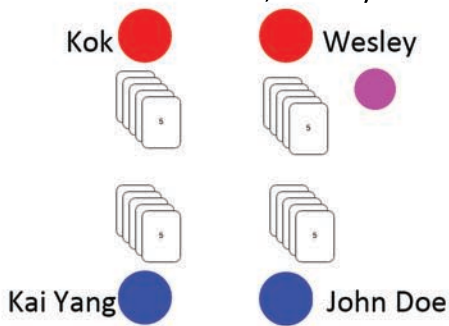The player with the leader token will pass

After the resolution phase the turn ends and a new turn begins.
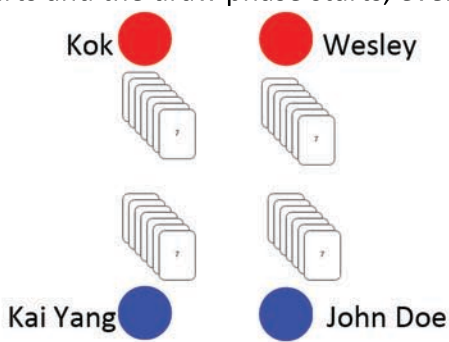
End of Game

The Game ends when a player fails to pay sufficient cards for the damage received. When the game ends both teams will Total up the amount of HP they have in hand. The team with the most HP in total wins.
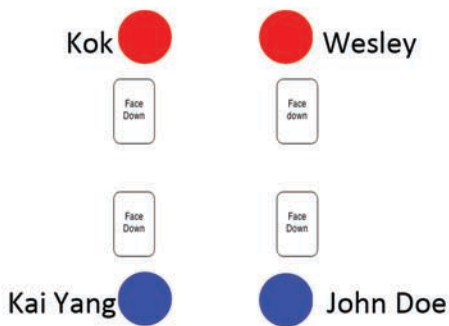
Example Play

Each player will start with 5 cards, Wesley currently has the leader token.

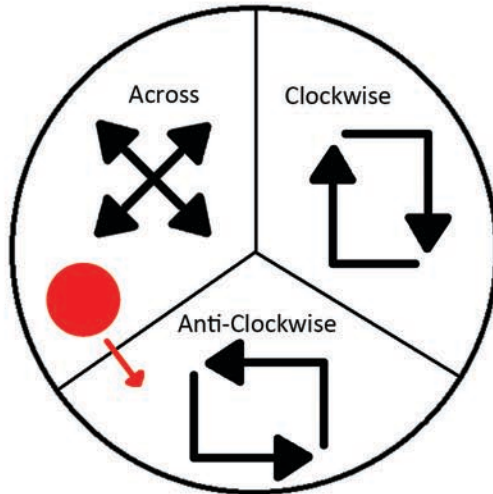The game starts and the draw phase starts, everyone draws 2 cards.

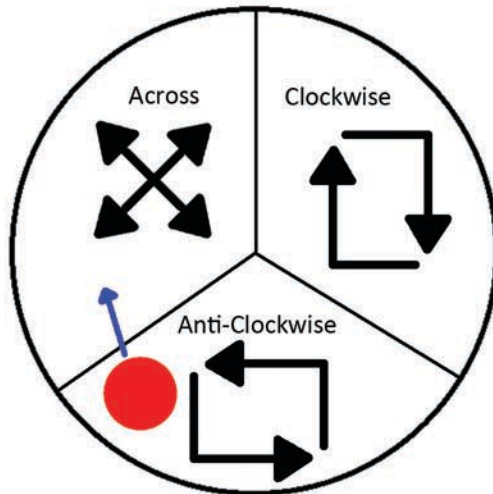The players then place a card face down in front of them.

Example Play

Now the players will decide on wind direction.
Since the wind token is currently on the red side, the red team will move the wind token first.
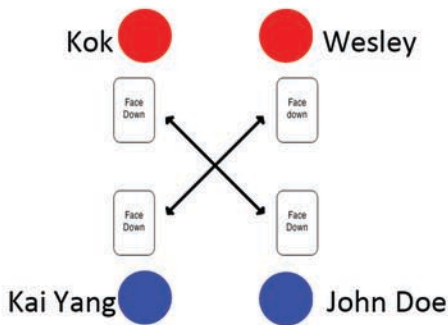

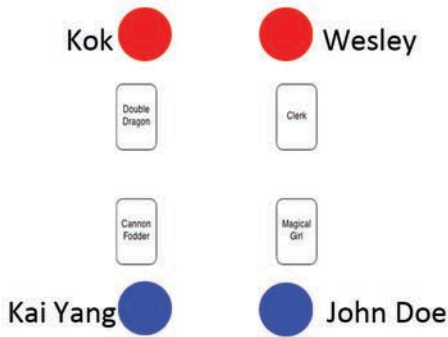Next, the blue team will move the wind token.

Example Play

With the wind direction determined as Across, the players will then pass the cards across each other.

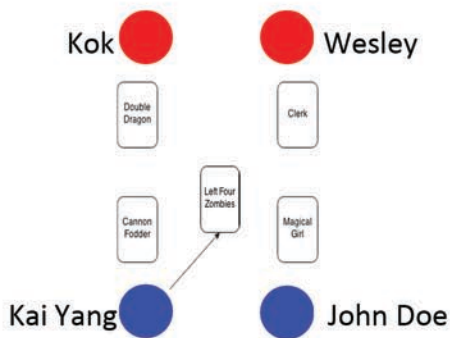Now all the players will flip their cards face up.

Example Play

Since Wesley had the leader token, he shall resolve his effects first.

As the clerk allows the player to target another player for 3 damage, Wesley chooses to select Kai Yang to receive 3 damage.
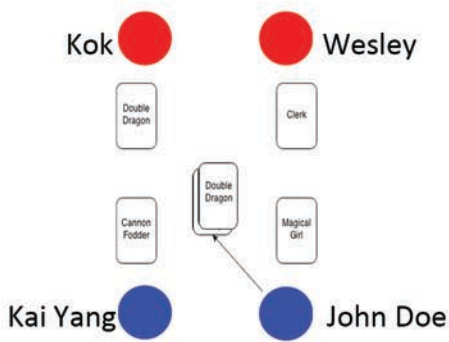
In order to resolve the damage, Kai Yang then pays for it by discarding Left Four Zombies, a card with 4 troops.

As Clerk doesn't do any damage, Wesley has finished resolving the attack launched at him.
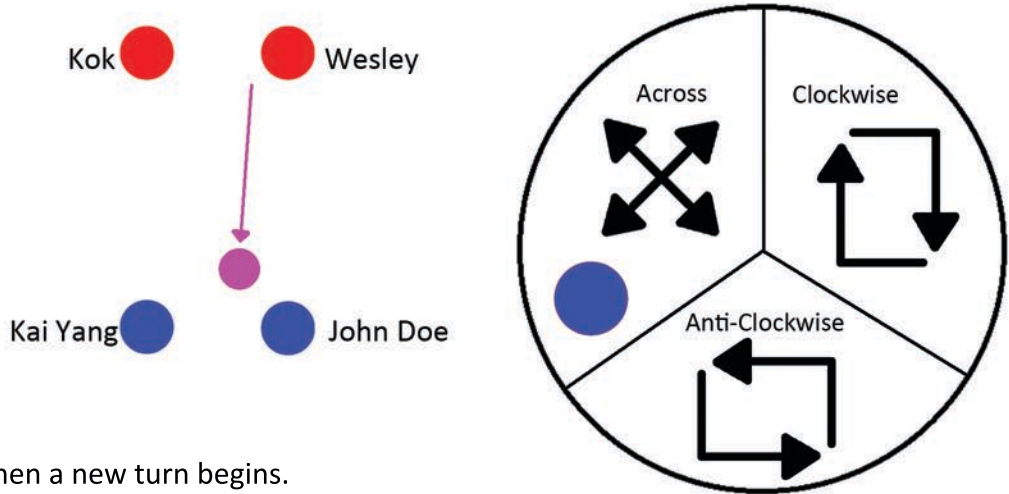
Example Play

As the player clock-wise to Wesley, John Doe will now resolve the attack launched at him, discarding *Oversized turtle* and *Double Dragon* to pay for the 5 damage.

After John, he will be followed by Kai Yang, and finally Kok.

At the end of the turn the wind token is flipped over to the other side on the same region and the leader token is passed on clock wise.

Then a new turn begins.

Glossary

Priority: Cards with priority are resolved before any other effects resolve on
　　　　 that turn
User: Refers to the player who played the card face down
You:　Refers to the player receiving the attack
Instant: Refers to cards that can be played outside of the play phase
Drawing Reinforcements: The act of drawing cards.

Detailed card Explnations

Singularity Device

   The player who receives the singularity Device will resolve it's effect
immediately, taking the remaining three cards that were played that turn.
He can choose the order in which he resolves the effects and damage of the
three cards.

Tai Ji Barrier

   Tai Ji Barrier can be played even before priority effects take place. This
means that a player could use Tai Ji Barrier to pass a Singularity Device onto
an adjacent player.

Psychics

   While the user and the person receiving the attack switches positions, the
attacks do not. Therefore the person receiving the Psychic will take the attack
meant for the user of Psychic instead.

Blow Wind Blow

   Blow Wind Blow is best used right after wind direction has been chosen and
right before the players have passed the cards around during the reveal phase.
Should blow wind blow be used after the cards are passed around, the wind
 direction changes but the cards do not switch position.

Designed by
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