



# 剣道大会 - 剣道トランプ KENDO TAIKAI PLAYING CARDS™

## RULES OF THE GAME

### Contents:

- Brown pack of cards (SHIKAKE WAZA // attacking techniques): 25 cards
- Red pack of cards: (OJI WAZA és SHIKAKE WAZA // Counterattacking techniques): 36 cards
- Green pack of cards: (Other special attacking/defending cards effecting attacks): 46 cards
- HANSOKU (sign: penalty points): card consisting of two halves. Before starting the game it should be cut out.
- HAJIME / IPPON (Beginning / Hit) cards.
- Yuko-Datotsu marking signs card: for signing points. Should be cut out before starting the game.
- Rules of the game: with two rules version

## ABOUT KENDO



Kendo, meaning "The Way of the Sword", is based on traditional Japanese swordsmanship and is today a modern Japanese martial art. Kendo is a unique product of Japanese culture and is an offspring of Kenjutsu, the classical Japanese sword art.

Kendo is a physically and mentally challenging activity that combines strong martial arts values with sport-like physical elements.

Kendo is a lifelong activity. Age and gender doesn't matter. The purpose when you practise kendo is not only to improve your techniques but also your mind and physical fitness. Kendo is practiced wearing traditional Japanese clothing and armour (bogu), using one or less commonly two bamboo swords (shinai).

A practitioner of kendo is called kendoka, "one who practises kendo", but is sometimes also called kenshi which means "swordsmen". Kendo is different from European fencing in the way the sword is handled. Kendo employs strikes involving both the edge and tip of the shinai.

Kendo is practiced worldwide and there is more than 6 million people training. In 1970 the International Kendo Federation (FIK) was established and today around 60 national or regional federations are members. The World Kendo Championships is held every three years since 1970.

A kendo match is fought between two competitors in an individual match. In team competition there are three to five persons in each team. In the Continental Championships and the World

Championships a team consists of five persons that fight five matches in each team match.

Three referees decide during the matches, who cut or thrust a valid score. The valid score is the IPPON. At least two of the three referees must judge the score to be valid.

To score a point, the blow must be delivered with clarity and precision, using the outer third of the shinai. There are four specified target areas in Kendo, each worth one point in a match. They are strikes to the head (MEN), the body (DO), the wrist (KOTE) and a thrust to the throat (TSUKI).

The referees have to decide according to complicated principles. For example, the offender has to attack in time, with correct strength, and he/she has to hit the opponent at the correct part of his/her body. They decide whether the offender presses his/her opponent with a forceful voice (kiai), and that whether he/she is ready to attack again after a successful attack. If these conditions are met, the referees judge the point. In a match one must obtain two scores.

The duration of the matches is generally 5 minutes. There is a possibility for a drop-out or a pool (where the first and the second best can go on) system of competition. In a team competition teams of five members have to fight one after another. Teams can qualify in the proportion of the team members' winning

*Source: [www.kendo.com](http://www.kendo.com) and [www.kendo.hu](http://www.kendo.hu)*

*You can find more information about kendo on  
[www.kendo.com](http://www.kendo.com)  
[kenshi247.net](http://kenshi247.net)  
[kendo.or.jp](http://kendo.or.jp)  
[www.kendo-world.com](http://www.kendo-world.com)*

## KPC - RULES VERSION 1 MUSASHI' s Challenge

- **Necessary cards:** the whole set except „JIKAN DESU” cards, „HANSOKU” card, and the HITPOINT marking card (white)
- **Difficulty:** \*\*/5
- **Recommended age:** 10+
- **Number of players:** 2-6
- **Gametime:** with 2 players ~4-5 min
- **Recommended to:** anyone who likes card games, and/or is interested in kendo or Japanese culture

*This game is named after:*



**Miyamoto Musashi (1584-1645):**

*was an expert Japanese swordsman and rōnin, who became renowned through stories of his excellent swordsmanship in numerous duels, even from a very young age.*

1. Before starting the game, put aside the following cards: 'JIKAN DESU' (green), 'HANSOKU', 'HITPOINT' markers (white card). The other cards should be separated into 3 decks according to their colors and shuffled thoroughly.

2. Every player must draw 3 brown, 4 red and 5 green cards.

3. The players can switch 2 of their cards before starting the game. It is not compulsory to switch. If you do, put your card, that you would like change, under its own deck and draw a new one from the top of its deck.

4. To decide who attacks first, sum up the numbers on the brown cards in one player's hand. The player with the biggest number starts. If more players have the same biggest number, all of them should switch one of their brown cards with the smallest number on it. If there are only 2 players, both players should change one brown card in this case.

5. A new attack can be made with the following cards and combinations:

- Basic attack: any brown card (alone)
- Basic attack: any brown card + one strengthening card (SEME or JODAN NO KAMAE)

- OSHIDASHI (push out) (other attack)
- MAKI WAZA (untwist the sword from the opponent's hand (other attack))

6. The first attacker can freely decide whom to attack first. The player under attack must react to the attacker's basic or strengthened basic, or other attack (see 5.).

If the attacker attacks with a basic card + strengthening card,

a) **the attacked player should react to the strengthening card first.** It can be neutralized, devolved or turned back. If one cannot perform any of the previous reactions, the attacker is allowed to **pull out one card from the hand** of the player under attack. The attacker can later use this card as his own.

b) After this, **the attacked player must react to the attacker's basic attack.** He must do it only if he had neutralized the strengthening card before, or while couldn't, had lost a card. It is because if he devolves the attack, the devolving card has effect on both the basic and the strengthening cards.

If an attacked player cannot react to the attacker's basic attack, the attacker is allowed to **pull out 2 cards** from the attacked player's hand and use it as his own.

c) If a player attacks with **OSHDASHI** or **MAKI WAZA** (both are 'other attacks') cards, and the attacked player cannot turn this back, nor can he neutralize or devolve it, the same happens as described before: **the attacked player loses 1 card** to the attacker. The attacker chooses without seeing the cards.

If a player devolves an attack to another player, he becomes the attacker, so the one who devolves it will get cards if the attacked player can't react.

7. If a player loses cards to another player:

- **when 2-3 players** play: the one **who lost card(s) will attack next** and can do it against a player of his choice
- **when 4-6 players** play: the player **who got cards should start a new attack** against a player of his choice, except the player he has just taken cards from.

8. If a player cannot react to an attack when it is his turn and has not enough cards to give away when he should, or has no cards at all to start a new attack, loses the game or drops out when more than 2 players play.

The player **who was the last attacker of a player who drops out, can draw one new card** from any one of the 3 decks, **as a bonus**. If 4-6 players play, he is to start a new attack next. If only 3 players play, the third player (not the one who got the bonus card) is to start a new attack.

9. **If it is a player's turn to start** a new attack and he has **got no good cards to do it** (brown or appropriate green cards), he is **allowed to switch any one of his cards to a brown card** to have a card to attack with.

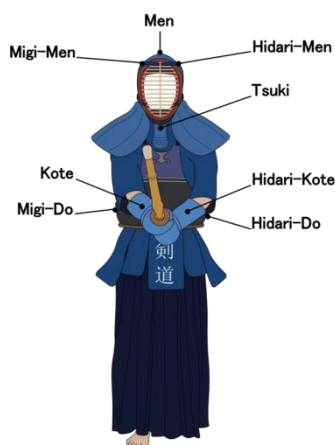
10. If a player can react to an attack (counters, blocks or devolves) **can freely decide who is the next player who will be attacked** with his counterattack, or to whom his attack will be devolved (only when 2-3 players play).

**When 4-6 players play, the attacked player must not be attacked back directly**, only if he attacks with an OSHIDASHI or MAKI WAZA attack and his opponent plays the same card against him. In this case the attack will be turned back to the attacker.

11. **HIKI-WAKE (draw)**: The result of a 2-player game is a draw with „0:0”, if one of the players's very last used card is a TSUBAZERIAI, or BOGYO card. In case of >2 players, this player just drops out.

*Please use the Application of The Cards sheet to learn the rules more easily and check out our website on [www.kendoplayingcards.com](http://www.kendoplayingcards.com) where you can find instructional and demo video about the gameplay and you can also download this rules in full size!*

### THE KENDO PLAYING CARDS AND THEIR APPLICATION:



- **MEN**: basic strike to the head (5 cards)
- **KOTE**: basic strike to the forearm (5 cards)
- **DO**: basic strike to the abdomen (5 cards)
- **TSUKI**: thrust to the throat (5 cards)
- **HIKI-MEN**: basic strike to the head while moving backwards (2 cards)
- **HIKI-KOTE**: basic strike to the forearm while moving backwards (1 cards)
- **HIKI-DO**: basic strike to the forearm while moving backwards (2 cards)

### BROWN CARDS

#### RED CARDS: Counterattacks, strike combinations (OJI-WAZA)

MEN→MEN	3 cards	KOTE→MEN	2 cards	DO→MEN	2 cards	TSUKI→MEN	2 cards
MEN→KOTE	4 cards	KOTE→KOTE	2 cards	DO→KOTE	2 cards	TSUKI→KOTE	2 cards
MEN→DO	2 cards	KOTE→DO	2 cards	DO→DO	2 cards	TSUKI→DO	2 cards
MEN→TSUKI	2 cards	KOTE→TSUKI	2 cards	DO→TSUKI	2 cards	TSUKI→TSUKI	2 cards

## THE GREEN CARDS

NAME OF THE GREEN CARD	MEANING	ROLE IN THE GAME	APPLICATION	FOLLOWING CARDS CAN BE USED AGAINST THIS
<b>JODAN NO KAMAE</b>	<i>upper basic stance</i>	strenghtens a basic attack	+ brown card at new attack only OR + appropriate red card	JODAN NO KAMAE TAI JODAN
<b>SEME</b>	<i>pressure, put pressure on the opponent</i>	strenghtens a basic attack	+ brown card at new attack only OR + appropriate red card	SEME or MUSHIN
<b>TAI-JODAN</b>	<i>fighting against the upper stance</i>	neutralizes a strenghtening card	neutralizes the JODAN NO KAMAE card only	(no attacking card, no card against it)
<b>MUSHIN</b>	<i>empty mind</i>	neutralizes a strenghtening card	neutralizes the SEME card + makes a not appropriate red card to be used as an appropriate	(no attacking card, no card against it) When neutralizing SEME, its other function with red cards can be used at the same time.
<b>OSHDASHI</b>	<i>to push out (of court)</i>	other attacking card	when starting a new attack (or immediately after a blocking card)	Can be turned back (or devolved when 3 or more people play) with itself or FUDOSHIN. KAIHI SURU or TSUYOI KAMAE can neutralize it.
<b>MAKI WAZA</b>	<i>a technique to untwist the sword from the oponent's hands</i>	other attacking card	when starting a new attack (or immediately after a blocking card)	see OSHDASHI
<b>TSUBAZERIAI</b>	<i>very close distance of the fighters, where their handguards touch each other</i>	basic attack blocking card	blocks every brown or red card (basic attacks)	(no attacking card, no card against it)
<b>BOGYO</b>	<i>to parry, block</i>	basic attack blocking card	blocks every brown or red card (basic attacks)	(no attacking card, no card against it)
<b>KAIHI SURU</b>	<i>to avoid a dangerous situation</i>	attack devolving card	devolves or turns back brown or red cards (basic attack) and neutralizes strenghtening cards (2-3 players) only devolves, no turning back (>3 players) + only neutralizes MAKI WAZA and OSHDASHI	A once devolved attack can be devolved again.  Can't be used along with other cards.
<b>TSUYOI KAMAE</b>	<i>strong basic stance</i>	attack devolving card	same as KAIHI SURU card	see KAIHI SURU
<b>FUDOSHIN</b>	<i>immovable mind / heart, unmoving heart</i>	attack devolving card	devolves brow or red cards along witht effect of a strenghtening card + devolves or turns back the OSHDASHI or MAKI WAZA attack	A once devolved or turned back attack can be devolved or turned back again with it.  Can't be used along with other cards.

# KPC - RULES VERSION 2 KENDO SHIAI KENDO COMEPTITION

- **Necessary cards:** the whole set
- **Difficulty:** \*\*\*\*/5
- **Recommended age:** 10+
- **Number of players:** 2
- **Duration:** 10-15 mins.
- **Recommended to:** advenced players and/or kendo practitioners

## THE GOAL OF THE GAME

The game lasts until one of the two players gets two IPPONS or points.

**A player is awarded an IPPON if his opponent cannot react to an attack with any of his cards, nor has got any cards in hand to switch. Or the opponent has collected the second HANSOKU or penalty point.**

Approval of the opponent's successful IPPON must be indicated by turning the HAJIME card up. After an IPPON is awarded to a player the number of the cards in both players hands must be minimum 6. If there are less cards in a player's hand, he must pick up new ones without restriction up to six cards before continuing the game.

Two awarded HANSOKU or penalty points result in an IPPON. HANSOKU must be given for:

- stepping out of the shiai-jo, or court. → Meaning: if a player cannot react with a KAIHI SURU (avoiding danger) card to an attacking OSHIDASHI (pushing out of court) card.
- dropping the shinai, or bamboo sword. → Meaning: if a player cannot react with a TSUYOI KAMAE (strong basic stance) card to an attacking MAKI-WAZA (untwisting the sword from the opponent's hands) card.
- when it is a player's turn to start a round, but has no cards in hand to start with. In this case the player must pick up a card from the brown pack, along with dropping a card from his hand. (HIKI WAZA card must not be played alone. If the player still has no valid card to play, he must repeat picking up and dropping without restriction to be able to start the round.)

**If a player is awarded an IPPON (hit point) or got a HANSOKU (penalty point), always the losing player starts the new round.**

**Gameplay: Switch-and-pick rule:** During a round or when starting it a player before he plays a card or cards, must always switch one of his cards without restriction and without revealing the thrown card. Furthermore the player must also pick up a new red or green card before he starts or reacts to an attack.

**Beginning of a Round:** if a player is not reacting to the opponent's already played card but is able to start a new attack of his own. *Exception to the rule: It is not allowed to switch and pick* right after a player brings a BOGYO card into the game. It is not allowed to repeatedly switch and pick after an IPPON or HANSOKU. (Except when the players draw cards up to six after an IPPON.) So if a player gets an IPPON/HANSOKU after he had switched&picked in his last round, he is not allowed to do it again when he starts his new round after the IPPON/HANSOKU.

**Starting the game:** At the beginning of the game both players must pick up 8 cards: 2 from the brown pack, 3 from the green and 3 from the red pack. During the game, the players bring their cards into the game in turns, according to the rules of chapter I. and III. On each of the brown cards there is a number between 1 and 5. At the beginning, after both players have made their first switch and pick (switching one of their cards and picking up a new one. See chapter I.) the person of the starting player must be decided on the basis of these numbers. The player offering from his hand a card with a larger score will begin. In case of even scores, this process must be repeated. This brown card goes back to the player's hand.

## I. MEANING OF THE CARDS

### 1. BROWN CARDS: SHIKAKE WAZA (*basic strikes to the head, forearm, waist and a thrust to the throat.*)

Along with	Against
can be played either alone or along with appropriate green cards	against appropriate brown or red cards or when starting a new round.
MEN UCHI, KOTE UCHI, DO UCHI, TSUKI	If these cards played against an appropriate red card, the opponent starts a new round immediately.

### 2. RED CARDS OJI WAZA AND SHIKAKE WAZA (*counterattacking techniques*)

Along with	Against
can be played either alone or along with appropriate green cards	against appropriate brown or red cards. Cannot be used for beginning a round.

**Appropriate cards:** The name on the left side of the card indicates which attack it can receive. The name on the right side indicates the counterattacking technique, which will serve as an attack against the opponent in the next turn.

f.e. (MEN \*\*\* KOTE) → (KOTE \*\*\* DO) → (DO \*\*\* DO) → etc..

### 3. GREEN CARDS:

#### a. TSUBAZERIAI (*very close distance between the two fighters, the handguards of their swords touch each other*):

Along with	Against
alone	cannot be played.
along with an appropriate red card	can be used against an appropriate red card. The player starts a new round along with switching and picking cards, or he can hand over the initiative to the opponent as well.
along with brown HIKI-WAZA* card	against any of the red cards. The round goes on without interruption.

At the beginning of a round it can be played with HIKI-WAZA only. It has no effect on JODAN NO KAMAE card.

\*HIKI WAZA: HIKI MEN, HIKI KOTE, HIKI DO (a strike while stepping backwards)

#### b. MUSHIN (*empty mind*):

Along with	Against
alone	it can not be played.
along with any of the red cards	against any of the red or brown cards

Can be combined along with further cards, like: MUSHIN+ RED CARD + SEME

In this case you have to ignore the red card and play on so if there was only a SEME attack against you. So you whether play another SEME, or a FUDOSHIN or you put in the MEN, KOTE, DO, TSUKI cards.

#### c. SEME (*putting pressure on the opponent*):

Along with	Against
Alone	it can be used, but only at beginning of a round or against SEME card
along with an appropriate red card	against an appropriate red card.

A single MEN UCHI, KOTE UCHI, DO UCHI or TSUKI card must be placed onto it by the opponent, no matter which red card come with it. If the player, who used the SEME card has an appropriate red card in hand (or an optional red card along with a MUSHIN card), playing this he is awarded an IPPON immediately. Right before playing the red card the player is not allowed to switch&pick again. SEME, FUDOSHIN cards neutralize its effect. If neutralized, the round must be continued like SEME was not played at all.

#### d. FUDOSHIN (*immovable mind*):

Along with	Against
Alone	only SEME, FUDOSHIN or JODAN NO KAMAE**
appropriate red card	can be played against any of the brown or the red cards.*

\*The player who used it can pick two cards from his opponent's hand. Can watch them, but must throw them away immediately. The opponent starts a new round.

\*\* it only neutralizes that, and has no further effect.

e. JIKAN DESU (*time is over*):

Along with	Against
Can be played only alone	only at the beginning of a round if the score is 1:0, or 1:1 at the moment.

If the score of the game is 1:0 to the player who used the card, the opponent must start a new round after it. If he can get an IPPON by the end of this round, the game will continue. But if not, the game is over immediately, and the first player has won it to 1:0.

If the score of the game is 1:1 to the player who used the card, all card must be thrown and both players must pick up 5 cards from any decks. The player who used JIKAN DESU card will start the ENCHO. This game lasts until the first IPPON. All given HANSOKU must be cancelled and JIKAN DESU card cannot be used again.

f. BOGYO (*defence, parry*):

Along with	Against
It can be played only alone	any of the the brown or red cards.

The player who used it starts a new round but without switching and picking cards again. It has no effect on JODAN NO KAMAE card.

g. TSUYOI KAMAE (*strong basic stance*):

Along with	Against
Can be played only alone	only against MAKI-WAZA card. If there is not in hand against MAKI-WAZA, a HANSOKU must be given.

h. KAIHI SURU (*avoiding danger, stepping away from the opponent*):

Along with	Against
Can be played only alone	only against OSHIDASHI card. If there is not in hand against OSHIDASHI, a HANSOKU must be given.

i. OSHIDASHI (*pushing out of court*):

Along with	Against
Can be played only alone	Can be played only at the beginning of a round.

j. MAKI WAZA (*untwisting a sword from the opponent's hands*):

Along with	Against
Can be played only alone	Can be played only at the beginning of a round.

k. JODAN NO KAMAE (*upper basic stance*):

Along with	Against
MEN UCHI, KOTE UCHI, DO UCHI, TSUKI cards	Can be played only at the beginning of a round

The opponent's JODAN NO KAMAE, TAI-JODAN, or FUDOSHIN card neutralizes it. If the opponent has no card to neutralize it, he must choose two of his cards in hand and must throw them away without revealing them. Then he starts a new round. If he can neutralize it, the game goes on according to the brown card accompanying the JODAN NO KAMAE card.

l. TAI JODAN (*Experience in fighting an opponent who uses JODAN NO KAMAE*):

Along with	Against
Appropriate brown or red cards	only JODAN NO KAMAE card

For more information, accessories, this rules in full size, other languages, and tutorial videos please visit: [www.kendoplayingcards.com](http://www.kendoplayingcards.com)



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**Kendo Taikai – Kendo Playing Cards**

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