

by Shane Gelven

In Chi you play the role of a Zen Master trying to maximize your Yang Chi energy.

2 Players | 2-5mins | Ages 8+

## Objective

You are trying to have the most points in Yang cards in front of your play area before the game ends.

## Components

The game comes with a set of 52 cards.



24 Yin cards in 12 different colors.



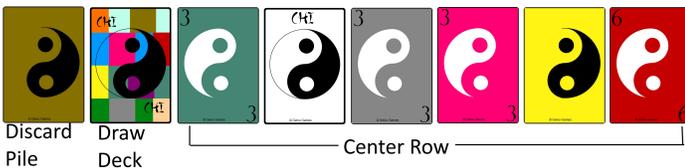
24 Yang cards in 12 different colors.



4 Chi cards.

## Setup

Shuffle the deck and deal 3 cards to each player. A player's hand is kept secret. Place the deck in the center of the table. Draw 6 cards from the top of the deck and place them face up in a row in the center of the table, next to the deck.



Decide who goes first, and then you are ready to play.

## Playing Your Turn

On your turn, you must chose one (and only one) of the following three actions:

1. Draw a card
2. Play an Yang card
3. Play a Yin card.

After which, your turn ends and it is now the next players turn to choose one the 3 actions.

At the end of your your turn if you have more than 5 cards in your hand, then choose cards to discard to the shared discard pile until you have only five in your hand.

At no point during your turn or during your opponents that you can play the last card in your hand. You must always have at least one card in hand.

## Actions

**1) Draw a card** to hand from the center row, then replace the card in the center row with the top card from the shared deck.

**2) Play a Yang** card in front of your play area.

Yang cards of the same color which have 3 points on them must be played on top of each other. This makes theses cards immune to attacks from Yin cards.

Yang cards which have 6 points on them cannot be played in your area if you already have one in play of the same color.

**3) Play a Yin** card onto a matching colored Yang card in play in an opponents play area. This removes the opponents Yang card from the players area and then both cards will then be placed into discard pile.

The Defending player may play a Chi card from their hand to block the attacking Yin card. Then the attacking player may continue to play another Chi card from their hand to block the Chi card played by the defending player.

Both players may continue to play Chi cards from their hands until one player passes. The last player to play a card is the winner of the conflict. The **Chi** card is only used during attacks and does not count towards an action; each player may play as many **Chi** cards as they have in their hands. However

they can never play a Chi card if it is only card they have in their hand as you must always have one card in hand.

If the winner of the conflict is the attacker, then all played cards are moved to the discard pile.  
 If the defender wins, then all played cards except the Yang card are moved to the discard pile.

*Also note that whenever a player plays a Yin card they also draw a card from the top of the shared deck after the conflict of Chi cards has resolved.*

## End the Game

Eventually someone will have accumulated 6 separate stacks of Yang cards in front of them. When this happens the game ends at the end of the current players turn. However, if this happens on the start players turn then the second player takes one additional turn to ensure that both players have equal number of turns.

## Scoring the Winner

Players earn points by the total number of Points on each Yang Card they have in play, in addition they also earn 1 point for each remaining card in their hand.

The highest points wins. The player who caused the game to end may not necessarily be the winner. If there is a tie, then the game is a tie.

## Maintaining the center row

Whenever there is an action that involves removing a card from the center row, a new card must be drawn from the draw deck to replace the card removed from the center row.

At the moment that the draw deck is empty, shuffle the discard pile to form a new draw deck.  
If all cards in the center row are Yin cards, then immediately move all cards from the center row to the discard pile and then re-fill the center row with 6 more cards from the top of the draw deck.

## Credits

**Game Concept and Design:** Shane Gelven

## Legal

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## Extra Info

**Chi** is a variation of another game called **Chaos Ninjas** also designed by Shane Gelven.

**Chi** was designed first before **Chaos Ninjas** however **Chaos Ninjas** was published first.

The Following is a list of their differences:

| Chi  | Chaos Ninjas   |
|--|--|
| Hand limit of 5 cards.                       | Hand limit of 6 cards.   |
| Cannot play the last card in your hand.      | Can play down to a empty hand.   |
| Must attack with a matching color.           | Attacks with one card of a matching color or two cards of a non-matching color.                    |
| Their are no special abilities on any cards. | Each Defender Ninja card has text on it describing various special abilities.                      |
| Scoring is based on points.                  | No points involved, it is just a race to be the first to commence their turn with 6 cards in play. |
| 2 Players only.                              | Best with 2 but plays with 4.  |
| Always draws a card after attacking.         | Only draws a card if they were successful in their attack.   |
| Three card types: Yin, Yang and Chi.         | Four card types: Attacker, Defender, Counter and Spirit.   |