

映碧相見記



English

CONTENTS

Terminology & Symbology.....	1-2
Introduction.....	3
Game Components.....	4
Main Characters.....	5
Game Setup.....	10
Player Setup.....	11
Game Objective.....	12
• The Virtuous Path	13
• The Evil Path	14
Player Turn Actions.....	16
Card/Main Action	18
• Train a Technique	19
• Duel with a Player	20
• Travel the Jianghu	24
Stratagems.....	27
Items.....	29
Sect Guardians.....	31
Wulin Masters.....	32
Free Exploration.....	33
Special Items.....	34
Evil Scum.....	36
Qi & Death.....	37
FAQ.....	38
Conclusion.....	39

術語 Terminology

Crossroads of Heroes® is a 2–5 player strategy board game that takes about 45–90 minutes to play.

To preserve the integrity of the *wuxia* theme, many transliterated *wuxia* specific terms are used frequently in both the game and this game manual. For a better grasp of the story and game rules, it is recommended that you familiarize yourself with the following terms:

- *Wuxia* (Wǔxiá 武俠)—*Wuxia* is a popular genre in Chinese literature that tells adventure stories of martial arts heroes. Besides martial arts action, honor and retribution are also common themes found in most *wuxia* stories.
- *Wugong* (Wǔgōng 武功)—Better known in the western world as *kung fu* or *wushu*, *wugong* is a broad term that includes the many fighting styles and training methods that were often inspired by ancient Chinese philosophies or animal mimicry. A sect, school or family would usually focus on mastering one such specific style.
- *Jianghu* (Jiānghú 江湖)—Literally translates as “rivers and lakes”. In the *wuxia* genre, it is a general term often used to describe and hint at the dangerous environment outside of one’s safe home, where people have chosen to live by their own moral principles and do not always adhere to the mainstream societal laws.
- *Wulin* (Wǔlín 武林)—Literally translates as “martial forest”. It is a term commonly used in *wuxia* to represent the thriving community of martial artists living in the *Jianghu*. It is sometimes used interchangeably with the broader term *Jianghu*.

符號 | Symbology

Besides terminology, it is equally important to study the symbols that are used in the game. Knowing at a glance what each symbol represents will not only improve the pace of your game, but will also help you in planning your strategy.



Wǔgōng (武功)—Explained in **Terminology**, this is a symbol of *wugong*. The number inside the symbol represents the martial arts rating of a character or technique in the game.



Qì (氣)—Literally translates as “air”. In traditional Chinese medicine, *qi* represents the life force (or energy flow) in all living things. When the flow of *qi* within a body is disrupted, it will gradually lose its normal functions if left unchecked.



Yīn (陰)—In Chinese philosophy, *yin* symbolizes the dark, negative and feminine force that is contrary to *yang*.



Yáng (陽)—In Chinese philosophy, *yang* symbolizes the light, positive and masculine force that is contrary to *yin*.



Tàijí (太極)—The combination of *yin* and *yang* forms a *taiji*. *Taiji* symbolizes balance and is the representation of how two seemingly opposing forces are in fact complementary and interdependent of each other in the natural world.



Xié (邪)—Evil, nefarious and demonic. In Chinese culture, *xie* is sometimes used to describe methods that are deviant, unorthodox or of a heretical nature.



Yù (譽)—Renown.



Àn Qì (暗器)—Concealed Weapon.

The Five Elements



Metal
(Jīn)



Wood
(Mù)



Water
(Shuǐ)



Fire
(Huǒ)



Earth
(Tǔ)

介紹 Introduction

There is turmoil in the *Jianghu* after the sudden and mysterious death of the *Grand Master of Wulin*. Without the wise counsel of the grand master, tension and strife among the numerous sects of the *Jianghu* escalate, as zealous leaders of the petty sects covet the prestigious title for their individual glory and ambition.

Meanwhile, there are rumors circulating in the *Jianghu* of an ominous presence emerging in the *Jianghu*. Under this dark influence, unscrupulous characters from all corners of the *Jianghu* join forces to take advantage of a split *Wulin*. As time passes, some sects even go so far as to use martial force to impose their will on defenseless civilians. Alas, the former code of honor once enforced by the virtuous *Grand Master of Wulin* gradually becomes an unrealistic and forgotten ideal in the *Jianghu*.

To end the senseless fighting and discord, a hero of great wisdom and martial arts prowess must take up the mantle of the *Grand Master of Wulin* and restore peace and the old ways of honor to the *Jianghu*.

In **Crossroads of Heroes®**, you will play as one of the five contending heroes, each an upstanding member of a well-respected sect in the *Jianghu*. To achieve this heroic task, you must train hard and become a paragon of virtue and honor. You must use your wisdom and martial arts abilities to gain renown and command respect from all the other sects.

Your journey begins here...

遊戲組件 Game Components

Jianghu Game Board x 1



Game Manual x 1



Quick Reference Card x 5



Poison Token x 5



Qi Token x 33



Xie Token x 20



Yexun Yibai Token x 1



Win/Draw Token x 2

Stratagem Deck (60 cards)



Sect Guardians



Item Deck (60 cards)



Emei Sect Suite



Shaolin Sect Suite



Travel Jianghu (10 cards)



Beggar Sect Suite



Reward Deck (22 cards)



Wudang Sect Suite



Kunlun Sect Suite



* Components are not shown to scale

峨眉派 Emei Sect

There are five sects/characters that you can choose to play in the base game. Here is a quick introduction to each of them:



Name: *Jing Lian* (靜蓮)

Base Wugong: 1

Maiden's Swordplay (玉女劍法)

Level 1 (氣 x1 to train)

Maiden's Dance (嫵媚飛動)

Elemental Properties: (金) (水)



Level 2 (氣 x1 to train)

Butterfly Flutters (鳳蝶撲翅)

Elemental Properties: (金) (火)



Level 3 (氣 x2 to train)

Crescent Sword (水月劍花)

Elemental Properties: (水) (火)



Special Ability:

SPEED—When traveling the *Jianghu*, you may skip your 1st card for free. Expend 1 qi to skip your 2nd.



Emei Sect Signature Technique

Maiden's Five Flowing Methods (玉女五柔訣)

"Using flowing movements, you are able to subdue an evenly matched opponent for the duel round."

(氣 x3 to train)

★ In other words, no opponent can fight to a draw with you when this technique is used. You always win even when your opponent has an equal *wugong* as yours.

Emei Sect Artifact

Maiden's Bodkin
(玉女簪)



Favorite Food

Roast Flatbread
(燒餅)



Jing Lian starts the game relatively weak because of her young age and gender. However, her advantage is her speed, which gives her a greater chance at finding what she seeks when traveling the *Jianghu*. Opponents who underestimate her abilities are often left in the dust!

少林派 Shaolin Sect



Name: *Huai Xun* (懷荀)
 Base Wugong: 2
Demon Suppressing Staff (剿魔杖法)

Level 1 (🌀 x1 to train)
Spirit Banishing Wheel (除妖風車)
 Elemental Properties: (🌀) (🌀)



Level 2 (🌀 x1 to train)
Evil Exorcise Frenzy (逐邪十八打)
 Elemental Property: (🌀)



Level 3 (🌀 x2 to train)
Pillar of Buddha (降魔佛柱)
 Elemental Properties: (🌀) (🌀)



Special Ability:

BUDDHIST—Once per turn, you may discard any 2 cards from your hand to gain 1 renown.



(🌀 x3 to train)

Shaolin Sect Signature Technique

Bodhidharma's Vajra Body (達摩金剛身)

"Your hardened body is impervious to all concealed weapon attacks.
 Draw (🌀) to boost its wugong."

✳️ Using this technique, concealed weapons (e.g. *Poison Darts*, *Throwing Knives*, etc.) will have no effect against you whatsoever.

Shaolin Sect Artifact

Wooden Fish
 (木魚)



Favorite Food

Arhat's Delight
 (羅漢齋)



Huai Xun's advantages are his strong basic fighting skills and his ability to gain renown using passive means that are only available to a Buddhist monk. However, since Buddhist monks are reputed vegetarians, he will suffer a small penalty to renown if he consumes meat or wine.

丐幫 Beggar Sect



Name: Shu Laozi (庶老子)
Base Wugong: 3
Dog Clobbering Stick (搥狗棍法)

Level 1 (氣 x1 to train)
Doggie Scram (好狗不攔路)
Elemental Property: 木



Level 2 (氣 x1 to train)
Whack the Mongrel (棍揮狗走)
Elemental Properties: 木 水



Level 3 (氣 x2 to train)
Heavenly Hound Hustle (躍打天犬)
Elemental Properties: 木 土



Special Ability:

SCAVENGE—Before the draw action, discard a stratagem to pick top card from the item discard pile.



(氣 x3 to train)

Beggar Sect Signature Technique Dragon Palm Fury (狂龍百裂掌)

"When facing extreme poverty (no item in hand),
wugong = 6, otherwise wugong = 3."

- To achieve the full potential of this technique, you must not have any Item(s) in your hand at the start of a duel. So, even if your hand is disposed of its last Item because you have used it during your duel, Dragon Palm Fury will remain a 3 wugong.

Beggar Sect Artifact Beggar's Bowl (乞兒碗)



Favorite Food Wine (酒)



Shu Laozi's age and experience grant him a stronger base wugong than the others. Being a beggar, he also has the ability to draw from the Item discard pile. However, beggars are notorious for falling into complacency when holding items of value. As such, Shu Laozi will fall short of his full fighting capacity when he possesses one or more Items during a fight!

武當派 Wudang Sect



Name: *Song Qingyao* (宋清遙)
Base Wugong: 2
Eight Trigrams Sword (六爻八卦劍)

Level 1 (氣 x1 to train)
Qian Gua Sword (乾卦劍)
Sign Property: ☰



Level 2 (氣 x1 to train)
Kun Gua Sword (坤卦劍)
Sign Property: ☷



Level 3 (氣 x2 to train)
Tun Gua Sword (屯卦劍)
Sign Property: ☳



Special Ability:

TAOIST—When drawing signs (from stratagem deck) to determine card effects, you have 2 tries.



Wudang Sect Signature Technique *Clouds Parting Taiji Palm* (太極撥雲掌)

“Draw a sign to determine wugong for this technique.

☷ / ☰ wugong = 4; ☳ wugong = 8.”

(氣 x3 to train)

★ Unlike techniques from other sects, which gain their *wugong* boost from Elements, *Wudang Sect's* fighting techniques receive their boost from *Taiji Signs*.

Wudang Sect Artifact

Bagua
(八卦)



Favorite Food

Taiji Pills
(太極丹)



Being a student of Taoism and an adept practitioner of *taiji*, *Song Qingyao* understands that maintaining a harmonious balance of *yin* and *yang* is vital in the way of nature. This knowledge aids him in training and in achieving a well-balanced state of mind and body at all times.

崑崙派 Kunlun Sect



Name: *Xiao Jingtian* (蕭兢天)
 Base Wugong: 2
 Heart Drilling Divine Palm (玄天錐心掌)

Level 1 (氣 x1 to train)
 Vortex of Chaos (漩渦混沌)
 Elemental Properties: (水) (土)



Level 2 (氣 x1 to train)
 Thunderous Tremor (轟隆震地)
 Elemental Property: (土)



Level 3 (氣 x2 to train)
 Supreme Strike (天外有我)
 Elemental Properties: (金) (土)



Special Ability:

AMBITION—Your grand aspirations allow you to start the game with 5 stratagems in hand.



(氣 x3 to train)

Kunlun Sect Signature Technique
 Coalescence of Seven Chakras (七輪合氣破)

"When you are holding seven stratagems in hand, wugong = 7, otherwise wugong = 5."

★ You must have exactly 7 Stratagems in hand for this technique to reach its maximum effect.
 Item cards do not count!

Kunlun Sect Artifact
 Weiqi Board (棋盤)



Favorite Food
 Lamb Stew Pot (羊肉鍋)



In order to maximize the wugong of his famed **Sect Signature Technique**—*Coalescence of Seven Chakras*—Xiao Jingtian must hold seven **Stratagems** at all times. Even though he is a well-learned master of strategy, a reckless use of **Stratagems** will put a strain on his mental focus and weaken him quite significantly.

遊戲設定 Game Setup

Set up the play area according to the illustration below. (For the sake of simplicity, we are using a 2-player game setup as an example.)



- 1 The 5 **Sect Guardian** cards are placed faceup on the top row.
- 2 The 5 **Free Exploration** cards are placed facedown on the bottom row.
- 3 The **Reward** deck is placed inside the area on the left part of the board.
- 4 Shuffle the **Stratagem** and **Item** deck separately and place them slightly apart from each other on a spot within easy reach of all players. Draw 1 card from each deck to start off its own discard pile (faceup).
- 5 Line up the participating characters' standees on the Journey Start block of the renown chart, starting each character on a separate lane.
- 6 Like all players, **Yexun Yibai** starts at the renown level of **Adventurer**. His token is placed on the **Adventurer** icon on the renown chart.
- 7 The 5 **Wulin Masters** are set aside for later use in the game.
- 8 Set aside the **Qi**, **Xie**, **Poison** and **Win/Draw** tokens for later use.

玩家設定 Player Setup

After you have chosen your sect, you will be given your character's entire suite (**Character** card + **Basic Techniques** + opponents' **Nemesis** tokens).

During play, you can use the illustrated guide below to organize your play area. (However, keep in mind that this is only a guide and not a rule.)



- 1 This is your **Character** card. The *wugong* symbol on the lower left corner represents your base *wugong* and below it is your **Special Ability**.
- 2 To the left of your **Character** card are placed techniques that you possess but have not yet trained. (These are always kept facedown.)
- 3 Trained techniques are placed faceup to the right of your **Character** card. All technique cards, once obtained, stay permanent and cannot be stolen or removed from the game in any way.

Variant Rule: To shorten the duration of a game, players can choose to start the game with everyone's Basic Technique Level 1 trained and ready.

- 4 **Nemesis** tokens (of your opponents) are placed here. At the start of the game, these should all be placed with the **Neutral** (black-and-white) faces up. However, after being defeated by a player in a duel, flip the **Nemesis** token of that player over to its **Nemesis** (colored) side, as a reminder of your painful defeat. (See "**Losing Duels**" on page 21.)
- 5 If you are poisoned during the game, you will receive a **Poison** token.
- 6 You gain a **Xie** (evil) token for using any cards marked with a 邪 symbol.
- 7 Each player is given 6 **Qi** tokens, which is also the maximum *qi* capacity for each player during the game.

取勝方法 | Game Objective

There are two different paths that you can take to victory:

- ① The **Virtuous Path**: Gain renown and attain the ultimate title of **Grand Master of Wulin**.
- ② The **Evil Path**: As **Evil Scum**, kill a virtuous player in a duel or defeat the **Grand Master of Wulin** in a final duel!

The Renown Chart

Shown below is the renown chart. It is used to track the renown level of every player in the game.



There are 4 renown levels:

- ① **Adventurer**
- ② **Hero**
- ③ **Legend**
- ④ **Grand Master Of Wulin**

As players gain renown during the game, their corresponding characters' standees will advance 1–3 squares on the renown chart.

Unless stated otherwise on card text, the number of squares a player can advance is dependent on the renown level of that player.

As a General Rule:

- **Adventurer** level players advance 3 squares
- **Hero** level players advance 2 squares
- **Legend** level players advance 1 square

風範正道 The Virtuous Path

In the base game of **Crossroads of Heroes®**, all five playable characters are upstanding members of virtuous sects and therefore, when playing them, you must also start the game as being virtuous.



Starting as virtuous characters, the Character cards are played with their virtuous faces up.

Virtuous characters will only fight honorably and they never seek to kill their opponents (good or evil) in duels. (See “**Qi & Death**” on page 37.)

Victory Condition

Playing as a virtuous character, your goal is to gain renown in the *Jianghu* and attain the title of **Grand Master of Wulin**.

The first player to reach the renown level of **Grand Master of Wulin** will take up the title and also activate the final round of the game.

In this final round, other players will have one last chance (and turn) to catch up and must reach the renown level of **Grand Master of Wulin** equally to be entitled to a duel challenge for the title.

➤ **The duel will take place immediately after the renown level is reached. No Main Action is required to initiate the duel.**

The winner of the duel will take up the title of **Grand Master of Wulin** and the loser will be eliminated from the game.

At the end of the final round, when all other players have taken their turns, whoever is the **Grand Master of Wulin** wins the game!

Grand Master of Wulin

Upon taking up the title of **Grand Master of Wulin**, you must take your **End Action** immediately but will receive the following benefits with it:

- You are cured of poison (if any) and your *qi* is fully restored.
- You are immune to *yin Stratagems*. (You are simply too wise, powerful and revered in the *Jianghu* to be harmed by them!)

邪道歧途

The Evil Path

While always starting the game as a virtuous character, you will have the choice to take an evil path to victory if you desire so.

Whenever you play cards marked with a 邪 (evil) symbol, you will gain a **Xie** (evil) token. When you gain your 4th **Xie** token, you will turn **Evil Scum**!

★ Whereas **renown** represents your outward reputation in the *Jianghu*, **xie** represents the level of corruption and wickedness in your heart!



*As you turn Evil Scum, turn your Character card over to its Evil Scum side!
On the game board, move your character's standee to the Evil Scum zone!*

The following will apply after you turn **Evil Scum**:

- Your **Character** card is switched over to its **Evil Scum** side.
- Move your character's standee to the **Evil Scum** zone on the game board.
- When traveling the *Jianghu*, you cannot visit **Sect Guardians**.
- Your acquired **Sect Guardian** will abandon you (leave game) immediately.
- You can no longer use your **Sect Artifact's** Basic Function.
- You are immune to **yin Stratagems**. (They become cheap tricks to you!)
- You must accept all duel challenges and shall never admit defeat.
- You can kill a player by taking out their last *qi* in a duel.

Victory Condition

To win as **Evil Scum**, you must kill a virtuous player in a duel. If all players turn **Evil Scum**, then you must be the last player standing in order to win!

Unlike winning as the **Grand Master of Wulin** (virtuous path), winning as **Evil Scum** (evil path) is instant and there is no need for a final round.

However, if you kill a virtuous player in the final round when the **Grand Master of Wulin** is present, then a duel between the two of you must take place immediately. Whoever loses such a duel will be killed outright!

開局設定 Game Start

Before the game starts, each player is dealt 3 **Stratagems** facedown from the **Stratagem** deck. This will be the starting hand.



Stratagem Deck



Each player receives 3 Stratagems as their starting hand.

- ★ If **Xiao Jingtian** is present in the game, he is dealt 5 **Stratagems** due to his **Ambition Special Ability**.

The last player is allowed to redraw up to 2 **Stratagem** cards and the second-to-last player is allowed to redraw 1 **Stratagem** card.

In both cases, the unwanted cards are discarded. (Discarded cards are always placed faceup on top of its corresponding discard pile.)

- ★ In a 2-player game, the first player is allowed 1 redraw and the 2nd player is allowed 2 redraws.

No **Item** cards are dealt since these must be found and picked up during the course of the game.

- ★ Any **Stratagem** or **Item** cards picked up during the game will be added to your hand.
- ★ REMINDER: Each player is given 6 **Qi** tokens, which is also the maximum **qi** capacity for each player during the game.

Choosing the First Player

If **Jing Lian** is present in the game, she will always be the first player to start the game (since she is the speediest one). However, if she is not in the game, a random player is chosen to start the first round.

The game then commences in a clockwise manner.

There is no set limit of turns or rounds. The game will continue until a player is declared the winner.

遊戲流程 Player Turn Actions

During your turn, you must take actions in the following order:

1 Draw Action



Draw 1 card each from the **Stratagem** and **Item** decks.

Keep 1 card and discard the other.

(To discard a card, place it faceup on top of its corresponding discard pile.)

2 Complete Training (if any)

(If you chose **Train a Technique** in the previous round, this action completes it.)

3 Card Action

Play any number of **Stratagem** or **Item** cards from your hand.

WARNING: you are not allowed to play identical Stratagem cards within the same turn.

(After acquiring your **Sect Guardian**, you may skip this action to use your Sect Guardian's **Guardian Ability**.)

4 Main Action (skip if paralyzed)

You may perform only 1 Main Action per turn.

This can be one of the following:



Train a Technique



Duel with a Player



Travel the Jianghu

5 End Action

Before you can end your turn, you must do a check:

- If you are poisoned, you lose 1 *qi*.
- If you possess more than 7 **Stratagems**, discard down to 7.
- If you possess more than 3 **Items**, discard down to 3.

抽牌動作 ① Draw Action

During your turn, your first action is the **Draw Action**.

- Some Special Abilities (such as *Shu Laozi's Scavenge*) may allow extra action(s) that may be performed before or in place of the Draw Action. Other similar abilities may be granted by certain Sect Artifacts/Special Items.



Draw 1 card from each deck.
You can only keep 1!

Weigh your options carefully.
Is having the Item more advantageous
than playing a Stratagem?

Draw 1 card each from the top of the **Stratagem** and **Item** decks. Look at both cards that you have drawn. Decide which one of the two cards you wish to keep. Add it to your existing hand and discard the other card (faceup) on top of its corresponding discard pile.

- Whenever the Stratagem deck or the Item deck is drawn out of cards, pick up its discard pile and shuffle it to renew the deck. Draw its top card to start off a fresh discard pile. (This can be done as many times as necessary.)

煉成武功 ② Complete Training

This action is only necessary if you chose **Train a Technique** as your **Main Action** in the previous turn. (See “Train a Technique” on page 19.)

Expended Qi tokens are
returned to the Qi pool.



In the example above, 2 qi is expended (returned to the qi pool) to complete the training of Shaolin Sect's Basic Technique Level 3—Pillar of Buddha.

To complete your training of a technique, you must pay its *qi* cost. Depending on the difficulty level of a technique, 1–4 *qi* may be required. After that, flip your trained technique card over and be proud that you have successfully mastered a new technique!

- If you do not have adequate *qi* to complete your training, you must wait until your next turn or when you have recovered enough *qi* to do so.

出牌動作 ③ Card Action

For your **Card Action**, you may play zero or more cards from your hand. These can be **Stratagem** or **Item** cards.



WARNING: You cannot play identical **Stratagems** within the same turn. For example, after playing the **Stratagem Assassin** during your **Card Action**, you may still play other **Stratagems** such as **Slander** or **Forgiveness** but not another **Assassin** within the same turn.

Item cards can be used freely as long as the **Item** type allows it. (For example, some **Items** are strictly for use during duels only.)
(See “**Stratagems**” on pages 27–28 and “**Items**” on pages 29–30.)

- ★ When acquired, **Guardian Abilities** may be used by skipping the **Card Action**.
(See “**Visiting Sect Guardians**” on page 24 and “**Sect Guardians**” on page 31.)

主要動作 ④ Main Action

The **Main Action** represents your physical action in the *Jianghu* that will shape your growth as a martial arts hero (or villain). For your **Main Action**, you may perform one of the following:



Train a Technique



Duel with a Player



Travel the Jianghu

In the next section, we will present a detailed description of each of the above action. It is strongly advised that you study and understand how each action is performed.

Once you have a good understanding of all your options, you will be well on your way to become a true martial arts hero (or villain) in the *Jianghu*!

GET READY NOW...

修煉武功 Train a Technique



④ Main Action Train a Technique

Training is extremely important if you wish to have any success in duels. Without trained techniques, you will have no way to fight other than with your character's measly base *wugong*.

The steps to train are simple, but remember this: all **Basic Techniques** must be trained in the right order, starting with Level 1 and ending with Level 3.

- **Sect Signature Techniques, however, may be trained independently of Basic Techniques.** Sect Signature Technique manuals are received as reward from Sect Guardians. (See "Travel the Jianghu—Visiting Sect Guardians" on page 24.)



The *qi* symbol(s) displayed on the back of each technique card represent(s) its *qi* cost for training.

To start training, deposit the required amount of **Qi** tokens on top of the card and go to your **End Action**.

- **The deposited Qi tokens act only as a reminder of your training. They are not yet expended by any means.**

Normally, training a technique will take an entire round. You must wait until your next turn to complete its training. (See "**Complete Training**" on page 17.)

- **WARNING:** You should never use your last remaining *Qi* token for training. Doing so may prove fatal!
- Before your training is complete, if you lose your last *qi* (due to Stratagem effects, poison, losing duels, etc.) and fall into a critical state, you will lose all the progress of your training. So, even if you are revived later in the game, you must start your training from scratch. (See "*Qi* & Death" on page 37.)

REMINDER: You can train only 1 technique per turn. If you use the Stratagem—**Training Assist**—to train a technique during your **Card Action**, you will not be allowed to choose **Train a Technique** as your **Main Action** in the same turn.

(See "**Stratagems - Training Assist**" on page 28.)



武功決鬥 | Duel with a Player



④ Main Action Duel with a Player

You can use your **Main Action** to challenge any 1 player to a duel.

Duels are fought in the **best of 3 duel rounds**. (A **Win/Draw** token is used to track the result of each duel round.)

Starting each round, both players must secretly decide which technique(s) to use. When both sides are ready, the challenger calls “Fight!” and both players must unleash their chosen technique(s) simultaneously!



Each player is allowed to use **0–2** techniques in each duel round.

The *wugong* of the techniques used are added up to determine the winner for each duel round.

The side with the higher *wugong* wins the duel round!

★ **Only trained techniques can be used in duels!**



Each technique can only be used once in a duel. So, if a certain technique was used in Round 1, it cannot be used in Round 2 nor Round 3.

For Round 1 of every duel, the combined *wugong* of your 0–2 techniques is added to the base *wugong* shown on your **Character** card. (Your base *wugong* will not be used in Round 2 nor Round 3!)

Winning Duels

Winning duels is one of the many ways to gain renown. From winning:



• **Adventurer** level players gain 3 renown (3 squares)



• **Hero** level players gain 2 renown (2 squares)



• **Legend** level players gain 1 renown (1 square)

Strict Rule: You do not gain renown from winning a duel with a player when you are already that player's Nemesis.

Losing Duel Rounds/Duels

The loser of each duel round must deposit 1 **Qi** token on top of their **Character** card (to indicate *qi* damage). When the duel ends, all deposited **Qi** token(s) from both sides are lost and must be returned to the **Qi** pool.

Any player who defeats you will become your **Nemesis**.



Quickly turn that player's Nemesis token from its Neutral (black-and-white) side over to its Nemesis (colored) side!

Your **Nemesis** will no longer gain renown from defeating you in duels.

If you are able to defeat a **Nemesis** in a later duel, you must turn their **Nemesis** token back to its **Neutral** (black-and-white) side as you become the **Nemesis** of your former **Nemesis**!

➤ **If you lose your last Qi token during a duel, you immediately lose the duel!**

Fighting to a Draw

When both sides have the same combined *wugong* in a duel round, the round ends in a draw and neither player loses *qi*.

If the entire duel also ends in a draw, neither player will gain renown nor become a **Nemesis** of the other player.

Admit Defeat

When being challenged to a duel by a virtuous player, if you do not wish to fight, you may **admit defeat**. Although this is frowned upon by the people of *Wulin*, it may sometimes be necessary and a wise move.

In admitting defeat, you lose 1 renown for being a coward while your challenger gains renown normally as if they have won the duel.

Unlike losing duels the hard way, admitting defeat will not gain you a **Nemesis**, so think carefully before you make your move.

Strict Rule: You can only admit defeat to a virtuous player/character. Evil Scum and Wulin Masters are not quite as merciful to allow surrenders!

Strict Rule: Both the Grand Master of Wulin and Evil Scum must accept all duel challenges and shall never admit defeat under any circumstances!

招式判定 Technique Modifiers

Now that you understand the basic rules of fighting duels, let's take a look at technique modifiers.



All **Basic Techniques** (and some other specific techniques) have **Elemental** or **Sign** properties attached to them.

These properties, if triggered, will give a small boost to the *wugong* of the techniques.

To achieve this, you must draw a matching **Element** (from the **Item** deck) or **Sign** (from the **Stratagem** deck).



To draw an **Element**, draw a card from the top of the **Item** deck and flip it over, placing it faceup on the **Item** discard pile.

If the **Element** at the top right corner of the **Item** card matches an **Element** on your technique, then the technique will gain a *wugong* boost.



Wudang Sect differs from other sects in that their techniques do not draw their power from **Elements** but from **Taiji Signs** that must be drawn from the **Stratagem** deck.

- ★ You may only draw a maximum of 1 Element and 1 Sign per duel round, regardless of the number of techniques you are using for that round. For example, if you are using 2 different techniques, 1 enhanced by an Element and 1 by a Sign, you must draw 1 card from each deck to determine your *wugong* for both techniques separately.

- ★ The duel challenger always draws for a *wugong* boost first.

決鬥範例 Duel Demonstration

In this demonstration, *Shu Laozi* challenges *Song Qingyao* to a duel.

Round 1



Technique receives
+1 wugong boost
from Wood Element.



For Round 1, *Shu Laozi* uses
“Doggie Scram” (wugong = 2).
(His base wugong = 3.)



Technique receives
+1 wugong boost
from Taiji Sign.



For Round 1, *Song Qingyao* uses
“Tun Gua Sword” (wugong = 3).
(His base wugong = 2.)

DUEL STEPS:

- The **Character** cards are placed next to each other in the center.
- Each player decides in secret the techniques that they will use for Round 1.
- Each player selects 0–2 techniques for Round 1.
- For Round 1, the combined *wugong* of the techniques used are added to the base *wugong* (shown on the **Character** cards).
- When both players are ready, the challenger (*Shu Laozi*) calls “Fight!” and both sides must unleash their selected techniques at the same time.
- After the techniques are unleashed, it is time to draw for *wugong* boost.



Shu Laozi (being the challenger) draws for *wugong* boost first (from the **Item** deck) and reveals an **Earth Element**. But since his technique “Doggie Scram” requires a **Wood Element** to receive a (+1) *wugong* boost, its *wugong* remains a 2. Therefore, his combined *wugong* for Round 1 is $(2+0+3) = 5$



Song Qingyao draws next (from the **Stratagem** deck) and reveals a **Taiji Sign**. In doing so, he is able to receive a +1 *wugong* boost to his technique “Tun Gua Sword”. Therefore, his combined *wugong* for Round 1 is $(3+1+2) = 6$. *Song Qingyao* wins the round and gains a **Win** token. *Shu Laozi* loses and deposits a **Qi** token on his **Character** card.

Round 2 & Round 3

Round 2 and 3 are played out exactly like Round 1 except that the **Character** cards and the base *wugong* on them are not used. After a winner of the duel has been decided (in the best of 3 duel rounds), the deposited **Qi** tokens are lost and returned to the **Qi** pool.

★ **REMINDER:** Each technique can only be used once for the entire duel.

闖蕩江湖 Travel the Jianghu



④ Main Action Travel the Jianghu

You may use your **Main Action** to travel the *Jianghu*.

The *Jianghu* is represented by the top and bottom rows of cards on the game board.

To travel the *Jianghu*, pick one of the cards from either the top or bottom row and play it (flip it over faceup if it is a facedown card).

Visiting Sect Guardians

At the start of the game, the top row is occupied by **Sect Guardians**. (**Sect Guardian** cards are always placed and left faceup throughout the game.)



As a virtuous character, you are free to seek an audience with any 1 of the **Sect Guardians** and benefit from their **Guardian Abilities**.

Eventually, when you have reached the renown level of **Hero**, you can visit your specific **Sect Guardian** (of your own sect) to receive your **Sect Signature Technique** manual as a reward!

★ You will find your **Sect Signature Technique** manual in the **Reward deck**.

After that, your **Sect Guardian** will leave the game board to stay by your side. Henceforth, you may skip your **Card Action** to use your **Guardian Ability**. (See section “**Sect Guardians**” on page 31.)

As a **Sect Guardian** leaves the game board to join a player, the empty spot left behind by the **Sect Guardian** is immediately taken up by a **Wulin Master**. Pick a random **Wulin Master** card and place it facedown.

★ **WARNING:** Sect Guardians will not entertain Evil Scum, so if you wish to acquire your **Sect Signature Technique** manual, do so before turning evil!

Facing a Wulin Master

A random **Wulin Master** will enter the *Jianghu* whenever a **Sect Guardian** or defeated **Wulin Master** leaves an empty spot on the game board.

Unlike **Sect Guardians**, **Wulin Masters** are placed facedown when they enter the game. (After each reveal/play, they must be shuffled.)



To challenge a **Wulin Master**, flip a card over to reveal his/her identity!

In your duel with a **Wulin Master**, instead of fighting the best of 3 duel rounds, the duel is fought in 1 decisive round, by combining your base *wugong* with the *wugong* of all your trained techniques. (If draws for *wugong* boost are required from both sides, you must always draw first!)

You cannot admit defeat to a **Wulin Master**.

Defeating a Wulin Master

If you are strong (or lucky) enough to defeat a **Wulin Master**, you will gain renown just like you would after defeating a player in a regular duel.



Furthermore, you will acquire the technique manual(s) which belonged to the **Wulin Master** you have defeated. Like your sect techniques, these must be trained before you can use them in duels.

➤ **Search for the manuals in the Reward deck.**

After being defeated, a **Wulin Master** will leave the *Jianghu* and will be removed from the game.

If you lose a duel against a **Wulin Master**, you will lose 1 *qi* for every 3 *wugong* that you have lost by. (E.g. If you have lost by 1–3 *wugong*, you will lose 1 *qi* and if you have lost by 4–6 *wugong*, you will lose 2 *qi*, and so on.)

All the other **Wulin Masters** on the game board (if any) are then picked up, shuffled and put back (facedown) in a random manner.

Strict Rule: After defeating a Wulin Master, a player is not allowed to challenge a 2nd Wulin Master.

Free Exploration

In addition to visiting **Sect Guardians** and dueling with **Wulin Masters**, you may also explore the *Jianghu* and encounter various personas and events.

These are represented by the bottom row of cards facedown on the game board. Just pick any 1 card and play it by flipping it over faceup.

Exploring the *Jianghu* will offer you chances to gain renown and receive other benefits. However, remember that the *Jianghu* is not without its dangers and there will always be a price to pay to get what you want.

(See “Free Exploration” on page 33.)

Jianghu Rules of Encounter

IMPORTANT: After revealing or playing a Wulin Master or Free Exploration card, all cards from that group must then be shuffled and put back facedown in a random manner. The identity of these cards must always be kept secret!



Expend 1 *qi* to skip the 1st card and reveal plus play the 2nd card.

Whenever you choose to **Travel the Jianghu**, if you do not like the 1st revealed card, you may expend 1 *qi* to skip it and reveal a 2nd card. The 2nd card must be played. With this rule, you may even skip a **Wulin Master** to reveal a **Free Exploration** card or vice versa.

➤ *Jing Lian* breaks this rule because of her **Speed Special Ability**, which allows her to skip her 1st card for free and she may then expend 1 *qi* to skip her 2nd card!

Main Action Breakdown

To recap, for your **4 Main Action**, you may perform 1 of the following:



Train a Technique



Travel the Jianghu

- Visit a Sect Guardian (virtuous only)
- Challenge a Wulin Master
- Free Exploration



Duel with a Player

策略 Stratagems

Usable only during your **Card Action**, **Stratagems** play a crucial part in your success or failure. It is important for you to study them and know when to employ which **Stratagems** in order to maximize their benefits to you. Played **Stratagems** are discarded after use.

陰 Stratagems

Yin Stratagems are used to harm other players and impede their progress. The effect is immediate and you gain a **Xie** token (邪) for each use.

★ **The Grand Master of Wulin and Evil Scum are immune to yin Stratagems.**

ASSASSIN



Card Text: *Target a player. That player loses 2 qi.*

You hire the service of an assassin in attempt to injure an opponent. Any victim of **Assassin** loses 2 **Qi** tokens immediately as a consequence.

SLANDER



Card Text: *Target a player. That player loses 1 renown.*

You circulate lies and rumors throughout the *Jianghu* to damage an opponent's reputation.

POISON SMOKE



Card Text: *Target a player. That player is poisoned.*

You stealthily poison an opponent with poison smoke. Any victim of **Poison Smoke** is poisoned and receives a **Poison** token.

陽 Stratagems

Yang Stratagems are used mostly for self-improvement and best suited for players who plan to take on the virtuous path to victory.

GALLANT DEED



Card Text: *You gain renown, but lose 1 qi.
(Adventurer +3; Hero +2; Legend +1)*

You risk your life to fight for justice. Word of your heroic deed spreads throughout the *Jianghu*. The effect is immediate.



TRAINING ASSIST

Card Text: *Train a technique instantly. You cannot train again during this turn.*

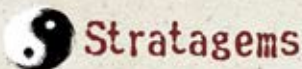
With help from an old master, you train a technique quickly. You cannot choose **Train a Technique** as your **Main Action** this turn.



FORGIVENESS

Card Text: *Forgive a nemesis and gain renown.*
(Adventurer +3; Hero +2; Legend +1)

Flip 1 **Nemesis** token back to its **Neutral** (black-and-white) side and gain renown in the process. The effect is immediate.



Taiji Stratagems are somewhat neutral and may have dual effects and purposes that are well suited for various circumstances.



PARALYZE/RELEASE

Card Text: *Paralyze—Skip next main action.*
Release—Negates Paralyze.

To play **Paralyze**, put it on a player. That player can either remove it with **Release** during their **Card Action** or they must skip their **Main Action**. (The played card is then discarded.)



INFORMATION

Card Text: *Peek at any 3 Travel Jianghu cards and then put them back facedown.*

Before you travel the *Jianghu*, it is always a good idea to first seek information on the whereabouts of your objectives in mind.



TRAINING MISHAP

Card Text: 陰 / 陽 *Player fails training and loses 1 qi;*
 陰 *Training is normal.*

Use **Training Mishap** on a player who is training. Targeted player must immediately draw a **Sign** to determine their fate.



VOW REVENGE

Card Text: *Receive a +3 boost to base wugong in your next duel against a nemesis.*

Use **Vow Revenge** during your **Card Action**. It will stay in effect until your **End Action**, when it must be discarded.

物品 Items

The **Item** deck contains various **Items** that will be helpful to you in your quest. Knowing in advance what they do will help you greatly in planning your journey.

Card Action Usable Items

These are **Items** that can be used during your Card Action to grant you instant benefits. You may use as many of these **Items** as you wish during your **Card Action**.

SECT FAVORITE FOOD



Emei Sect
Roast
Flatbread



Shaolin Sect
Arhat's
Delight



Beggars Sect
Wine



Wudang Sect
Taiji Pills



Kunlun Sect
Lamb
Stew Pot

Depending on which sect/character you are playing, your **Favorite Food** will be different. Eating your **Favorite Food** will help you recover lost *qi* a lot faster.

REGULAR FOOD



Steamed Buns



Snow Pears



Roast Chicken

Regular **Food Items** do not offer any special *qi* recovery benefits to any particular sects or characters when eaten.

ANTIDOTE



Card Text: Cures poison.

If you are poisoned, use **Antidote** during your **Card Action** to cure yourself of poison (and remove the **Poison** token).



SILVER INGOTS

Card Text: Draw 3 items. Keep 1 and discard the rest.

Draw 3 **Item** cards from the **Item** deck. After looking at them, keep 1 of them (adding it to your hand) and discard the rest onto the **Item** discard pile.



STRATEGY BOOKS

Card Text: Draw 2 stratagems.

You educate yourself in the art of strategy by reading various books written about it. Draw 2 **Stratagem** cards and add them to your hand.

Duel Items

These **Items** can only be used in duels against players or *Travel Jianghu* characters such as **Wulin Masters** or **Yexun Yibai**. Each **Item** card can be used only once and must be discarded immediately after use.



THROWING KNIVES

Card Text: Sneak attack with Throwing Knives at any point during a duel round to boost wugong by 2.

Throwing Knives can be used (after techniques are unleashed in a duel round) to further boost your *wugong*.



POISON DART

Card Text: Sneak attack with Poison Dart to boost wugong by 1. (Opponent who suffers qi damage is poisoned.)

Your opponent will only be poisoned if they lose *qi* at the end of the duel. You gain a **Xie** token (邪) from using **Poison Dart**.



CHAINMAIL VEST

Card Text: Win or lose, you can use this item at the end of a duel to cancel all injuries (qi damage) suffered.

Chainmail Vest offers protection against all injuries suffered in duels. (Although this item can protect you against injuries, it will not prevent you from losing a duel round/duel!)



Concealed Weapons are used for sneak attack late in a duel round to boost your *wugong* and surprise your opponent. There is no limit to the amount that you can use. You can either use them all at once or one at a time to counter your opponent's own sneak attack.

門派護衛者 Sect Guardians

After acquiring your **Sect Guardian** (explained on page 24), you may then use your **Guardian Ability** once every turn by skipping your **Card Action**. (This is entirely optional and is useful if you do not have a card in your hand that you wish to play during your **Card Action**.)

Variant Rule: Your Sect Guardian's ability can only be used once, at any time during your turn (outside of duels). Your Sect Guardian then leaves the game.

Each **Sect Guardian's Guardian Ability** is described below:



Emei Sect Guardian: Fan Hua (范花师姐)

Guardian Ability: INQUISITIVE

Card Text: *Discard up to 2 stratagems and draw an equal amount from the stratagem deck.*



Shaolin Sect Guardian: Abbot Xuan Ling (玄凌大师)

Guardian Ability: DELIVERANCE

Card Text: *Discard a 陰 stratagem and gain 1 renown. (You can do this only once per turn.)*



Beggar Sect Guardian: Lu Jin (魯津)

Guardian Ability: DRUNKEN MASTER

Card Text: *Search for Wine in the item deck or item discard pile and take it.*



Wudang Sect Guardian: Zhang Zhenren (張真人)

Guardian Ability: TAIJI

Card Text: *Draw a sign. If you draw 陰, you recover 2 qi. If you draw 陰 / 陽, you recover only 1 qi.*



Kunlun Sect Guardian: Fu Yanlin (伏燕霖)

Guardian Ability: FEUD

Card Text: *Designate a player with a higher renown than you as your newfound nemesis.*

武林高手 Wulin Masters

To further your growth as a martial arts hero and to impress the people of the *Jianghu* with your greatness, you may eventually want to challenge a **Wulin Master**. Before you do that, however, it may be wise for you to study the strengths and weaknesses of each **Wulin Master**.



Name: *Heifeng Guai* (黑狐怪) Wugong: 陽 9 陰 14 陰 18



In your duel with *Heifeng Guai*, draw a **Sign** to determine her *wugong*. Defeat her to acquire *Yin Sutra* from the **Reward** deck.



Name: *Yang Chao* (楊超) Wugong: 陰 10 陽 13 陽 19



In your duel with *Yang Chao*, draw a **Sign** to determine his *wugong*. Defeat him to acquire *Divine Skill of Yang* from the **Reward** deck.



Name: *Duan Zhenxuan* (段振軒) Wugong: 16



Defeat *Duan Zhenxuan* to acquire *Spirit Finger* from the **Reward** deck. (When using *Spirit Finger* in a duel, you may expend up to 2 *qi* to boost its *wugong* once at any point during a duel round.)



Name: *Bailian Ziluosha* (白臉紫羅煞) Wugong: 17



Defeat *Bailian Ziluosha* to acquire both volumes of *Bauhinia Forbidden Classic* from the **Reward** deck. *Volume 1* must be trained first.



Name: *Chijin Mowang* (赤爐魔王)



Wugong: 水 12 金 15 土 19

In your duel with *Chijin Mowang*, draw an **Element** to determine his *wugong*. Defeat him to acquire all 3 parts of *Buddha's Fiery Palm* from the **Reward** deck. These techniques must be trained in numeric order.

浪遊歷練 Free Exploration

In the base game of **Crossroads of Heroes™**, there are 4 *Jianghu* personas and 1 event that you may chance upon when traveling the *Jianghu*. These probable encounters are explained here.



Name: *Heroes' Meeting* (英雄大會)

You take part in a meeting of heroes and gain renown.



Adventurer level players gain 3 renown



Hero level players gain 2 renown



Legend level players gain 1 renown



Name: *Gan Tanfu* (甘坦夫)—Divine Healer



Upon meeting *Gan Tanfu*, you will be cured of any poison and your *qi* will be fully restored.

If no healing is needed (for *qi* nor poison), you will receive **Gan Tanfu Rare Herb** as a gift!



Name: *Chan Kuniu* (蟬苦牛)—Junk Collector

Upon meeting *Chan Kuniu*, you may trade an **Item** from your hand with him for your **Sect Artifact**, a **Chan Kuniu Special Item** or any 1 **Item** from the **Item** discard pile.

(See “**Special Items**” on page 34 and 35.)



Name: *Tiemian Qixia* (鐵面奇俠)—Iron-Masked Pilgrim

Upon meeting *Tiemian Qixia*, draw a **Sign** to determine the outcome of the encounter.



Draw a card; Discard a card; (**Stratagem** or **Item**)



Swap your entire hand of cards with a player.



Name: *Yexun Yibai* (葉尋一敗)—Wandering Duelist

Wugong: 8 12 16

Duel and defeat *Yexun Yibai* to gain renown (like you would with a **Wulin Master**) or admit defeat (lose 1 renown).

Yexun Yibai will level up in renown and *wugong* each time he is defeated, until he eventually becomes **Legend** and his *wugong* will reach its peak. *Yexun Yibai* will never leave the *Jianghu* no matter how many times he is defeated!

奇珍寶物 | Special Items

Special Items and **Sect Artifacts** have dual purposes:

- ① **Basic Function**—The ability described in the card text.
- ② **Elemental/Sign** properties—When you are in desperate need of a *wugong* boost and after failing an attempt to draw your desired **Element** or **Sign**, you may shatter your **Sect Artifact/Special Item** (removing it from the game) for the same effect!

➤ **Special Items and Sect Artifacts do not count as part of a hand. Once acquired, they cannot be stolen, removed or exchanged by other players.**

Gan Tanfu Rare Herb

This very rare item can only be acquired during an encounter with *Gan Tanfu*—Divine Healer. Only 1 lucky player who does not require healing (for *qi* nor poison) may receive this item as a gift.



MILLENNIAL GINSENG

Card Text: *Your maximum qi capacity is increased by 2. (Thus, your qi will be fully restored to 8.)*

Millennial Ginseng is consumed as you receive it, thus it does not carry any **Elemental** property and cannot be shattered for a *wugong* boost.

Chan Kuniu Special Items

These items can only be acquired through barter with *Chan Kuniu*—Junk Collector. You may trade for each with any 1 **Item** card from your hand.



ABACUS

Card Text: *Alternatively, for your draw action, you may draw 2 items, keep 1 and discard the other.*

Elemental Properties: 金 木



PAINTING SCROLL



Card Text: *Give Painting Scroll to a player. In return, take any card (stratagem or item) from that player's hand.*

Elemental Properties: 木 水



CHANKUNIUI'S HANDBOOK

Card Text: *After your draw action, if the topmost card of the item discard pile is not a food item, pick it up.*

Elemental Properties:  

Sect Artifacts



These are sect-specific items that can only be used by a member of their specified sects. They can be acquired from *Chan Kuniu* through barter.



EMEI SECT: MAIDEN'S BODKIN

Card Text: *This concealed weapon can be used once per duel. It is always retrieved after the duel has ended.*

★ **After you turn Evil Scum, you cannot use the above function.**



Elemental Properties:  



SHAOLIN SECT: WOODEN FISH

Card Text: *Skip your draw action, use Wooden Fish to chant Buddhist sutras and cleanse yourself of 1 xie token.*

★ **After you turn Evil Scum, you cannot use the above function.**

Elemental Properties:  



BEGGAR SECT: BEGGAR'S BOWL



Card Text: *Skip draw action. Beg for an item from a Legend, who must either offer charity or lose 1 renown.*

★ **After you turn Evil Scum, you cannot use the above function.**


Elemental Properties:  



WUDANG SECT: BAGUA

Card Text: *When a  stratagem is targeted at you, you can negate its effect by successfully drawing .*

★ **After you turn Evil Scum, you cannot use the above function.**

Sign Property: 



KUNLUN SECT: WEIQI BOARD

Card Text: *Every turn, after your draw action, you may draw an extra stratagem.*

★ **After you turn Evil Scum, you cannot use the above function.**

Elemental Property: 

江湖敗類 Evil Scum

After turning evil, your character's **Special Ability** will change to one with an evil nature. Study the **Evil Ability** of each character and plot your evil schemes ahead of time!



Evil Scum: *Jing Lian* (靜漣) **Evil Ability:** SLY

Card Text: Discard a 陽 stratagem, then take any 陰 card from the stratagem discard pile and play it.

Tired of moving fast all the time, *Jing Lian* would now rather rely on her cunning and sinister schemes to gain an upper hand.



Evil Scum: *Huai Xun* (懷荀) **Evil Ability:** BRIGAND

Card Text: Before the start of each duel, grab an item card from your opponent's hand!

Why give up when you can gain? *Huai Xun* will gladly strip you of any belongings before a fight.



Evil Scum: *Shu Laozi* (庶老子) **Evil Ability:** SAVAGE

Card Text: After winning a duel, deal 1 additional qi damage to your defeated opponent.

Shu Laozi has had it with collecting scraps for a living. Mercy is only for the weak and he swore never to make that mistake again!



Evil Scum: *Song Qingyao* (宋清遙) **Evil Ability:** TYRANT

Card Text: Discard a 陽 stratagem, then grab a card (stratagem or item) from a player's hand.

Song Qingyao has learned that the only way is the tyrannical way. Why go with the flow when you can have absolute control?



Evil Scum: *Xiao Jingtian* (蕭兢天) **Evil Ability:** AGGRESSION

Card Text: Skip your draw action, grab a card (stratagem or item) from a player's hand.

Fueled by anger, *Xiao Jingtian* makes sure that his opponents will find no peace in his relentless assault and intimidation.

元氣及死亡 | Qi & Death

Although *qi* represents your health, in most cases, losing all your *qi* does not necessarily mean that you are dead. It only means that you have fallen into a critical state from serious injury. (Eating food will not help.)

IMPORTANT: While you are in this critically injured state, your opponents cannot challenge you to duels or slow you from recovery with *Paralyze*.

Without *qi*, you can only wander the *Jianghu* in the hope of finding *Gan Tanfu*. If you find him, your *qi* will be fully restored plus poison cured (if any) and you can immediately continue with your turn like normal!



You will have a chance for an early recovery if you can find Gan Tanfu in the first 2 rounds of your critical state.

1st Round with no Qi

You have 1 attempt to find *Gan Tanfu*. Flip over 1 card on the bottom row of the game board. If the card revealed is *Gan Tanfu*, your *qi* will be fully restored plus poison cured (if any) and you can immediately continue your turn like normal, starting with your **Draw Action**. If not, shuffle the cards and put them back facedown in a random manner.

2nd Round with no Qi

Same as the 1st round except that you now have 3 attempts. (You can flip over 3 cards on the bottom row of the game board.)

3rd Round with no Qi

It is assumed that over time, you have finally found *Gan Tanfu*. Your *qi* will be fully restored plus poison cured (if any) and you can immediately continue your turn like normal, starting with your **Draw Action**.

Player Death/Elimination

A player is eliminated from the game when killed by **Evil Scum** in a duel or after losing a duel with the **Grand Master of Wulin** in the final round. However, if all players turn **Evil Scum**, then each player must attempt to kill all other players or be the last player left alive in order to win the game!

常見問題 | FAQ

Q: Instead of drawing from the **Item** deck for an **Element**, can't I just discard an **Item** card with the desired element from my own hand?

A: No. However, you may shatter your **Sect Artifact** or a **Chan Kuniu Special Item** that you possess for that effect.

Q: Both techniques that I am using in a duel round require a different **Sign** to boost its *wugong*. Do I draw a separate **Sign** for each technique or am I only allowed to draw only once for both techniques?

A: Just remember that no matter what combination of techniques you have decided to use for a duel round, you may only draw a maximum of 1 **Element** and 1 **Sign** in each duel round to boost *wugong*.

Q: I am playing as *Jing Lian*. After using **Maiden's Bodkin** in a duel round, can I still shatter it for its **Elemental** properties within that round or in a later round of the same duel?

A: No, once you have used **Maiden's Bodkin** for its **Basic Function**, you will not be able to reuse or shatter it for the rest of the duel.

Q: I am playing as *Shu Laozi*. *Dragon Palm Fury* states that I must not have any item(s) in my hand in order to reach its full potential. Does my **Sect Artifact** or **Chan Kuniu Special Item** count as an item?

A: No, neither of them counts. Only regular **Item** cards do.

Q: I am playing as *Shu Laozi* and have turned **Evil Scum**. My **Savage** ability allows me to deal 1 extra *qi* damage to a player after defeating him in a duel. If my opponent loses his last **Qi** token because of it, do I kill him?

A: Yes, dealing the extra *qi* damage would be counted as part of the duel.

Q: **Information** card text states that I can peek at 3 *Travel Jianghu* cards. Can it be a mix of **Wulin Master** and **Free Exploration** cards?

A: Yes, absolutely.

Q: After revealing a **Wulin Master**, can I draw their **Element/Sign** first before I decide whether to skip them?

A: No, since by drawing, you already commit yourself to a duel. Besides, challengers always draw first in duels.

Q: I know that I am not allowed to use *Paralyze* or duel with a player who is in a critical state, but can I use other **Stratagems** (e.g. *Forgiveness*, *Slander*) or **Evil Abilities** (e.g. *Aggression*, *Tyrant*) on such a player?

A: Yes, all card effects that target a player can still be used.

Q: I am out of *qi* and need to find *Gan Tanfu* fast, will *Jing Lian's Speed Special Ability* or *Information* do me any good at this point?

A: Unfortunately, neither will be useful to you in this situation.

Q: Can I forgive a **Nemesis** who is already eliminated/dead?

A: No. We feel that if you are to gain renown by forgiving someone, it should be done when that person is still relevant and living!

Q: My duel with the **Grand Master of Wulin** ended in a draw? What happens?

A: You must clearly defeat the **Grand Master of Wulin** in a duel to claim the title. If you fought only to a draw, you've lost your chance to win!

結語 | Conclusion

Crossroads of Heroes® is funded through **Kickstarter**. We wish to express our sincere thanks to all our backers, our family and friends for their love and words of encouragement during our campaign. Without your kind and generous support, whether it be physical, emotional or financial, we would never have made it.

We hope that you will enjoy playing this game with your friends and family and that it has adequately captured the spirit of *Wuxia* for you.

If someone in your group manages to win the game as the sole person who did not commit a single evil (*xie*) deed, we suggest that he or she receives a big round of applause. It is a very difficult and noble accomplishment!

In fact, take a picture of it, send it to encounter@crossroadsofheroes.com and we will post it on our social media channels!

Feel free to share with us your thoughts, gameplay stories and comments. You can use any of the social media links below to contact us. We look forward to hearing from you soon!

團隊及鳴謝 Credits



www.pat-piper.com

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THANK YOU ALL!

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not answered in the Game Manual?

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