

COMMENTARY

The design patterns underlying the cards are:

- *yellow is correlated with*
 - *from your yearbook: academic achievements*
 - *in conversation: abstraction, logic, reason, the dampening of emotions, emotional control*
 - *in combat: the air, flying attacks, getting onto higher ground; attacking from distance*
- *red is correlated with*
 - *from your yearbook: physical or sporting achievements*
 - *in conversation: aggression, base emotions, directness, emotional ferocity*
 - *in combat: violent, furious attacks; having speed*
- *blue is correlated with*
 - *from your yearbook: social achievements and popularity;*
 - *in conversation: manipulation, gossip, emotional adaptivity and fluidity*
 - *in combat: being elusive, adaptive, reactive, having help from outside forces*

It's a rock paper scissors thing:

- *red beats yellow*
- *yellow beats blue*
- *blue beats red*

There's also some mechanical flavour to each colour:

- *yellow has stuff about:*
 - *attacks that are either devastating but really expensive, or cheap but more annoying than powerful*
 - *initiatives that like futzing selectively with your hand (discard to draw, rifle through deck until you find card with certain properties)*
 - *defences that reduce damage*
- *blue has stuff about*
 - *initiatives that allow you to shift tokens around, and draw a few cards*
 - *attacks that are flexible, but not as strong*
 - *defences that redirect attacks*
- *red has stuff about*
 - *initiatives that make crude, sweeping changes to your hand of cards (discard all and draw loads)*
 - *attacks that are really devastating, but specific*
 - *defences that suck it up (you gain tokens back)*

FINISHERS

Special Rule for all finishers: when you draw a finisher, reveal it to the other player (show it to them face up, then return it to your hand).

Transcend

Initiative Finisher

Cost: 9Y, opponent must have no yellow.

Effect: You win.

Combat: You leave the field of battle altogether, imperiously; your opponent is left flailing impotently after you.

Conversation: You make some final statement about how you've outgrown or matured beyond them.

You're Mine

Initiative Finisher

Cost: 10B, opponent must have used a card that gained or spent blue tokens last turn.

Effect: You win.

Combat: you seize them in a constricting grip from which there is no escape

Conversation: You point out, devastatingly, that they're really just like you.

Tear Out Your Heart

Attack Finisher

Cost: 12R

Effect: You win.

Combat: You rip their heart out.

Conversation: You say something emotionally crushing and final. E.G: "I NEVER LOVED YOU!"

Death From Above

Attack Finisher

Cost: 8Y; opponent must have 5 or more blue.

Effect: You win

Combat: From a position of height, you dive down and crush them under your feet.

Conversation: You state that you have the perspective to see what truly matters, and that all their manipulations are empty.

Headbreaker

Attack Finisher

Cost: 8R; opponent must have 5 or more yellow.

Effect: You win

Combat: you decapitate your opponent

Conversation: you make a final emotive statement that exposes their emotional entrenchment/remoteness for the defensiveness that it is.

Stab In The Back

Attack Finisher

Cost: 8B; opponent must have 5 or more red.

Effect: You win

Combat: you fake out a surrender, then stab them in the back when their guard is down

Conversation: you make a friendly or romantic overture. They accept; relieved, impetuous. Then you laugh and say you were joking.

You Never Knew Me

Defence Finisher

Cost: 5B, 5R; opponent uses an attack that costs yellow tokens.

Effect: they don't win, you win

Combat: it turns out they've been fighting a decoy all this time; the real you emerges from shadow and kills them just as they think they've won

Conversation: you point out that everything they've said is based on a misapprehension of who you really are.

Fall On Your Own Sword

Defence Finisher

Cost: 5B, 5Y, opponent must be making an attack that costs red tokens

Effect: they don't win, you win

Combat: your opponent's current attack backfires on them, killing them.

Conversation: you point out how their last remark reveals everything that is wrong about them, and demonstrates with finality why you are a better person.

You Are As So Much Wind

Defence Finisher

Cost: 5R, 5Y, opponent must be making an attack that costs blue tokens

Effect: they don't win, you win

Combat: you simply sit there and block blow after blow until they exhaust themselves, then walk away.

Conversation: you stonewall their every attempt to upset you, until they themselves become enraged and lose all composure. Once they have cracked, you simply smirk.

REGULAR CARDS

ATTACKS

Purple Nurple

Attack

Cost: 1R

Effect: Your opponent loses up to **four** tokens from yellow. You gain a red token back.

Combat: You physically accost the other character to demonstrate your obvious superiority.

Conversation: You assert flatly that you are superior without offering anything in particular to back it up.

Lean on Them

Attack

Cost: 1R

Effect: Your opponent loses up to three tokens from blue. You gain a red token back.

Combat: You corner them and put them in a position where trying to escape or move will result in a beating.

Conversation: You suggest a threat of violence or force that should lead them over to your way of thinking.

Butt Heads

Attack

Cost: 1R

Effect: Your opponent loses up to three tokens from red. You gain a red token back.

Combat: you headbutt them.

Conversation: you say something blunt, rude and inciting.

Toss Them Around

Attack

Cost: 3R

Effect: Your opponent loses up to **nine** tokens from yellow. You gain a red token back.

Combat: You pick up the opponent and physically throw them around to demonstrate just how insignificant they are.

Conversation: You take their statements and relentlessly abuse them for it to demonstrate just how much you don't care about what they say.

Show Them Your Teeth

Attack

Cost: 3R

Effect: Your opponent loses up to seven tokens from blue. You gain a red token back.

Combat: Make a raw show of physicality, using sudden escalation of violence (drawing blood) to brutally keep them in line and ensure they don't try anything else clever.

Conversation: Demonstrate just how far you're willing to go to hurt them if they try anything.

Have The Harder Head

Attack

Cost: 3R

Effect: Your opponent loses up to seven tokens from red. You gain a red token back.

Combat: You just keep hitting each other, but it turns out you hit a little harder.

Conversation: You shoot barbs back and forth at each other, but it turns out you can keep up

the abuse just a little longer.

Trip Them Up

Attack

Cost: 1B

Effect: Your opponent loses up to four tokens, in any combination of yellow or red (attacker chooses). If you remove any red, you can trade one or two of your tokens for the same number of blue tokens.

Combat: Their stiffness, eagerness or blindness works against them; you make them stumble, mis-step or fall.

Conversation: You mock them or make them look silly.

Go For The Heart

Attack

Cost: 1B

Effect: Your opponent loses up to four tokens, in any combination of blue or red (attacker chooses). If you remove any red, you can trade one or two of your tokens for the same number of blue tokens.

Combat: You exploit your flexibility to strike suddenly at their heart.

Conversation: You suddenly make a comment that is shocking in its emotional potency.

Pin Them Down

Attack

Cost: 1B

Effect: Your opponent loses up to four tokens, in any combination of blue or yellow (attacker chooses).

Combat: You restrict their mobility.

Conversation: You make an accurate, witty, cutting observation about them.

Cut Them Down

Attack

Cost: 3B

Effect: Your opponent loses up to four tokens of any mix of colours (attacker chooses). In addition, you may convert up to four of his red tokens into blue tokens.

Combat: You strike efficiently and brutally at their weak points, putting them in pain and forcing them to think their way out of the situation.

Conversation: You make an incisive comment on their weaknesses, taking the fight out of them and pushing them onto the defensive.

Make Them Obsolete

Attack

Cost: 3B

Effect: Your opponent loses up to six tokens of any mix of colours (attacker chooses). You also steal one of the cards from their hand, at random, and add it to your own hand.

Combat: You mirror their technique and do it better; they're so stunned by walking into their own technique that they can't help but be rattled.

Conversation: You describe how you're better at being the thing they pride themselves on than they ever were, and you didn't even have to try at it.

Nerve Strike

Attack

Cost: 3B

Effect: Your opponent loses up to five tokens of any mix of colours (attacker chooses). On their next turn, your opponent may only play one card.

Combat: You strike them in a specific area that causes them to lock up.

Conversation: You insult them by exploiting a particularly personal vulnerability.

Size Them Up

Attack

Cost: 1Y

Effect: Your opponent loses up to three tokens from red. Your opponent must reveal their entire hand to you.

Combat: You make feints on them and watch their reactions so you can learn how they fight.

Conversation: You toss out a provocative yet unrevealing statement and let them give themselves away trying to respond to it.

Don't Let Them Get Close

Attack

Cost: 1Y

Effect: Your opponent loses up to three tokens from blue. Your opponent must reveal their entire hand to you, and you may force them to discard one of your choice.

Combat: Attack aggressively from a range only to keep your opponent from getting any closer; let them exhaust their moves against you while they can't close effectively.

Conversation: Knock down their statements with deflections and changes of topic that let them fire off a series of attacks but not get any of them to stick.

Cards On The Table

Attack

Cost: 1Y

Effect: Your opponent loses up to three tokens from yellow. Your opponent must reveal their entire hand to you.

Combat: You both stand back and size one another's styles up for a moment, but you're quicker on the draw when it comes to starting the fight back up.

Conversation: You stop and both spell out what the purpose of this conversation is, but you see an opportunity and dig into it before they're ready for you.

Stunning Strike

Attack

Cost: 4Y

Effect: Your opponent loses five tokens in any mixture from Blue and one other colour. Your opponent must reveal his entire hand to you; you may force them to discard any three cards you choose from it.

Combat: You strike them on the head which such force they become dazed.

Conversation: You make a comment that they struggle to understand; they look idiotic.

Flying Flurry

Attack

Cost: 5Y

Effect: Your opponent loses up to four tokens from all three colours, and an extra token from blue.

Combat: You step back with an appraising eye, then leap forward with a flurry of crippling blows.

Conversation: You make a complete assessment of their character, and then strike with several crushing insults, expert in their precise and objective character assassination.

Surgical Strike

Attack

Cost: 6Y

Effect: Your opponent loses ten tokens from whatever colours you choose. For each blue token you remove, reveal a card from the deck. Draw into your hand any cards so revealed with yellow in their cost, or that give you yellow tokens. Discard the other revealed cards.

Combat: You leap down with a crushing strike, and then bounce back upward and away.

Conversation: You make one utterly devastating insult, and then immediately make a show of being above that sort of thing.

DEFENCES

Just Keeps Coming

Defence

Cost: 1R

Effect: After the attack is resolved, you gain three red tokens.

Combat: You put your defenses up and take the pummelling.

Conversation: You put on your best game face and don't give any sign that what they're saying is affecting you.

Suck It Up

Defence

Cost: 2R

Effect: After the attack is resolved, you gain three red tokens. In addition, for each two tokens lost to the attack, gain an additional Red token.

Combat: You take the hit with a stoic demeanor and then move to strike when they're not expecting it.

Conversation: You allow the comment to enrage you, and immediately threaten retribution in tones of cold vengeance.

Stand Your Ground

Defence

Cost: 1Y

Effect: The incoming attack removes two less tokens from you. Draw a card.

Combat: You pose dramatically and the attack just seems to bounce off you.

Conversation: You refuse to let what they are saying upset you. Your response is either silence or a single, short dismissive comment.

Rise Above It

Defence

Cost: 3Y

Effect: Their attack is negated entirely; they get the cost back, but you suffer no token loss or any other adverse effects. (Does not work on finishers).

Combat: You dodge their attack by leaping above it.

Conversation: You act like their comment is somehow beneath you.

Riposte

Defence

Cost: 2B

Effect: Their attack works as described, but you may immediately play an attack of your own. Any tokens they spent on their attacks may be used to pay some (or all) of the cost of your attack, if they are of the appropriate colour.

Combat: You take advantage of the momentum of their attack to make a blow of your own.

Conversation: You make a witty rejoinder.

Parry

Defence

Cost: 1B

Effect: The attack removes the same number of tokens, but you may specify what colours are lost.

Combat: You deflect their attack so it hits you in a less critical area.

Conversation: You minimise their words by pointing out some minor flaw.

INITIATIVES

Take The High Ground

Initiative

Cost: none

Effect: you gain 3 yellow tokens. You may also discard 2 cards of your choice and draw 2 cards as replacements.

Combat: *You rise into the sky; either you're climbing something or you're just straight up flying.*

Conversation: *You imply through your comments that you are superior to your opponent, that they are petty, small, vindictive etc.*

Glorious Stance

Initiative

Cost: none

Effect: you gain 3 blue tokens. Draw a card.

Combat: *Pose! Affect a ridiculous, quasi-martial-arts stance.*

Conversation: *You brag about yourself, or have an NPC fawn over you.*

Harden Up

Initiative

Cost: none

Effect: you gain 3 red tokens. Discard one of your cards at random (i.e. opponent chooses without being able to see). Then, draw two cards.

Combat: *Flex! Demonstrate musculature or athleticism in some showy way.*

Conversation: *Say something short, clipped and self-aggrandising, indicating that now you're going to REALLY show them, like an action movie hero.*

Set The Terms

Initiative

Cost: 3Y

Effect: you gain 8 yellow tokens. You may discard as many cards as you like. For each card you discard, reveal 2 cards from the top of the deck; you may draw one of them per card discarded.

Combat: *you radically alter the arena of combat, moving to terrain that's more favourable to you.*

Conversation: *assert what you feel are the real measures of self-worth, in such a way as to make you seem virtuous and them less so.*

Strength In Numbers

Initiative

Cost: 3B

Effect: you gain 8 blue tokens. Draw four cards. Your opponent has to discard a card at random; pass one of your cards to your opponent.

Combat: *A bunch of NPCs show up to assist you; incorporate them into your narration henceforth.*

Conversation: *you assert your popularity; you point out that they're out on their own, that they should be more like you.*

Burst of Ferocious Energy

Initiative

Cost: 3R

Effect: you gain 8 red tokens. Discard your entire hand. Draw ten cards.

Combat: *HULK MODE!*

Conversation: You hype yourself up into a ferocious energy. Alter your manner of speech to be more urgent, clipped, growled and/or earnest.

Sink To Your Level

Initiative

Cost: all your Yellow tokens

Effect: You gain 2 red tokens, plus for each two yellow tokens spent, you gain another Red token. Take the top 10 cards off the deck and reveal them. If any is an attack with Red in the cost, you may play that attack immediately (paying its cost) in addition to your normal attack. Discard all the revealed cards.

Combat: You suddenly close the distance between the two of you, or release your muscular tension, converting the potential energy into momentum.

Conversation: You suddenly become cruder, more emotional and/or more direct in your words.

Intuitive Leap

Initiative

Cost: all your Blue tokens

Effect: You gain 2 Yellow tokens, plus for each two Blue tokens spent, you gain another Yellow token. Take the top 10 cards off the deck and reveal them. If any is an attack with Yellow in the cost, you may play that attack immediately (paying its cost) in addition to your normal attack. Discard all the revealed cards.

Combat: you acrobatically spiral away and/or up.

Conversation: you demonstrate a sudden and unexpected facility with language; you're smarter than you let on.

Passionate Performance

Initiative

Cost: all your Red tokens

Effect: You gain 2 Blue tokens, plus for each two Red tokens spent, you gain another Blue token. Take the top 10 cards off the deck and reveal them. If any is an attack with Blue in the cost, you may play that attack immediately (paying its cost) in addition to your normal attack. Discard all the revealed cards.

Combat: An inspired physical performance rallies nearby NPCs to your cause.

Conversation: Your simple yet impassioned words have a strange poetry.