

**Hyper Juken Card Game**  
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**HYPER JUKEN CARD GAME FAQ**

This document compiles a series of Frequently Asked Questions for the Hyper Juken Card game. The purpose of this document is to quickly and precisely clarify any questions players may have about the Hyper Juken Card Game.

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**PART 1 - AREAS OF PLAY**

**Corner**

**Can I have all cards in my Corner being different colours?**

No. 1 Kata must share its colour with your Fighter. You may only have 2 colours among the three cards in your Corner.

**Can I have more or less than 2 Kata?**

No. You must have exactly 2.

**Are cards with the same name, but different colours and effects, considered to be the same card?**

No. If two cards share a name, but their colours are different, they are considered different cards for inclusion in your Corner.

**Arsenal**

**Can I have more or less than 40 cards in my Arsenal?**

No. You must have exactly 40. This however can be overruled by [ARSENAL] effects of cards in your Corner.

**Can I have more than 4 copies of a card in my Arsenal?**

No. The maximum amount of any card you can have in your Arsenal is 4.

**Are cards with the same name, but different colours and effects, considered to be the same card?**

No. If two cards share a name, but their colours are different, they are considered different cards for Arsenal construction.

**Can I have less than 12 Block cards in my Arsenal?**

Yes. 12 is the maximum, but you can have less than 12. This however can be overruled by [ARSENAL] effects of cards in your Corner.

**Can all of the Block cards in my Arsenal be Breaker cards?**

Yes. Breaker cards are only limited by the Block rule.

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## **PART 2 - TURN STRUCTURE AND PROCESSES**

### **End Phase**

**During my End Phase, I have cards in play that are neither Buffs nor Debuffs, what happens to them?**

All cards in play that do not have typings, attributes or effects that allow them to stay in play until Neutralized, such as Buffs and Debuffs, are sent to their owner's Exhaust at the end of the turn.

### **Hyper Meter**

**My Hyper Meter's size is reduced and my Hyper is now MAX, what happens?**

Your Hyper is considered to have just reached MAX Hyper. Any effects or game mechanics with the condition of "*When your Hyper reaches MAX*" have now had their condition met.

**Can my Hyper Meter go below 0?**

No. The Hyper Meter stops at 0.

### **Secondary Typings / Buff & Debuff / [STATUS EFFECT]**

#### **Further Details:**

Some cards in Hyper Juken have a Secondary Type when turned upside down, either Buff or Debuff. Their type when held normally is called their Primary Type.

Buffs and Debuffs are cards that stay in play until an effect causes them to leave play and provide effects to their owner. You may only have 1 copy of any Buff or Debuff in play unless it has the attribute <STACK>.

Cards with a Secondary Type can only be used / performed as their Primary Type. The keyword *[STATUS EFFECT]* is used to have the card become it's Secondary Type. *[STATUS EFFECT]* is used in the place of the text string "When this card resolves, you may have this card stay in play and become a Buff/Debuff."

When a card becomes a Buff or Debuff, it flips upside down so that the Buff / Debuff effect text is the correct orientation to it's owner. When a card becomes a Buff / Debuff, it loses it's Primary Type until it leaves play. It retains it's original name however.

When an effect places a card into play as a Buff or Debuff, it is placed into play upside down in the same manner as had it become a Buff or Debuff from its Primary Type. Like when a card becomes a Buff or Debuff, it loses its Primary Type until it leaves play and retains its original name.

Secondary Types can be seen by other cards, as can their effects. eg: Blue *"Adaptive Form I"* looks for a *"...card that can become a Buff with a [CONT] effect..."*.

### **Using Set Cards**

#### **Further Details:**

During your Prepare Phase you may place Tactic cards into play face down. They are now "Set".

You may use Tactic cards that are Set as if they are from your hand, [SETUP] during the Prepare Phase, [ACT] as an action in combat and [TRIG] when the condition is met, but they gain a cost, (PAY: Discard 1). This is a cost to use the card itself, not part of the effect and is gained the moment the Tactic card is flipped face-up from Set.

When you wish to use a Set Tactic card;

- 1) Declare your intent and flip the Set Tactic card face-up.
- 2) Pay the cost to use the card, Discard 1.
- 3) Use the card's effect.

If you cannot pay the cost, the card cannot be used and is removed from the game.

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## **PART 3 - CARD TYPES**

### **Hyper Fighter**

**Does my Hyper Fighter revert back to a Burst Fighter after a specific amount of time?**

No. Only effects or costs can revert your Hyper Fighter back to a Burst Fighter.

**Does my Hyper Fighter revert back to a Burst Fighter if my Hyper is lowered to 0?**

No. Only effects or costs can revert the Hyper Fighter back to a Burst Fighter.

### **Hyper Attacks**

**Does my EX Fighter's effects apply to their Hyper Attack?**

Yes. You are still considered to have your EX Fighter in your corner while performing a Hyper Attack.

**If an effect would try to send my Hyper Attack to a specific zone when it resolves, what happens?**

Hyper Attacks can only return to the Corner as an EX Fighter when they resolve. Should any effect try to send them elsewhere, it cannot.

## **Attack**

### **Holds - Further Details:**

Holds are different from the other attack types in that their POW is ?, rather than a value.

When Holds inflict combat damage to the opponent, they only stop when an amount of Block cards have been revealed as combat damage from the attack equal to the Lv of the Hold.

Holds can have their POW modified, but this will not change how much combat damage they inflict. They will still inflict combat damage until the required amount of Block cards are revealed as combat damage.

Holds can have their combat damage prevented, but due to their own functionality, will still continue inflicting combat damage until the amount of Block cards necessary to stop the Hold are revealed.

## **Breaker**

### **Can Breaker Block cards be used from the hand to block attacks?**

Yes. Breaker is a Supertype that gives the card additional functionality such as the ability to use [BRKR] effects when revealed as combat damage from an attack. If a card is a Block card, it can be used to block an attack.

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## **PART 4 - EFFECTS**

### **When an effect instructs me to do something I cannot, such as *"target 2 Attack cards in my Exhaust"* while I only have 1 Attack card in my Exhaust, what happens?**

All effects in Hyper Juken are 'do what you can'. In that scenario, you target that 1 Attack card in your Exhaust.

### **Can I use a [ACT], [TRIG] or [SETUP] effect on a card I have in play or in my Corner a second time in a turn?**

No. The [ACT], [TRIG] and [SETUP] effects on cards in play or in a player's Corner can only be used once per turn.

## **[TRIG] Effects**

### **The condition of a [TRIG] effect of one of my cards in play or in my Corner has been met a second time, what happens?**

Nothing. [TRIG] effects on cards in play or in a player's Corner can only be used once per turn.

### **At the start of my Prepare Phase, what happens first, [TRIG] effects with the condition of *"At the start of your Prepare Phase"* or looking at the top 4 cards of my Arsenal?**

The [TRIG] effect takes priority. When it resolves, proceed to look at the top 4 cards of your Arsenal.

### **My Hyper reached MAX a second time in the same combat and I have a [TRIG] effect on a card in play or in my Corner with the condition of my Hyper reaching MAX that have already been used, what happens?**

Nothing. [TRIG] effects on cards in play or in a player's Corner can only be used once per combat or turn. During a subsequent turn, when an effect would raise your Hyper, this will fulfil the condition. The effect attempts to raise your Hyper, trying to push it past MAX, the [TRIG] effect with the condition of your Hyper reaching MAX sees this as your Hyper reaching MAX.

### **[BRKR] Effects**

**If I reveal a Breaker card as the final card of combat damage from an attack and I use it's [BRKR] effect, would that effect have "prevented all remaining combat damage from that attack"?**

Yes. The effect would attempt to prevent the next combat damage the attack would inflict and be successful in preventing all remaining combat damage from that attack.

### **Holds and [BRKR] effects - Further Details:**

Due to the unique nature of Holds, [BRKR] effects interact with them differently to other attacks.

Holds can have their combat damage prevented, but continue inflicting combat damage to the opponent until Block cards are revealed as combat damage equal to the Hold's Lv.

Due to this, Breaker cards such as "*Persevering Ki Guard*" that have the the text "*Prevent the next 3 combat damage your opponent's current attack would inflict, then, if this effect prevented all remaining combat damage from that attack, ...*" cannot prevent all remaining combat damage from the Hold unless they are the final Block card revealed as combat damage from the Hold needed to stop the Hold inflicting combat damage.

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## **PART 5 - ATTRIBUTES**

**My card has an Attribute and one of my effects tries to give it a second instance of that Attribute, what happens?**

Cards cannot have multiple instances of the same Attribute. You have the option to replace the original instance of the attribute with the new one.

### **<CHIP>**

**My opponent blocked my attack with <CHIP> with a Block card with a [BLK] effect. When is Chip Damage inflicted?**

<CHIP> takes priority. Chip damage is inflicted the moment that the attack is blocked, before [BLK] effects are used.

**My attack inflicted <CHIP> damage. Can I use it's [HIT] effect?**

No. [HIT] effects are only used after the attack inflicts combat damage. <CHIP> inflicts Chip Damage.

**If my attack with <CHIP> would receive a second instance of <CHIP>, are they added together?**

No. Chip Values can only be modified by effects that specifically say so.

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## **PART 6 - SPECIFIC CARDS**

### **Red - Tactics**

#### **Power Surge**

When you perform a Hold, if Power Surge causes the Hold's POW to become 10+, the Hold does gain <CHIP 4>.

### **Yellow - Attacks**

#### **Ki Disruptor**

When your opponent pays the Ki cost to perform an attack and the card they used to pay the cost has a [TRIG] effect with the condition of "[TRIG] [KI POOL]: When this card is send to your Exhaust to pay the Ki Cost of an attack > ", Ki Disruptor replaces the process of sending it to the Exhaust to pay a cost with the card being Removed. The card is never sent to the Exhaust and consequently the condition is never met.