

Learning how to play



This document was created to help new players get started with Sen So. We have included lots of examples and images to help make the learning experience easier.

Index	Page
☯ Understanding Action Types	2
☯ Game board and Play Sheet setup (2 players)	3
☯ Game board and Play Sheet setup (4 players)	4
☯ How to place cards into the card holder	5
☯ Player Setup	6 – 10
☯ Game play phases	11 - 18
☯ Movement	18 – 20
☯ Attacking	21 - 23
☯ Blocking	24
☯ Changing your Block	25
☯ Scoring	26 – 29
☯ Winning the game	30
☯ Weapons	31

Understanding action types

2

There are four types of actions in the game. Each card will have one of the following symbols:



Attack – All cards with this symbol will be played as Attack actions.



Move – All cards with this symbol will be played as Move actions.



Block – All cards with this symbol will be played as Replace Block actions. These will replace your current block card in play when they are revealed.

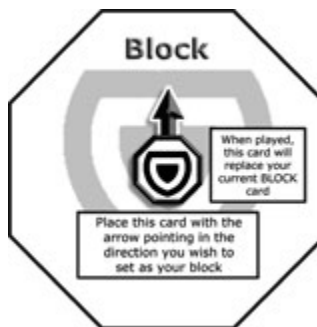


Weapon – All cards with this symbol will be played as Replace Weapon actions. These will replace your current weapon card in play when they are revealed. The Shuriken is a special weapon that is played and treated as an Attack action.



Attack Cards

Move Cards



Sample
Weapon Card

Weapon Card
played as an
Attack

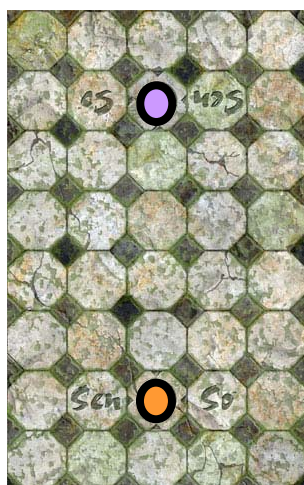
Block Card


Card Backs

Game board and Play Sheet setup for two players



Player 1 has the Play Sheet aligned with the board in the direction of this arrow. All cards he/she plays will be based on this alignment



Player markers are placed on the  symbols. This is each Player's starting location.

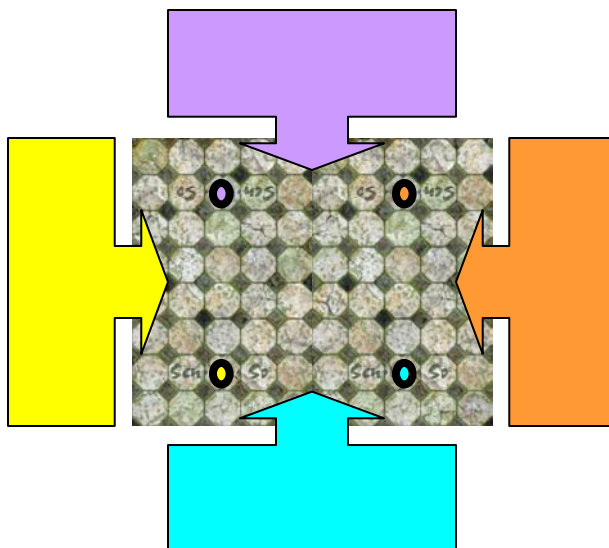


Player 2 has the Play Sheet aligned with the board in the direction of this arrow. All cards he/she plays will be based on this alignment

Game board and Play Sheet setup for four players

You will need to print additional player materials or purchase additional copies of the game to play a 3 or more player game.

Note: the CD included with the game contains the printing instructions

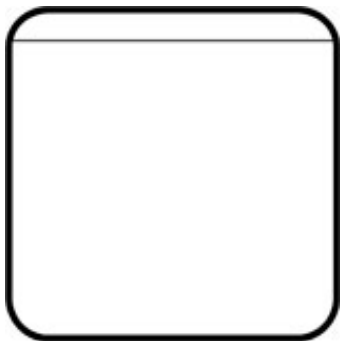


How to place cards in the card holder

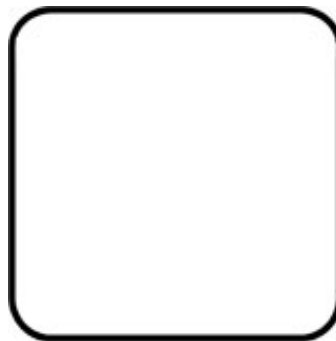
All cards in the game must be played as an action using the card holders. Place **ONLY** one card in a card holder. **Cards are played by placing them in a cardholder in the direction you want the action to occur.**

The card holder notch should always be facing toward the player's alignment direction.

The only exception to this is when playing a Weapon card. Weapons (except Shuriken) do not have a direction of play and are always placed with the text face up (toward the card holder notch).

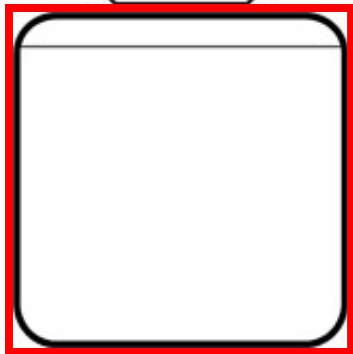


Card Holder Front

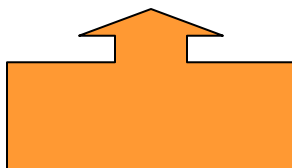
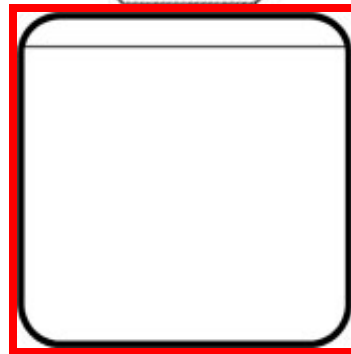


Card Holder Back

In this example the Katana card will be placed into the card holder text up. Weapon cards are always placed without a direction or special orientation.



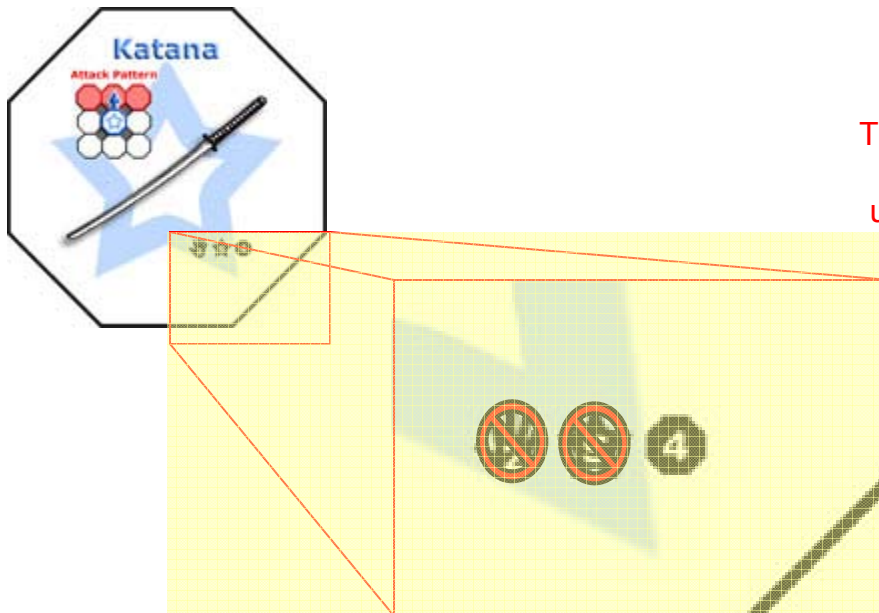
In this example the Move card will be placed into the card holder in the direction the move will occur once it is revealed.



Each player will need to set up before the game can start. Follow these steps:

- ☯ Select Weapons to use for this game
- ☯ Select and place starting Weapon
- ☯ Select and place starting Block
- ☯ Select and place First Action
- ☯ Select and place Second Action

Selecting Weapons – Weapon cards have symbols in the lower right corner of the card.



The Star and Hand symbols are not used in the basic game.

The Octagon symbol will have a number in it. This number indicates how many inventory space are required to hold the weapon. Each player will choose up to 8 inventory points of weapons.

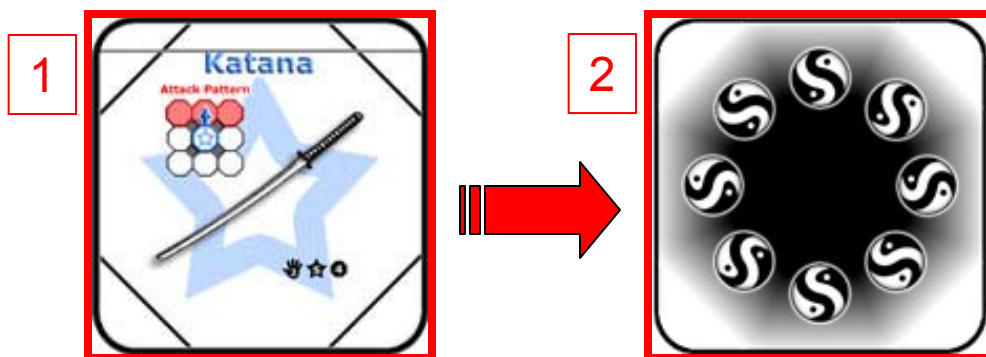
In the following example the player has chosen the Katana (4) + Kau sin ke (2) + Shuriken (1) + Shuriken (1) = 8 inventory used. All other weapon cards would be removed from the player's hand and not used this game.



Select and place starting weapon – Each player will pick the weapon card they wish to use at the start of the game. They will place this in a card holder and onto the Play Sheet Face down. The weapon will be revealed after every player has placed their starting weapon.

Example of **selecting a starting weapon**:

1. The Katana is placed into the card holder.
2. The card holder is then flipped upside down
3. It is placed onto the Weapon location of the Play Sheet.
4. It is revealed after every player has selected and placed their weapons.

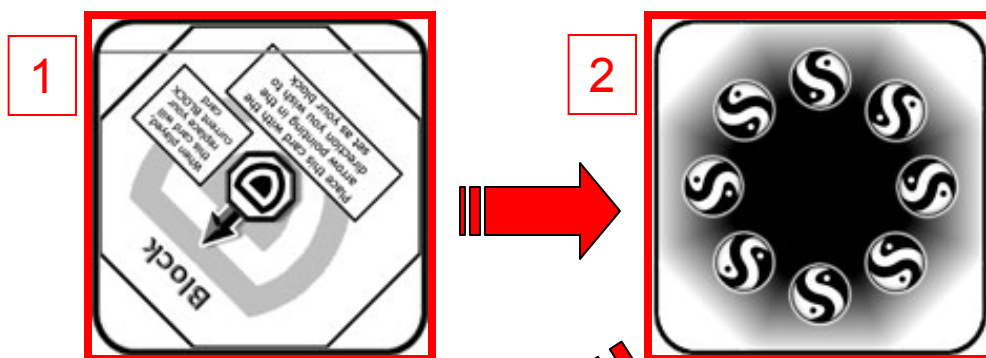


Player setup continued

Select and place starting block – Each player will place a block card into a card holder with the arrow facing the direction they wish to block attacks from. This will be placed face down onto the Play Sheet in the Block location. The block will be revealed only when to the player is attacked from that direction.

Example of **selecting a block**:

1. The Block card is placed into the card holder.
2. The card holder is then flipped upside down.
3. It is placed onto the Block location of the Play Sheet.

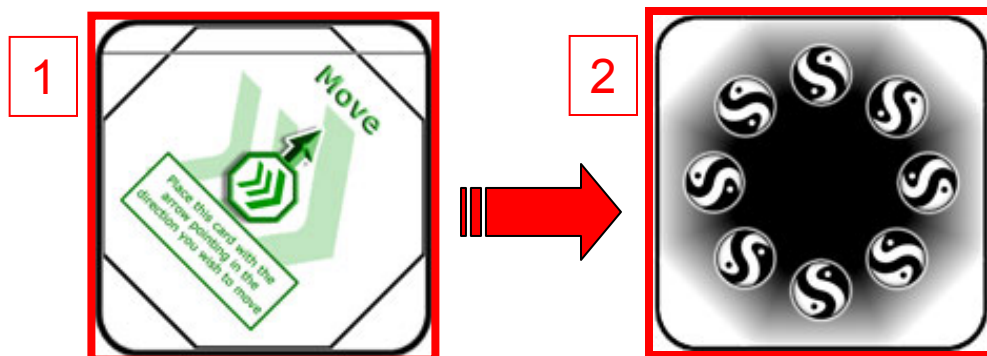


Player setup continued

Select and place First Action – Each player will place an action in the card holder. This will be placed face down onto the Play Sheet in the 1st Action location of the Play Sheet. This is the first action the player will take.

Example of **selecting a First Action** for game setup:

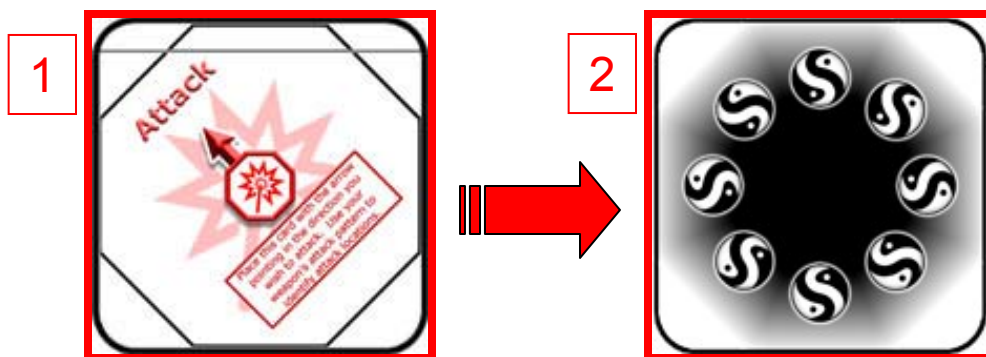
1. The Move card is placed into the card holder.
2. The card holder is then flipped upside down.
3. It is placed into the 1st Action location of the Play Sheet.



Select and place Second Action – Each player will place an action in the card holder. This will be placed face down onto the Play Sheet in the 2nd Action location of the Play Sheet. This is the second action the player will take.

Example of **selecting a Second Action** for game setup:

1. The Attack card is placed into the card holder.
2. The card holder is then flipped upside down.
3. It is placed into the 2nd Action location of the Play Sheet.



- ☯ **Pre-Actions**
 - Replace BLOCK
 - Replace WEAPON
- ☯ **Reveal**
- ☯ **Move**
- ☯ **Attack**
- ☯ **Scoring**
- ☯ **Lock 2nd Action**
- ☯ **Select 2nd Action**

All player actions occur at the same time but must be resolved in a specific order. The phases help ensure all actions are resolved in the proper manner.

Pre-Actions – Player who are have a block or weapon card in the 1st Action location play them now.

Replace BLOCK – Do NOT reveal this card. All players who have a BLOCK Card will state, “Changing block” and then replace their old block card and holder with the new block card and holder.

Replace WEAPON – All players who have a WEAPON Card as their action will state, “Changing weapon” and then replace their old weapon card and holder with the new weapon card and holder. Resolve the Shuriken as an Attack during the Attack phase.

Reveal – All players turn over the 1st ACTION Card

Move – All players who have a move action will move the one (Move/Flying Attack) or two (Leap) spaces in the direction of the move arrow. Any collisions should be resolved at this time. Invalid moves result in no action.

Attack – Identify all attack directions and resulting attack locations, based on aligning the weapon’s (blue arrow) attack pattern to the attack direction. Check for blocks.

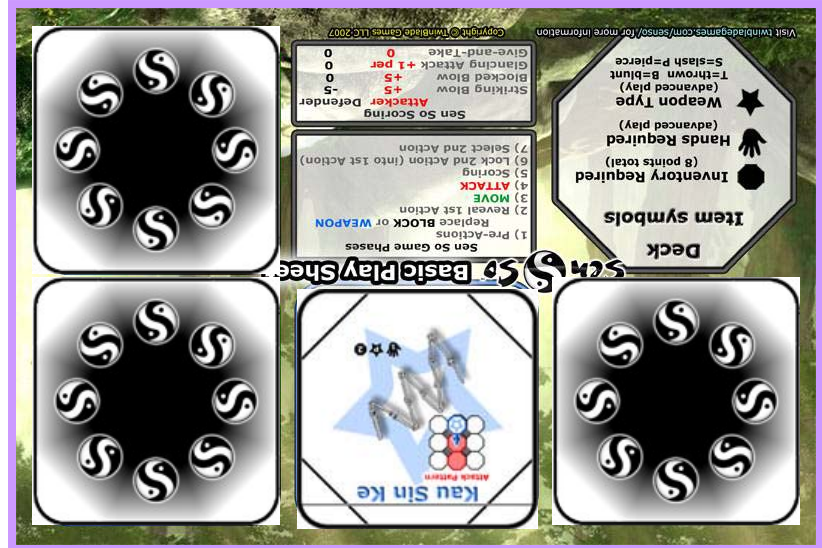
Scoring - Add up scores based on hits, blocked hits and glancing blows (see Scoring). Discard thrown weapons.

Lock 2nd Action – All players will move the 2nd Action cards up to the 1st Action position on their play sheets.

Select 2nd Action – Each player will place an action in the cardholder and place it face down on the 2nd Action location of the Play Sheet. Once all players are finished placing their 2nd actions, the game phases will start over.

First player announces
his 1st action is not
a Block or Weapon.

No action is taken.

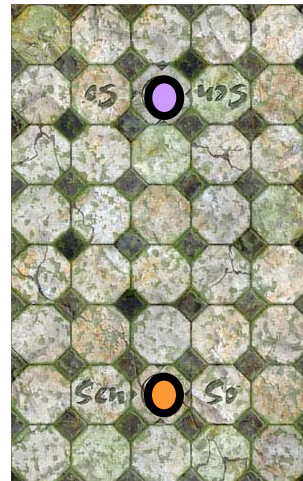


Pre-Actions

Replace BLOCK
Replace WEAPON

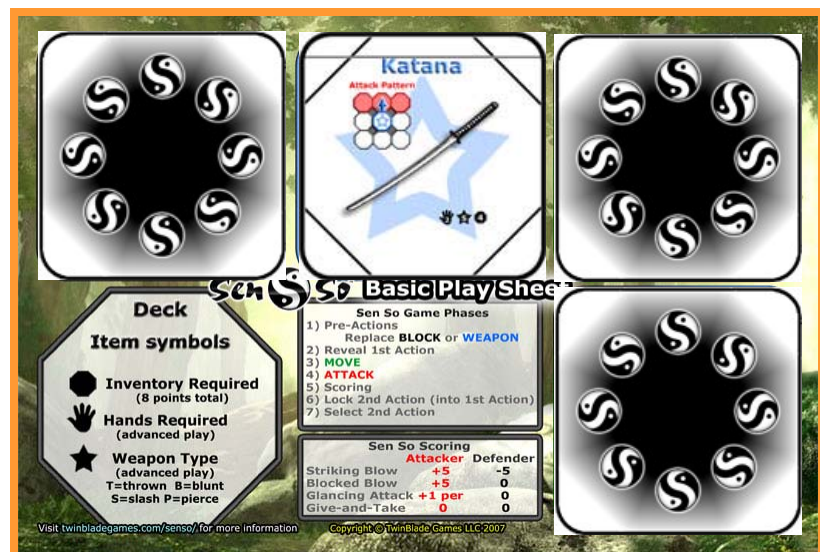
Reveal
Move
Attack
Scoring
Lock 2nd Action
Select 2nd Action

Any weapon
or block
changes
occur during
this phase



Second player announces
her 1st Action is not a
Block or Weapon.

No action is taken.



Example Phases - **Reveal** phase

First player flips over his
1st Action revealing a
Shuriken attack.

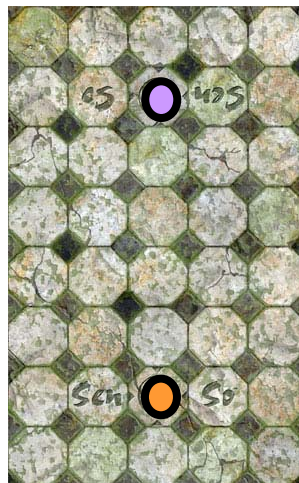


Pre-Actions
Replace BLOCK
Replace WEAPON

Reveal

Move
Attack
Scoring
Lock 2nd Action
Select 2nd Action

All players
reveal their
1st Action
cards

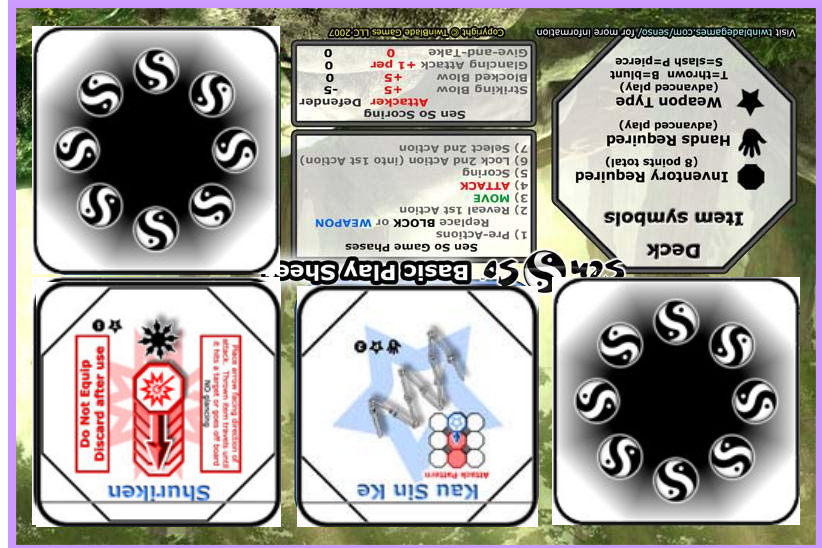


Second player flips over
her 1st Action
revealing a **Move**.



First players 1st Action
does not require
movement.

No action is taken.

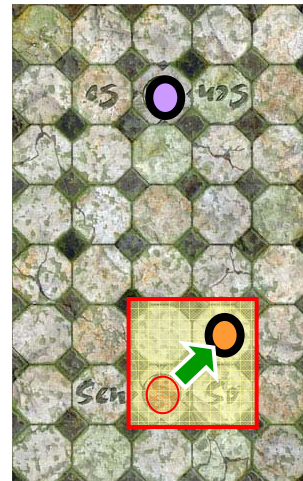


Pre-Actions
Replace BLOCK
Replace WEAPON
Reveal

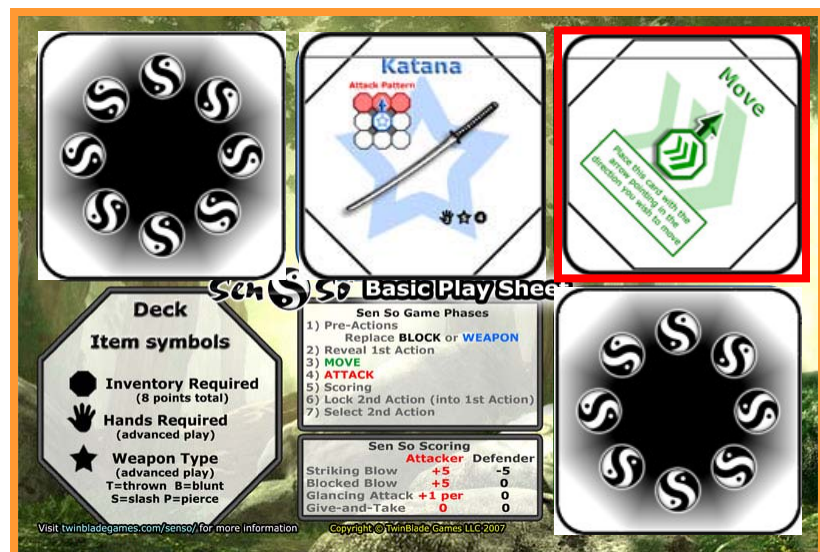
Move

Attack
Scoring
Lock 2nd Action
Select 2nd Action

All players
move the
space(s) in
the direction
their action
indicates



Second player **Moves**
their game piece as
indicated by their 1st
Action card.



First player's **Shuriken**
Attack is indicated by the red arrow. The attack fails to hit anything. No Glancing attack is scored because Shurikens do not score glancing attacks. The card is removed from game play, Shurikens can only be used once.

No score change!



Pre-Actions

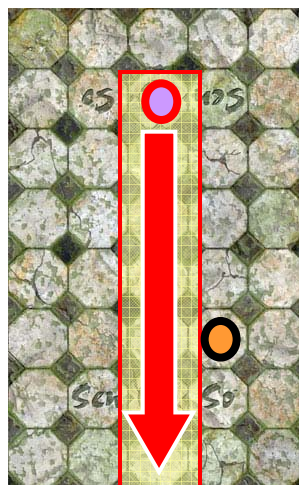
Replace BLOCK
 Replace WEAPON

Reveal
 Move

Attack
Scoring

Lock 2nd Action
 Select 2nd Action

All players
attack in the
direction
their action
indicates.
Determine
what location
is attacked
and calculate
scores.



Second players 1st Action
 is not an attack.

No action is taken.

The first Player's attack
 did not hit.
 No score change!



First player removes the card holder located in the 1st Action area. He then slides the Card holder from the 2nd Action area into the 1st Action area of the Play Sheet.



Pre-Actions

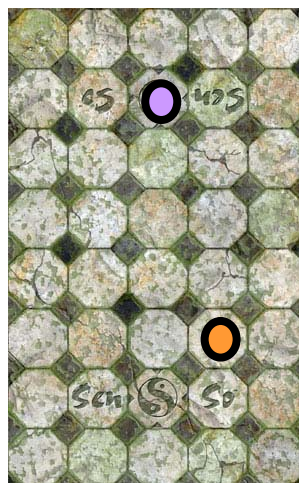
Replace BLOCK
Replace WEAPON

Reveal
Move
Attack
Scoring

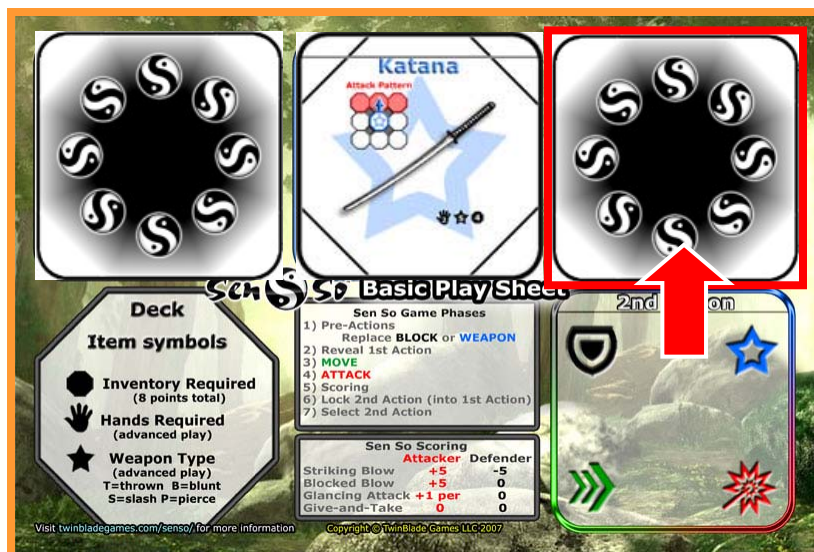
Lock 2nd Action

Select 2nd Action

All players remove the Card Holder from the 1st Action area. They then slide their 2nd Action into the 1st Action area.



Second player removes the card holder located in the 1st Action area. She then slides the Card holder from the 2nd Action area into the 1st Action area of the Play Sheet.



First player places his next action into the card holder and places it face down in the 2nd Action Card area of the Play Sheet



Pre-Actions

Replace BLOCK
Replace WEAPON

Reveal

Move

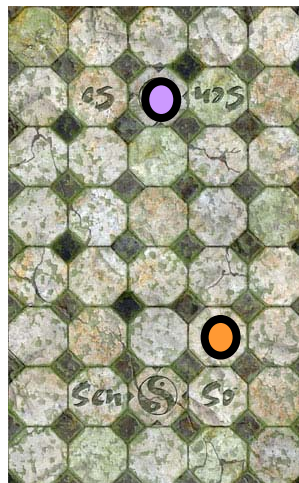
Attack

Scoring

Lock 2nd Action

Select 2nd Action

All players
Place their next
action in a card
holder and
place it face
down on the
Play Sheet in
the 2nd Action
Card area.



Second player places her next action into the card holder and places it face down in the 2nd Action Card area of the Play Sheet



Pre-Actions

Replace BLOCK
Replace WEAPON



- **Reveal**
- **Move**
- **Attack**
- **Scoring**
- **Lock 2nd Action**
- **Select 2nd Action**

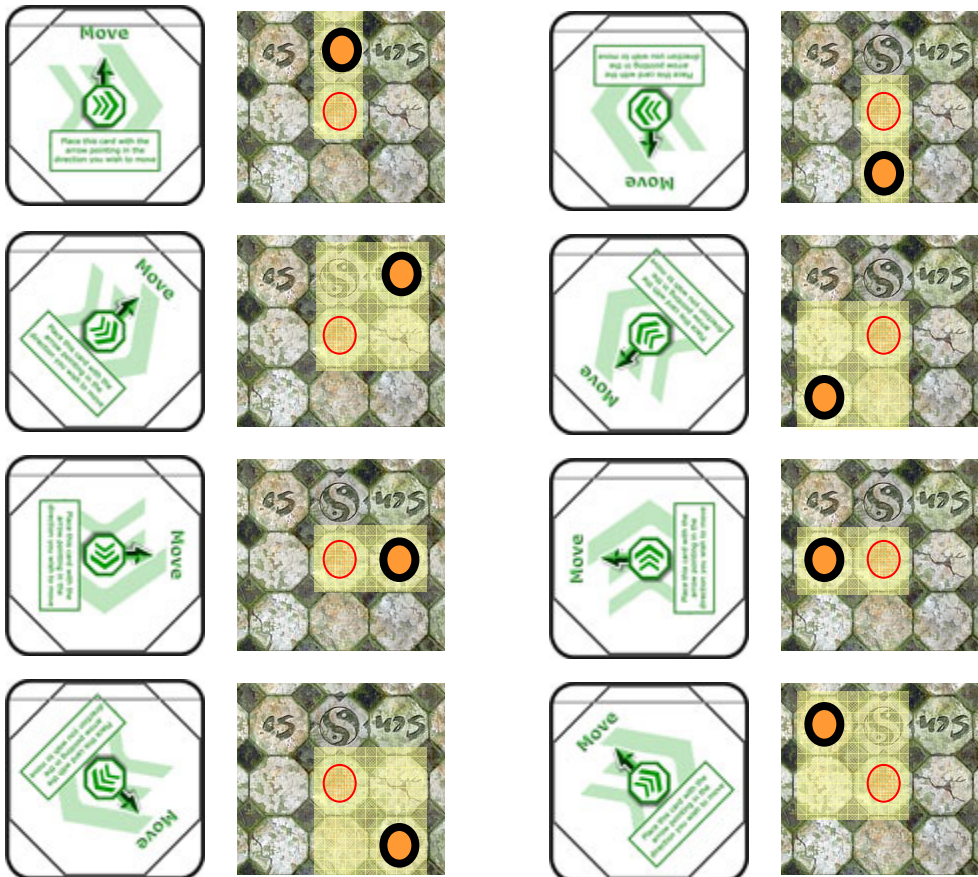
After all players have placed their 2nd Action cards, the game phases start over with the Pre-Actions phase. Repeat each of the phases until the game ends (see Winning the Game).

Movement



Move – As shown in earlier examples, the move card is placed into the card holder with the arrow in the direction a player wishes to move.

Examples of the 8 **Move** possibilities with the starting position  and ending location 



Movement continued

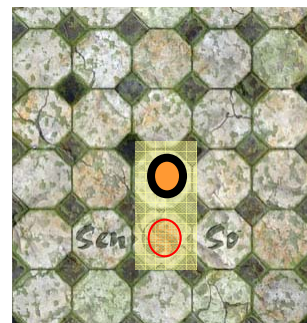


Leap – The leap is a special two space move. You move OVER the first space and anything in it and land onto the next one.

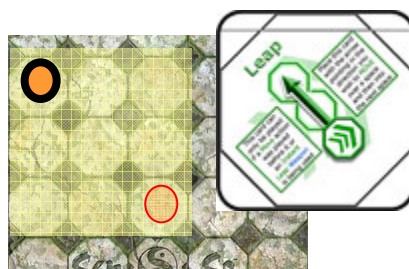
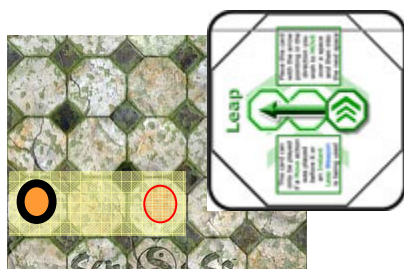
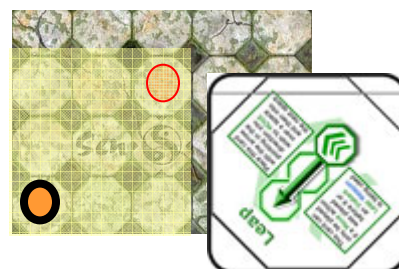
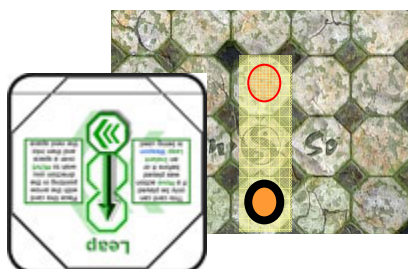
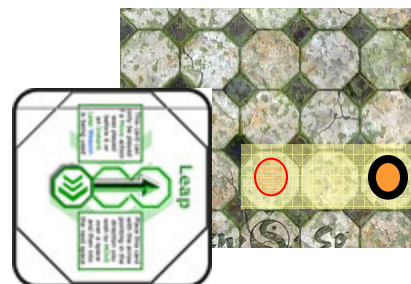
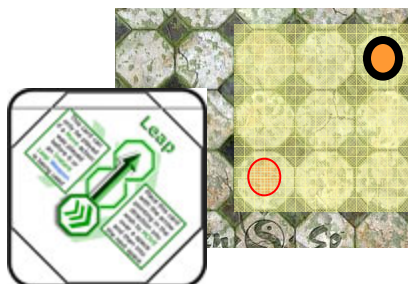
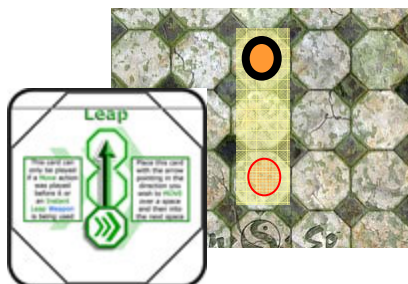
Restriction: The Leap can only be used if your previous action was a Movement action (green action symbol above) or the **Bo Staff** is your active weapon.

Example of the **Move** that is required before a Leap card can be played. ● is the starting location and ● the ending.

The player first plays a **Move** so they can then use a **Leap** as their next action



Examples of the 8 **Leap** possibilities after the **Move** was preformed. ● Is the starting location and ● the ending.



Movement continued



Collision – A collision happens during the Move phase. If two players land in the same space or a player moves off the board (collides with a wall) it is considered a collision. If a collision occurs the player(s) will bounce back into the last space they moved from or over.

Leaping collision - If a collision occurs when someone is Leaping, they will bounce back into the space they leaped over, not their starting location.



Loss of movement benefits – If a player collides they lose their movement benefits and will not be able to perform a Leap or Flying Attack as their next move. If a Leap or Flying Attack is revealed as their next action, they will do nothing during that set of phases.

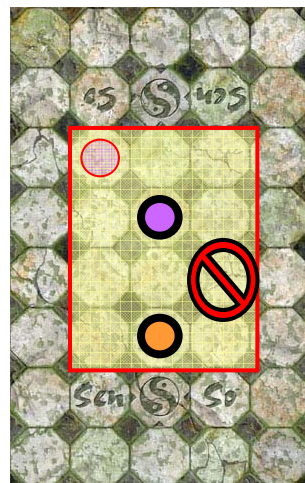
Example of two players **colliding** and the results.



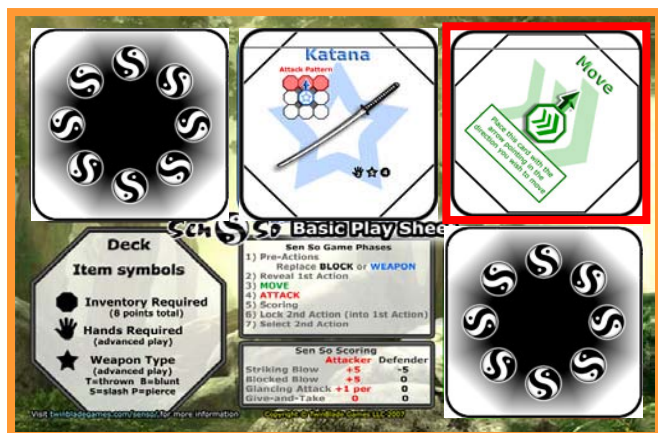
Both players attempt to move into the same space (see the  symbol).

They bounce back into the last space they moved from or over.

First player starts here  and ends here 



Second player starts here  and ends here 




Attacking

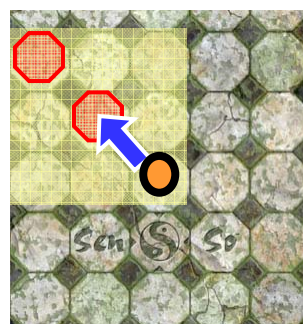
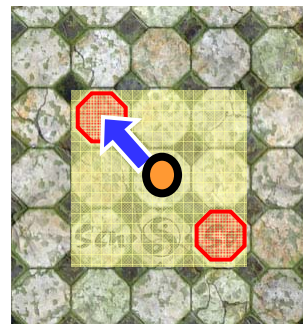
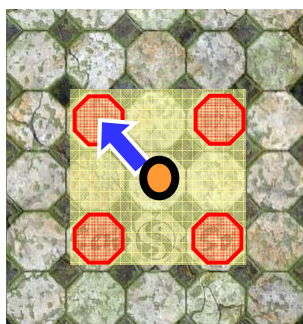
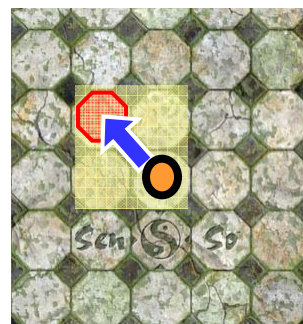
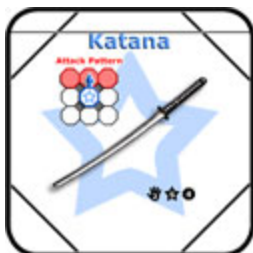
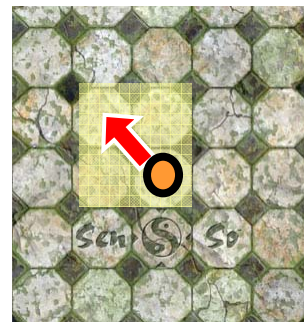


Attack – Place the attack card into the cardholder with the arrow in the direction you wish to attack. Your attack choices will depend on the pattern of your current weapon, based on aligning the weapon's (blue arrow) attack pattern to the attack direction.

Example of the **Weapon** attack choices based on their **attack patterns**.

If the player attacks in the direction indicated by the attack card to the right, he/she will have different attack choices depending on what weapon is currently being using.

The player will choose ONE of the  as their attack location.

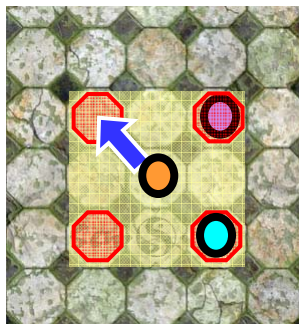


Attacking continued



Selecting attack Location – Select attack location – You can pick ONLY ONE location for your attack to take place. This location must be one of the spots that match your attack pattern.

Example of a **Nunchaku** attack.



The **Nunchaku** allows the **Orange** player to attack one of 4 places.

The **Orange** player can choose to attack the **Purple** or **Cyan** player, but cannot attack both.

A player may choose any location their attack pattern allows, even if it results in a lower point score.



Shuriken – Small metal throwing star (disk). It is a one-use weapon that is treated as an attack. Place weapon in cardholder in the direction you wish to throw. Once revealed (during the attack phase), the weapon will travel in this direction until it hits a player or wall.

- ☯ It will only hit one player (the first player it encounters).
- ☯ Shuriken do not score glancing attacks.
- ☯ After resolving attacks the shuriken weapon card must be removed from game play. That card cannot be used again this game, if a player has a second shuriken card in their hand this can still be used.



Flying Attack – A Flying Attack is a combination **move** and **attack**. The player will move as normal, but in addition to the move, they attack the location in front of the direction they moved. This is a one-space attack pattern only (Your current weapon attack pattern does NOT apply).

Restrictions: The Flying Attack can only be used if your previous action was a Movement action (the green action symbol) or you currently have the **Nagamaki** as your active weapon.

No additional flying attacks or leaps are allowed after a flying attack.

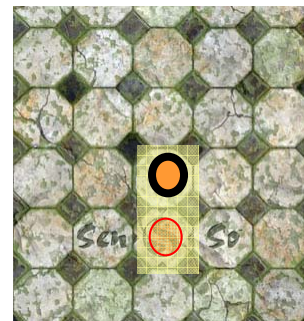
The Flying Attack is resolved during both the Move and Attack game phases.

Attacking continued



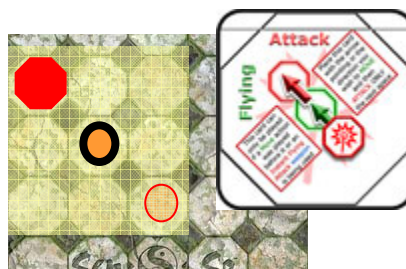
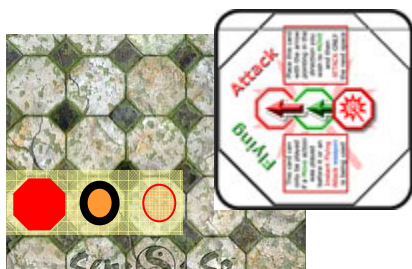
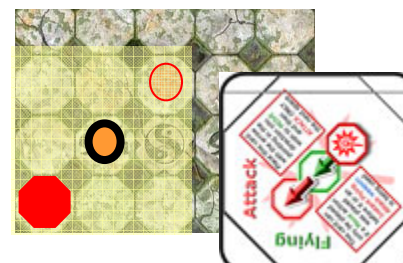
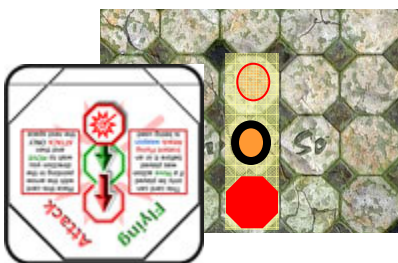
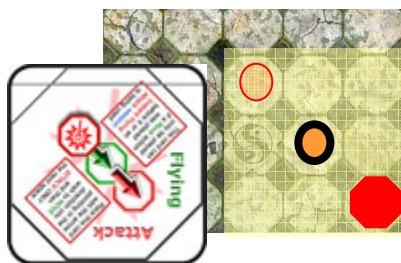
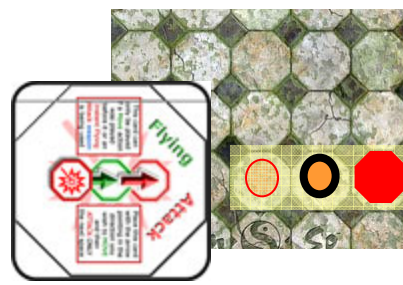
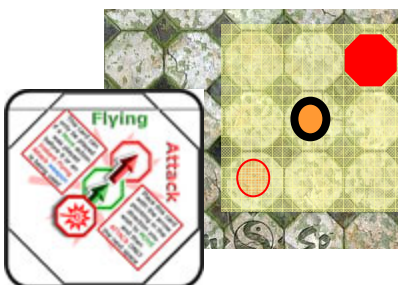
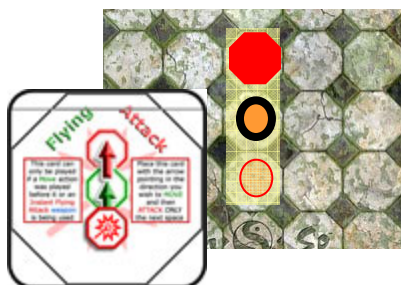
Example of the **Move** that is required before a **Flying Attack** card can be played. ○ is the starting location and ● the Ending location.

The player first plays a **Move** so they can then use a **Flying Attack** as their next action

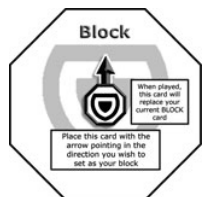


Examples of the 8 **Flying Attack** possibilities.

○ Is the starting location, ● the ending and ■ the Attack.



Blocking




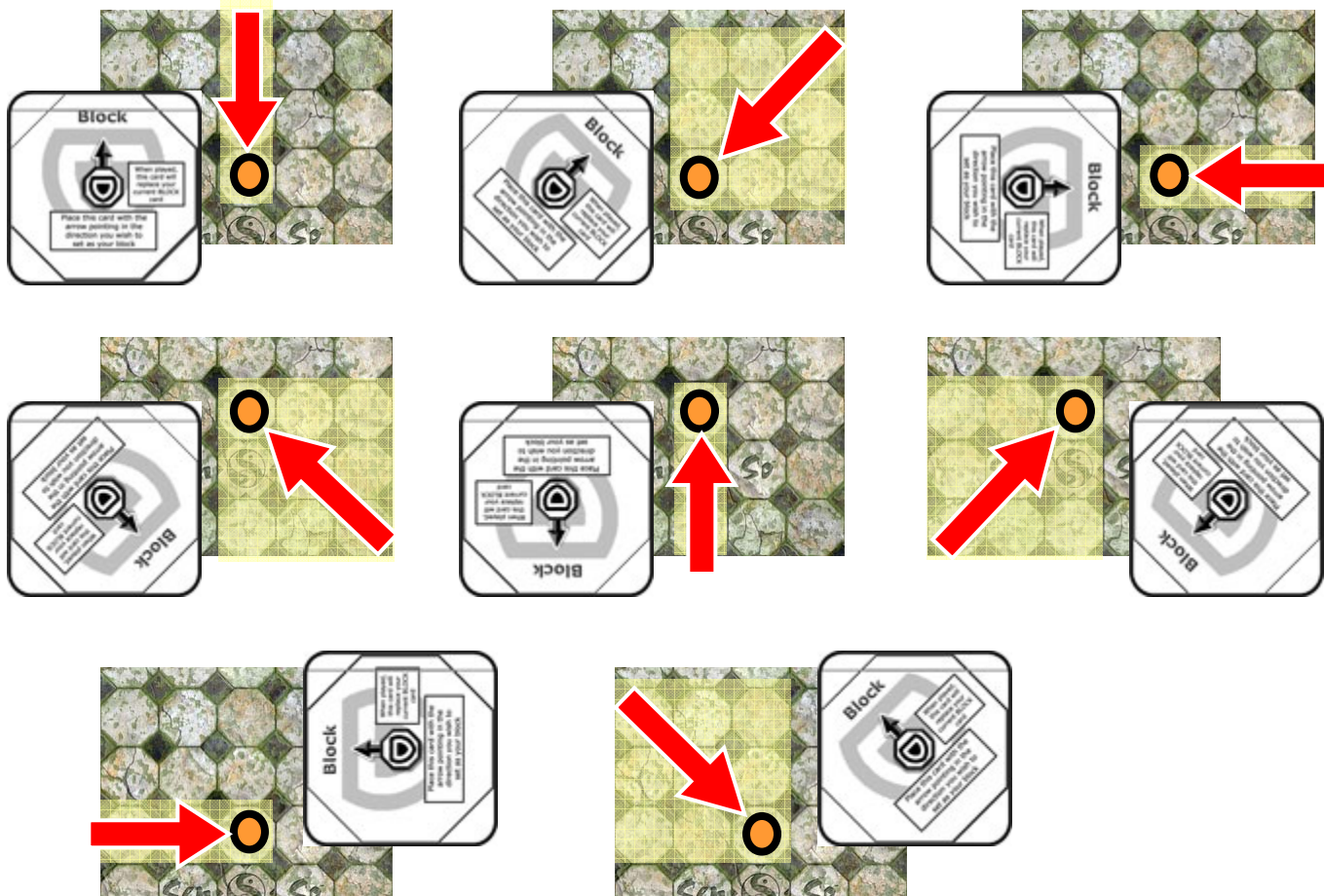
Block – The Block card is set and placed as part of game setup. It can also be played as an action, to change a player's current block direction. The Block card is placed into the card holder with the arrow facing the direction you wish to block attacks from.

How Blocking works – Blocking prevents you from losing points when another player hits you.

Block Revealing – Blocks remain hidden until attacked from that direction. After a block is used, it must stay face up until changed.

Your block card stays in effect even after it is revealed and will continue to protect you.

Examples of the 8 **Block** possibilities. Any attack coming from the  direction is blocked.



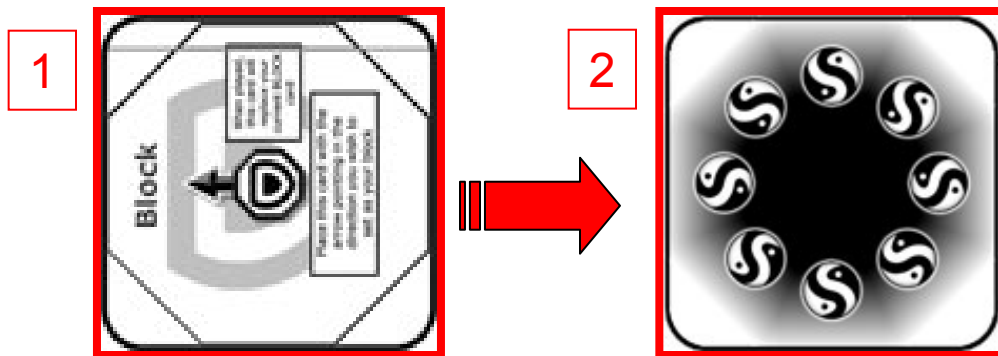
Changing your block

Players can change their block by playing a new block as an action.

We recommend taking the time to change your block after your existing block has been revealed. It takes away the advantage from your opponents.

Example of **Playing a Block Card**:

1. The Block card is placed into the card holder in the direction you wish to set as your block.
2. The card holder is then flipped upside down.
3. It is placed into the 2nd Action location on the Play Sheet.



The new Block will not take effect until it is moved up to the 1st Action location, it will then replace the existing Block during the Pre-Actions phase.

Sen So uses a point system. Players score points each time they hit or come close to hitting an opponent. Players lose points when they are hit by another player.

Scoring Phase - Scoring occurs after the attack phase of game play. Each attacker will select their attack location. This location and the direction it originates from will determine the score.

Point system – The 3 ways to change score:

Striking Blow (+5 Attacker and –5 Defender) – Any attack that hits the location of another player that is not blocked.

Blocked Blow (+5 Attacker) – Any attack that hits the location a player is in, but in which the player has a block facing the direction of the attack.

Glancing Attack (+1 per player) – Any attack that lands next to another player is considered a Glancing Attack.

- ☹ Glancing attacks cannot be scored from a location occupied by another player.
- ☹ Glancing attacks can be scored against more than one player, if they are all next to the location attacked.
- ☹ Glancing attacks can not be blocked, they are not an actual hit.
- ☹ **Shurikens** can not score glancing attacks.

Give-and-Take (no points) – Occurs when two players exchange attacks and blocks. This does not result in a score increase for the players. Neither player gains or loses score from the exchange.

	Attacker	Defender
Striking Blow	+5 points	-5 points
Blocked Blow	+5 points	0
Glancing Attack	+1 point per	0
Give-and-Take	0	0

Score Sheet – Included on the CD you will find printable score sheets. They will make tracking and scoring the game easier.

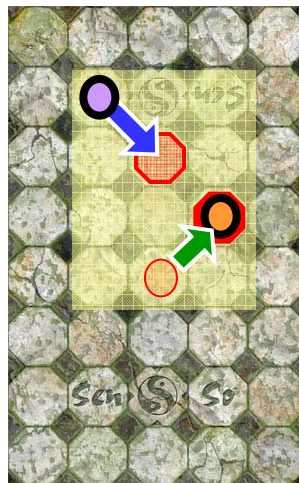
Player one chooses to attack the second player's location.

5 points are added to the first player's score for scoring a hit.



○ Is the starting location, ● the ending,
 ◻ optional attack location and ◼ the attack location chosen.

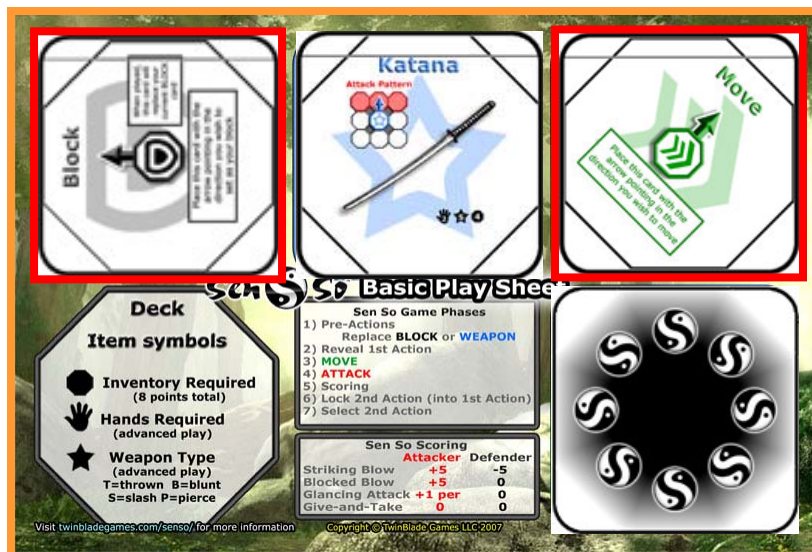
- During the Move phase, Player two moves.
- During the Attack phase, Player one chooses to attack player two's location.
- Player one gains 5 points for scoring a hit.
- Player two loses 5 points because they did not block the attack.



Player two **Moves**

The first player's attack hits the second from a direction she is not Blocking.

5 points are removed from the second player's score.



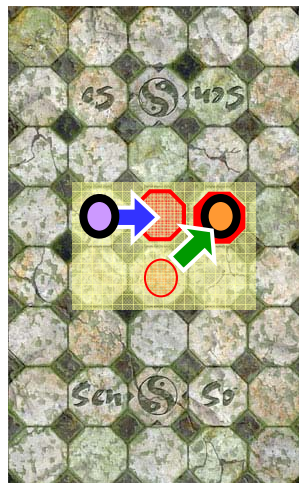
Player one chooses to attack the second player's location.

5 points are added to the first player's score for scoring a hit.



○ Is the starting location, ● the ending,
 ◻ optional attack location and ◼ the attack location chosen.

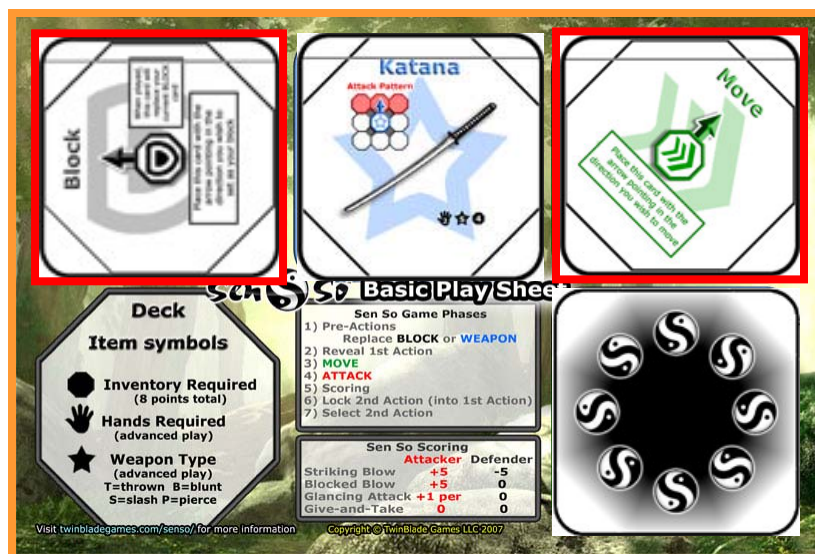
- During the Move phase, Player two moves.
- During the Attack phase, Player one chooses to attack player two's location.
- Player one gains 5 points for scoring a hit.
- Player two does not lose any points, because she blocked the attack.



Player two **Moves**

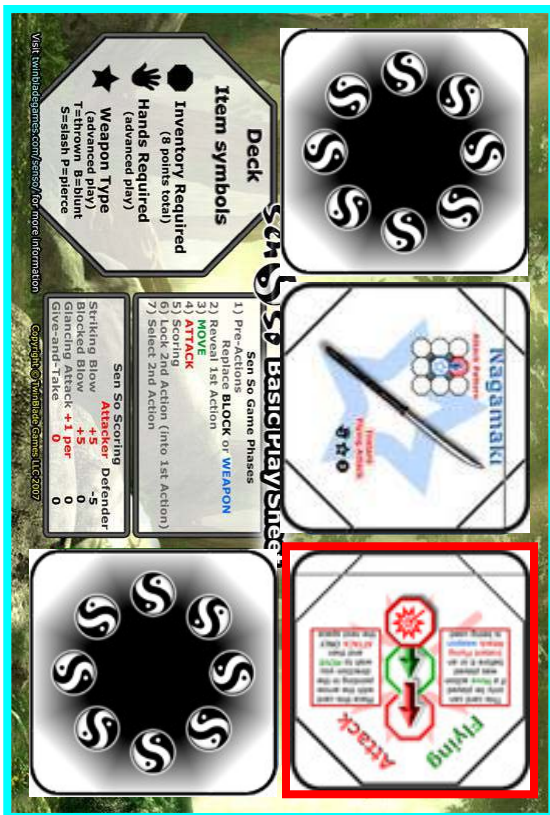
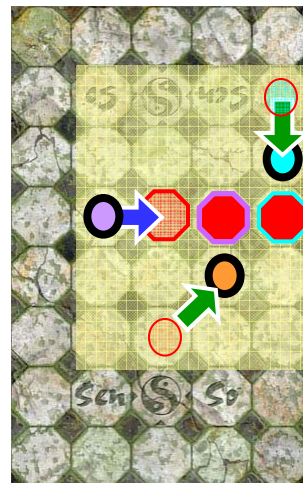
The first player's attack is coming from the direction Player two has blocked.

The hit is blocked by Player two.

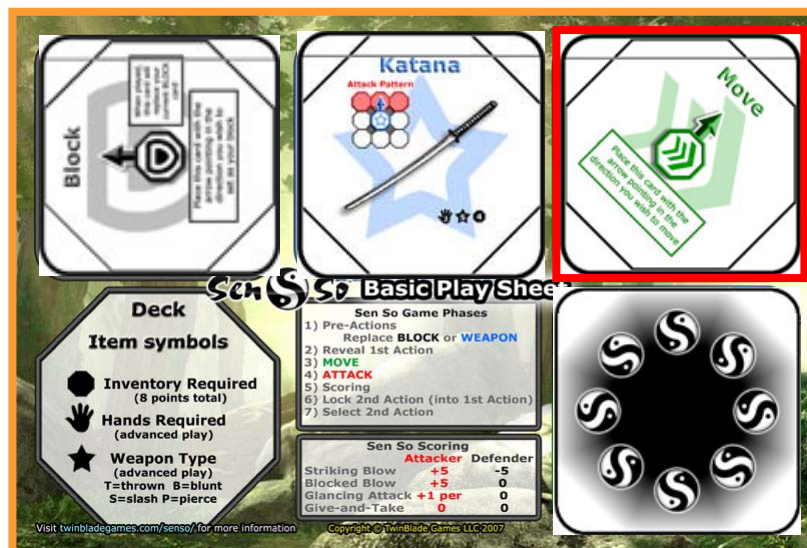


The Purple player scores 2 points from glancing Attacks. The Orange and Cyan players are both next to his attack location.

The Cyan player scores 1 point, his attack was only next to the Orange player.



The Orange player does not score or lose any points.



It is simple, the player with the most points at the end of the game wins.

The 3 game duration options are:

Time Limit – Game ends after an agreed upon amount of time. 30 minutes works well.

Action Phases – Game ends after an agreed upon number of actions have been revealed. We recommend 25 actions.

Points Limit – Game ends when the first player reaches an agreed upon score. (30 points).

We STRONGLY recommend you access and print score sheets. They can be found on the CD and make keeping track of the game very easy.

Play your first few games as Timed games. Once you become comfortable with the rules and game play you should find it easier to play an Action Phase game of 25 action in about 30 minutes time.

We do not recommend playing a Point Limit game with only two players. These can become very long and drawn out.

You will find advanced play rules and character sheets on the game CD. Try playing Sen and So against each other. You will find this to be an interesting twist on the game.

Weapons

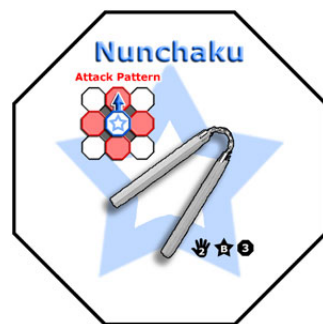


Weapon choice - One of the most important parts of the game. During the game setup you will have to decide what weapons you will use during the game. Your decision, and your opponent's, will greatly influence the outcome of the game.



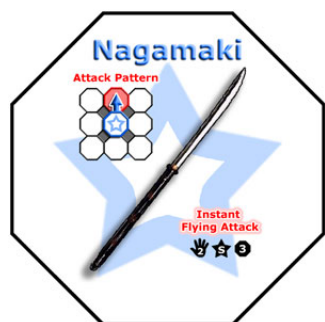
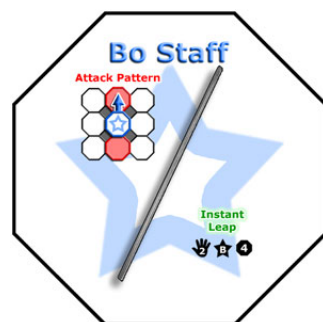
Katana – Long bladed weapon. It is one of the most effective weapons. It uses 4 inventory spaces.

Nunchaku – Two short wood sticks attached by a small chain. It is one of the most effective weapons when fighting more than one opponent. It uses 3 inventory spaces.



Kau sin ke – A long metal whip. It is one of the most effective weapons for fighting opponents at a distance. It uses 2 inventory spaces.

Bo Staff – Long wood pole. When used as the active weapon, allows players to perform one move Leaps, allowing the player to play a Leap card without a previous Move card being played. It uses 3 inventory spaces.



Nagamaki – Blade on the end of a short wood pole. When used as the active weapon, allows a player to perform one move Flying Attacks, allowing the player to play a Flying Attack card without a previous Move card being played. It uses 3 inventory spaces.