

# Gameplay Manual

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**The fighting card game where  
paper is your enemy.**

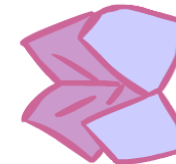
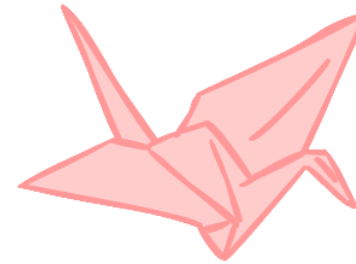
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Alicia Yeargin, Inc.

No innocent folds of paper were harmed in the making of this game.

## ••• Table of Contents •••

HOW TO PLAY .....	02
Turns .....	02
Attacks .....	02
Parry .....	03
Special Powers .....	03
Rebirth .....	04
THE WORLD .....	04
Game Space .....	04
THE FIGHTERS .....	05
Crane .....	05
Lily .....	06
Fortune Teller .....	06
THE MOVES .....	07
Light Attack .....	07
Medium Attack .....	07
Heavy Attack .....	07
Jump .....	07
Parry .....	08
Rebirth .....	08
Mesmerize .....	08
Photosynthesis .....	08
NOTES .....	09 - 13



## How to Play

### Turns

- Players choose either the **Crane** or the **Lily** to fight with.
  - Fortune Teller is only available during a fight when a player transforms into it. (See **Rebirth**.)
- Each fighter has **20 HP**.
- **Turns** are taken until one of the players is defeated (when his/her HP is 0). Turns are like mini-rounds.
- During a **Turn**:
  - Each player places any two cards down that he/she wishes.
  - Once the cards are down, each player flips over his/her first card.
  - Then, players flip over their second card.
  - The turn ends. (If both are still alive, go to the next turn.)

### Attacks

- There are light, medium, and heavy attacks. The damage values of each are detailed on the cards.
- Light attacks can **stop** a jump.
- Medium attacks can be **avoided** with a jump.
- Heavy attacks must be **preceded** by a jump.
- A jump versus a jump results in nothing.

### Parry

- If a player puts down a parry against an attack: **Attack** minus **Defense** (on Parry card) equals **X**.
  - If X is a **positive** number, then the **enemy** is damaged by |X| amount.
  - If X is **0**, then no one is damaged.
  - If X is **negative**, then the **player** (who used the Parry) is damaged by |X| amount.
- Parries don't stop special powers or Rebirth.
- A parry versus a parry/jump results in nothing.

### Special Powers

- Both the Crane and Lily have special powers.
- A special power requires **two** cards. (Basically, it takes a player's entire turn to engage a power.)
- The effects of the power last for the next **two** turns.
- The Crane has the power **Mesmerize**.
  - Mesmerize decreases the enemy's defense and attacks by 1.
- The Lily has the power **Photosynthesis**.
  - Photosynthesis increases the player's attacks by 1.
- Casting the Special Power in the next turn does not increase/decrease values any further. It simply elongates the effect another two turns.
- A player **can** be attacked/killed while casting a special power.

## ▪ Rebirth

- Both the Crane and Lily have the ability to transform into the third fighter, **Fortune Teller**. (Players cannot change back.)
- Fortune Teller has **12 HP** and can be used as a second wind. It has its own deck of move cards.
- Rebirth, like special powers, requires **two** cards.
- A player **can** be attacked/killed during Rebirth. A player's HP must be above 0 for the entirety of the turn in which he/she is transforming.

## ... The World ...

## ▪ Game Space

PaperCut takes place in the mind of a Japanese storyteller. It is a mystical universe where folded paper comes alive and battles. It is his personal artistic take on the two forces that exist in the world, chaos and tranquility. They are at constant war, one triumphing over another at various moments in a person's life. The element that simultaneously binds and separates them is time. Their battles take place in the most beautiful locations that can only be imagined in the most serene of meditations, over a lake's surface, atop candlelit desk, on the branch of a blossoming cherry tree, in the sands of a Zen garden, and at the top of the highest shrine on the night of the fullest moon.

## ... The Fighters ...

## ▪ Crane

The Crane is the folded paper image of the *tancho*, the red-crowned bird of Japanese legend. It is the embodiment of wild, untamed chaos and is empowered by the spirit of aggression. The Crane is a creature aligned with the natural element of fire. Its brilliant red coloration reflects this, and during battle, the Crane's impressive wings are lit with flame.



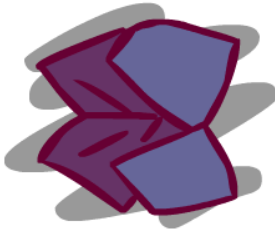
## ▪ *Lily*

The paper form of the Lily is beautiful and hardy. As with all plant-life in nature, it is a passive organism. The Lily is the embodiment of peace and tranquility. Air is the defining element for this fighter. In battle, the Lily can derive power for its fight through the energy from nature itself.



## ▪ *Fortune Teller*

The folded Fortune Teller is the most basic of all folded paper structures. It finds its strength within its simplicity. Its power is resolute though lacking in force. It is the embodiment of time. When all else in life comes to a stalemate, time becomes the deciding factor.



## ▪▪▪ *The Moves* ▪▪▪

### ▪ *Light Attack*

The Light Attack is quick but incapable of dealing heavy damage. It is best used as a preventative measure—rather than a harming one.

### ▪ *Medium Attack*

The Medium Attack has more power behind it—but less speed. A jump can evade these slightly more forceful hits.

### ▪ *Heavy Attack*

The biggest blow of them all is the Heavy Attack. It is also the slowest, since a fighter must prepare him or herself with a Jump in order to pull it off.

### ▪ *Jump*

A jump is swift and useful. It can be a defense against a moderate strike and a means to prepare oneself for a powerful strike.

## ▪ *Parry*

The Parry is how the fighter defends him or herself. One who is skilled with defense can deal damage with this move.

## ▪ *Rebirth*

The transformation to a lesser state allows the fighter to have a second wind—instead of an early death. It requires preparation, but the payoff of getting to continue the fight is very worthwhile, even if with less power.

## ▪ *Mesmerize*

The Crane can use its mystical beauty to subject its foes to a weakening hypnosis, causing them to be an overall less powerful fighter.

## ▪ *Photosynthesis*

The Lily's special ability is being able to absorb the energy from the sun to empower itself in order to become a more effective fighter.

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