

HAIIII-YA!



Haiiii-Ya! Quick Start Rules

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SHOWDOWN IN HONG KONG!

The water under the docks of Hong Kong glistened with a film of oil from the residential junks and from the endless flow of freighters in and out of the harbor. At times, the sludge was so thick that one could see the lights of the city above, and even some distorted buildings, reflected on its surface. Right now, it was reflecting the flares and explosions from the fight happening scant yards from the edge of the water.

Reiju paused to collect his breath and concentration. His opponent, Komodo Kurasowa, did the same, and the two circled each other on the dock, eyeing the other warily. Both knew that one of them was not going to walk away from this fight; both were determined not to be that person.

Reiju took a deep breath and began gathering his Power... a golden-red glow beginning to emanate from his hands, bright and obvious in the gloom of the docks. Komodo could not help but notice, and quickly began gathering his own Power, visible to the world as a fetid green glow around his eyes...

Reiju dropped into a crouch, then thrust his hands towards his enemy, a shout of "Fire Dragon Attack!" bursting from his lips. Immediately, red and yellow flames gushed forth from his hands, roaring across the space to engulf Komodo.

Komodo saw this and released his own Power, shouting "Devastating Force Blast!" Gouts of purple energy exploded from his eyes, colliding with the flames halfway between the two combatants. The two attacks devoured and neutralized each other, but by that time, Reiju and Komodo were closing the distance to continue the fight hand to hand.

Komodo leapt into the air, aiming a vicious kick at Reiju's head, but Reiju threw up an arm to block it, taking advantage of Komodo's position to strike him with a fast Tiger punch to his stomach.

Komodo landed, rolled, launching himself to his feet and into the air, shouting "Hyper-Attack!" His fists blurred towards Reiju. Not expecting such a quick return, Reiju could only throw up his arms in an automatic defense, but still took a couple of Komodo's super-fast punches. He reeled back, shook his head, and then snapped back with a kick of his own to Komodo's head. The kick connected with a bone-shaking thud, sending Reiju's opponent flying backwards through the wall of the warehouse behind him.

Reiju paused to catch his breath as Komodo struggled out of the wreckage. They had been fighting for hours now, it seemed, and neither had gained a decisive advantage. As Reiju began gathering Power for his next attack, his opponent was doing the same. It was going to be a long night...

Welcome to the world of *Haiiii-Ya!*, the game of simulating martial arts combat as seen in Japanese cartoons (better known as *Anime*), complete with sound effects, furious action, and bizarre super Powers!

Haiiii-Ya! is designed for two* or more players in direct gladiatorial combat against one other, in a wild free-for-all. The more the merrier, as they say, though in *Haiiii-Ya!* there is an advantage to fighting more than one opponent at a time if you can pull it off (more on this later).

To begin playing *Haiiii-Ya!*, you only need this book, some dice, paper, and pencils.

Dice: *Haiiii-Ya!* uses two six-sided dice per player, plus extra six-sided dice. If you are fairly new to games of this sort, six-sided dice are the most common sort commercially available: go raid your parents' *Yahtzee*® game and you should come away with plenty of them, even many convenience stores stock them. The primary two dice must be of different colors. Each die does a different task during one portion of combat. As many as ten more six-sided dice are good to have on hand, just don't go confusing the colors.

For example, let's make up Bob the Fighter (he's from Ohio, hence the really dull name). Bob's player (Robert) decides to divide up Bob's points like so:
3 points to MSL (a good decent Muscles)
5 points to MVS (Bob may not be very originally named, but DAMN is he fast)
2 points to MIND (Bob is okay, but he is not going to be winning any Nobel Prizes).

*Okay, okay, you could play *Haiiii-Ya!* solo... I mean, if chess masters can play against themselves, anything is possible... but you know what your mother said about playing with yourself!

HAIIII-YA!





Paper And Pencils

You will need these so you can make up your Fighter and make notes. You will also need some blank paper on hand so you can keep track of how much damage you have taken in any given fight.

And Lastly...

This book (otherwise, how will you know the rules?) *Haiiii-Ya!* is designed to be played two different ways, which will be detailed in the following sections. Having multiple copies of the book is not a bad idea, either (especially for my profit margin).

"Am I good? Am I evil? Let me borrow a coin, we'll flip and find out!"
- Hideo Tomomi, A Ronin and professionally ambivalent.

A Quick, Boring Note About Dice

Throughout the text, you will see abbreviations like "1d6," "2d6 x 10," etc. What this simply means, to those of you who are not conversant in "Gamer-ese," is that "1d6" means one six-sided die, "2d6" means two six-sided dice, etc. The "d6" abbreviation is simply a convention to save space and time. Likewise, phrases like "2d6 x 10" means to roll two six-sided dice, add the total together, and multiply that total by ten.

Attributes And The Dice

One of the standard types of die rolls in *Haiiii-Ya!* is to roll against one of your three Attributes (you will find out what Attributes are in about another page). When this is called for, roll one six-sided die and compare the number rolled against the attribute specified. If the number rolled on the die is equal to or less than the Attribute; the roll may be considered a success.

Episodes

In *Section I: Episodes* are the basic rules and the rules for running single "episodes" of the game, a single episode being a single fight between two or more Fighters. Episodes can be completely unrelated, with new Fighters each episode, or may be related by having continuing Fighters that advance in Power and experience. Episodes is the easiest way to run *Haiiii-Ya!*, since it only needs the players who will be running Fighters, and can involve any number of players. An episode of *Haiiii-Ya!* can also be used as a break from a more serious role-playing Series, since one can be run in comfortably less than an hour.

Need to work off some of the week's pent-up frustrations with the boss before you settle down to the serious gaming? *Haiiii-Ya!* is perfect for such a diversion.

Haiiii-Ya! The Series

Section II: Haiiii-Ya! The Series may be referred to, somewhat flippantly, as "Advanced *Haiiii-Ya!*" It is for players who want to run the game as an actual role-playing scenario. In Series, you will find rules for skills, interactions that don't involve breaking bones, and several starter scenarios, which your group may use either as is or use to get ideas from for your own Series of *Haiiii-Ya!* adventures.

A problem any long-time player has run into repeatedly is that not everyone can show up for a game on any given night. Family, work, etc. all seem to conspire to assure that at least one person of any "gaming group" will almost always be absent.

Haiiii-Ya!'s structure, which can be both episodic and serial, sidesteps that problem nicely. If everyone can show up, you can run your Series with no problem. If, on the other hand, this or that player has to work a double or study for midterms, it will not disrupt the Series to simply run episodes for that evening. When everyone can show up again, simply resume the Series, and no one has been deprived of either an evening of games or of knowing what has been happening while they were gone.

