

# Patuá

The Capoeira Trading Card Game



Official Rulebook

Two capoeiristas enter the roda. Attacks fly, footwork blocks, songs give power, and the orishas bless the clever. Last one standing wins.

## What is Patuá?

**Capoeira** is a Brazilian art that mixes martial arts, dance, and music. Players form a circle called the **roda**, and two capoeiristas "play" inside it – attacking, dodging, and flowing to the rhythm of the **berimbau**. A **patuá** is a small charm worn for protection and luck.

In this game, you and your opponent are capoeiristas in the roda. You play cards to attack, defend, sing, and call on the **orishas** for blessings. The first player to dance the other out of Axé wins the game!

### The Goal

Knock your opponent's **Axé** (life energy) from **9 down to 0** before they do the same to you.

### Your Two Powers

#### **Axé** — your life

Everyone starts with **9 Axé**. It's shown as your **corda** (capoeira cord) next to a big number. Take damage and the cord frays; reach 0 and you're out of the roda. Axé can never go above 9.

#### **Ritmo** — your energy

Rhythm beads pay for cards. You can hold at most **4**. Ritmo carries over between turns (never starting a turn below 1), and you can **Ginga** – spend an action to dance and gain a bead.

### Choose Your Style

Patuá has three 48-card decks, each a different capoeira personality:

#### **Angola**

Balanced & defensive. Patient footwork, healing charms, careful strikes. Great for learning the game.

#### **Pequeno**

Fast & evasive. Cheap attacks and extra actions. Always a step ahead.

#### **Grande**

Aggressive & powerful. Hits hard and keeps the pressure on.

### Music is power

In capoeira, nothing happens without music. In Patuá it's the same: your **Orquestra** card is your band. While it plays, you hear its song and can sing Songs and counter-attack. If a sneaky card breaks your Orquestra – **the music stops**, and so do your musical powers, until you play another one.

## KNOW YOUR CARDS

# The Six Card Types

### **Attack**

Your strikes! Three styles: **Golpe** (kicks & punches), **Queda** (sweeps & takedowns), and **Floreio** (acrobatic flourishes). Play one into the roda to deal damage. Costs 2 Ritmo.

### **Quebra**

Power-up moves that sit on your board for **3 turns**. Your next matching attack hits for **+1 damage**: **Finta** boosts Golpe, **Giro** boosts Queda, **Desafio** boosts Floreio.

### **Passada**

Footwork that guards you for **3 turns** and **blocks** a matching enemy attack: **Lateral** blocks Golpe, **Pula** blocks Queda, **Costas** blocks Floreio. One block, then it's used up.

### **Song**

Free to play (no Ritmo!), but you need an Orquestra and can sing only **one per turn**. **Ladainha**: +1 Ritmo and your next attack can't be countered. **Corrido**: +1 action. **Chula**: your choice of bonus.

### **Patuá**

Magic charms with special powers – heal, draw cards, steal rhythm, and more. **Esquiva** is special: it's the only card you play on your opponent's turn, dodging an attack completely for 1 Ritmo.

### **Orquestra**

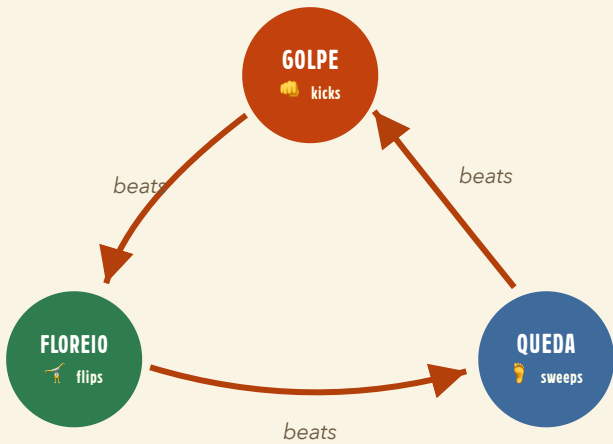
Your band of berimbau, pandeiro, and atabaque. While deployed you can play Songs and counter-attack – and its music plays out loud. You pick one to start the game with!

## A Turn in the Roda

- 1 Wake up.** Draw cards until you hold 7. You get **3 actions**. Your Ritmo carries over (minimum 1).
- 2 Make your moves.** Each card played costs 1 action + its Ritmo cost. Or **Ginga**: spend an action to gain 1 Ritmo bead.
- 3 Sing once** (if your Orquestra is on the board) – Songs are free and don't use actions.
- 4 End your turn.** Quebras and Passadas tick down (they last 3 turns). Now it's your opponent's turn!

Combat — Attack, Block, Counter!

The Combat Triangle



Every attack style beats one other style – like rock, paper, scissors in the roda.

The Ofá — every card's caminho

Every movement card carries the **ofá** – the bow of Oxóssi, who gave his mark to the whole game. One glyph, three limbs, and the limb drawn **bold** tells you the card's **caminho** – the path the movement travels:

|                                                                                     | Caminho                | The lit limb                      | Cards                    |
|-------------------------------------------------------------------------------------|------------------------|-----------------------------------|--------------------------|
|  | <b>Caminho Reto</b>    | the shaft – the rising line       | Golpe · Finta · Lateral  |
|  | <b>Caminho Rodado</b>  | the bow limb – the drawn arc      | Floreio · Giro · Pula    |
|  | <b>Caminho de Chão</b> | the string – flat along the floor | Queda · Desafio · Costas |

A Passada blocks any attack on its **own caminho** – match the lit limb, block the blow. And a completed Orisha combo runs along a single caminho: Quebra, Passada, and Attack, one path, one blessing. Songs, Orquestras, and Patuá charms travel no caminho and carry no mark.



The full ofá – shaft, bow limb, and string. Three caminhos in one mark.

What happens when you're attacked

- 1
- Passada check.** Got the matching Passada on your board? The attack is **blocked** – no damage! The Passada is used up.

- 2 **Counter chance.** If your Orquestra is playing, you hold the attack's weakness card, and you have 1 Ritmo – you may **counter-attack!** Your counter smacks their attack out of the air and now threatens THEM. Counters can chain back and forth!
- 3 **Esquiva!** Holding an Esquiva charm and 1 Ritmo? Dodge the attack completely.
- 4 **Take the hit.** No defense? The damage lands on your Axé. Quebra bonuses make it hurt more!

 **When counters are off**

No Orquestra = no counters. A **Ladainha** song protects your next attack from counters, and the orisha **lansã** does the same. Choose your moment!

THE SECRET COMBOS

Orisha Blessings

The orishas watch the roda, and they reward capoeiristas who master a full line of moves. Get a matching **Quebra** and **Passada** onto your board at the same time, then play the matching **Attack** – and an orisha appears with a blessing!

| Combo Line                                                                                               | Play these 3             |  Angola |  Pequeno |  Grande |
|----------------------------------------------------------------------------------------------------------|--------------------------|------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|
|  <b>Caminho Reto</b>    | Golpe + Finta + Lateral  | OGUM                                                                                     | OXUM                                                                                        | IANÃ                                                                                       |
|  <b>Caminho Rodado</b>  | Floreio + Giro + Pula    | EXU                                                                                      | XANGÔ                                                                                       | OXUMARÊ                                                                                    |
|  <b>Caminho de Chão</b> | Queda + Desafio + Costas | OMOLU                                                                                    | OXALÁ                                                                                       | IEMANJÁ                                                                                    |

Each orisha gives a different gift – extra damage, healing, shields, stolen rhythm, and more. The ofá mark on your cards tells you which caminho they travel – one caminho, one blessing.

 Wildcard charms

**Invocação** and **Oferenda** Patuás can stand in for a missing combo piece. Keep one in hand to spring a surprise blessing!

 Earn Your Corda

Every win earns respect in the roda. Your corda (cord) color shows your rank – it's also your life meter in the game!

BrancaAmarelaLaranjaVermelhaAzulVerdeRoxaMarromPreta

## Strategy School

### First games

- **Keep your Orquestra safe.** It powers your Songs, counters, and music. If it breaks, replace it fast.
- **Ginga early.** Rhythm beads carry over – banking beads on a quiet turn pays for a big turn later.
- **Read their board.** A Passada on their side means one of your attack styles will bounce off. Attack around it!
- **Save your Esquiva** for the attack that would really hurt – not the first jab that comes at you.

### Level two

- **Build toward blessings.** Lay the Quebra first (it boosts your attack anyway), add the Passada (it protects you meanwhile), then strike for the orisha combo. Every piece helps even if the combo never fires.
- **Ladainha before the kill.** A protected attack can't be countered – sing it, then swing your strongest hit.
- **Count their Ritmo.** Counters and Esquivas cost 1 bead. If your opponent is at 0, your attack is safe!
- **Bait the counter.** Throw a cheap attack first to burn their counter card, then send the real one.

#### Playing Angola

Outlast them. Stack Passadas, heal with Patuás, and punish impatience. Your blessings reward a full board – build it brick by brick.

#### Playing Grande

Every turn should threaten damage. Use Corrido for extra actions and finish wounded opponents before they stabilize.

#### Playing Pequeno

Speed is your armor. Cheap attacks force awkward blocks, extra actions let you Ginga AND strike. Dance in, sting, dance out.

### Quick Reference

| Thing                     | Number         | Thing                  | Number         |
|---------------------------|----------------|------------------------|----------------|
| Starting / max Axé        | <b>9</b>       | Hand size              | <b>7</b>       |
| Max Ritmo beads           | <b>4</b>       | Actions per turn       | <b>3</b>       |
| Attack cost               | <b>2 Ritmo</b> | Counter / Esquiva cost | <b>1 Ritmo</b> |
| Quebra / Passada lifetime | <b>3 turns</b> | Songs per turn         | <b>1</b>       |

Axé, capoeirista — see you in the roda! 