

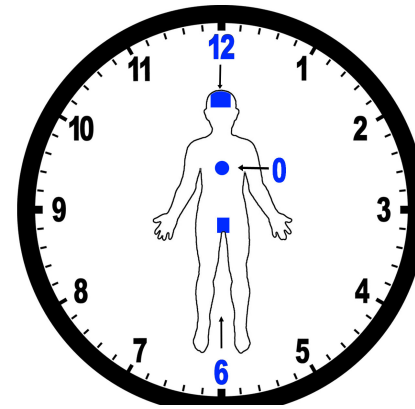
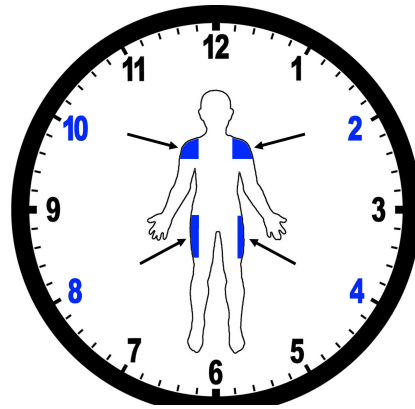
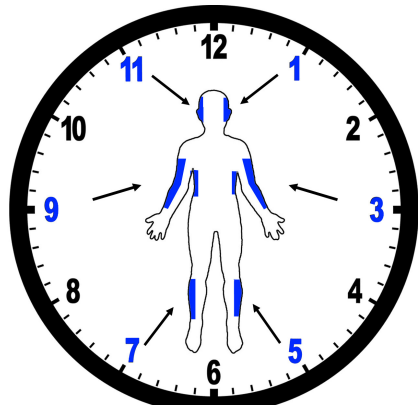


The Temporal System

A System of Combat Choreography

SaberCraft.org

Strikes



Defenses are reversed

CM 1 - Inverted Grip

Person A	3	11P	1P	7P	3P- Spin	3
Person B	lg 3P	lg11	lg1	lg7	lg3- Spin	lg 3P

CM 2 (CM13) - RotJ: Thrusts, Dynamic Movement

Person A	0	(right)	S+S: Left	10 ©	2 ©	5X (short)	1	11	11L (push off)	9 ©	3 ©
Person B		S+S:11P	(right)								

CM 3 (CM23) - KvR: Acting in Motion									
<i>Person A</i>	<i>0-R</i>	<i>(left) 11P</i>	<i>1P</i>	<i>turn to R, stumble, drag saber</i>	<i>0</i>	<i>(spin L-R)</i>	<i>1©</i>	<i>1P Push- back</i>	<i>saber drag</i>
<i>Person B</i>	<i>3P</i>	<i>11B</i>	<i>1B</i>		<i>G3P</i>	<i>Obi-Ani (F)</i>	<i>5©</i>	<i>12B</i>	
<i>Person A</i>	<i>5©</i>	<i>1P (point tip downward)</i>	<i>pause</i>	<i>1P</i>	<i>saber drag</i>	<i>1</i>	<i>11P</i>		
<i>Person B</i>	<i>G3P</i>	<i>1B</i>	<i>pause</i>	<i>1B</i>		<i>1</i>	<i>12</i>		
<i>Person A</i>	<i>4P</i>	<i>S+S</i>	<i>(left & forward)</i>		<i>pause</i>	<i>spin out of lock to L</i>	<i>3© / 7© crouched</i>	<i>spin</i>	
<i>Person B</i>	<i>0</i>	<i>(left)</i>	<i>S+S Right & back</i>	<i>S+S into 1X</i>	<i>pause</i>		<i>11© jump</i>		

<i>Shii-cho</i>												
<i>Section 1</i>	<i>Salute</i>	<i>O-Th</i>	<i>1-C</i>	<i>11-C</i>	<i>3-C</i>	<i>9-C</i>	<i>5-C</i>	<i>7-C</i>	<i>5-C</i>	<i>12-C</i>	<i>O-Th</i>	<i>Salute</i>
<i>Section 2</i>	<i>Salute</i>	<i>O-Th</i>	<i>3-Th</i>	<i>9-Th</i>	<i>Recall 7-C</i>	<i>5-C</i>	<i>1-C</i>	<i>11-C</i>	<i>5-C</i>	<i>Salute</i>		
<i>Section 3</i>	<i>Salute</i>	<i>Fl- Rev</i>	<i>11- H</i>	<i>11-C</i>	<i>9</i>	<i>Recall 12-H Pose</i>	<i>12</i>	<i>9-Pt</i>	<i>Recall 12-H Pose</i>	<i>12</i>	<i>Recall 7-C</i>	<i>Salute</i>

Lumina

A Game for SaberCraft

Lumina is a sport where participants, also known as **Lumens**, compete against each other for points in timed rounds. Each round, participants face off and points are accumulated. Points are counted as successfully committed or defended "Tachyon". The objective of each round is to obtain the highest amount of points. The winner is the participant with the higher score at the end of the round. Once someone loses 2 rounds, they lose the game. Each round, victors will compete against each other until 2 remain. The winner of the game is the person that completes the last round with the most points.

Rules:

1. Play must be conducted in a 30x30 square arena.
2. Each round is 1 minute and is consisted of turns.
3. A turn is where 1 participant engages against the other player using a CM of choice.
4. Participants switch role as attacker after each turn.
5. Attacker must telegraph to Defender of incoming CM.
6. CMs are pre-assigned combinations of points. Each CM is a different value and divided into 2 categories:
 - a. Simple CMs are worth 1 point.
 - b. Complex CMs are worth 2 points.
 - c. *Styled pauses & locks are also counted as steps. Interrupting pauses nulls points in turn.*

Attacker is awarded points if defender misses an incoming Tachyon (or undefended swing).

Attackers must step forward.

Defenders must step backwards.

Optional: CMs can be played in combinations resulting in a "Power Play" for additional points. Attacker must combine 2 different telegraphs prior to engaging in the attack. A maximum of 2 CMs can be played consecutively. Power Play points are granted to the winner of the turn. Depending on the complexity determines the points. For example:

- . 2 Simple CMs: +1
For example: Form 1 (worth 1 point) + CM-A (worth 1 point) PLUS +1 for the Power Play results in a total of 3 points for that turn.
- a. 1 Simple + 1 Complex: +2
For example: CM A (worth 1 point) + CM 12 (worth 2 points) PLUS +2 for the Power Play results in a total of 5 points for that turn.
- b. 2 Consecutive Complex forms: +3
For example: CM 12 (worth 2 points) + CM 23 (worth 2 points) PLUS +3 for the Power Play results in a total of 7 points for that turn.
- c. If Defender successfully defends a Power Play, the earn the points of the modifier.

Optional: Weight classes have different saber thickness. The larger the opponent, the thinner the saber.

Striking participant incurs a penalty upon injury to partner. The worse the injury, the worse the penalty.

How to play:

1. Gather 2 participants
2. Flip a coin for opening attacker
3. Begin timer
4. Participant A telegraphs a CM of choice to Participant B
5. Both engage
6. Upon successfully completing the CM or Participant A achieving 1st strike, the turn is over and roles switch
7. Participant B telegraphs a CM of choice to Participant A
8. Both engage
9. Upon successfully completing the CM or Participant B achieving 1st strike, the turn is over and roles switch
10. Repeat until timer is completed.
11. Determine points based on CMs & Powerplay combinations.

How to win:

- Winner is player who achieves the most amount of points in a given round.
- Player with highest amount of points, wins the game.
- Winning must be by double - elimination. Tournaments may be played in brackets with singles or doubles.

How to get prepare:

- Learn the forms
- Practice in Accelerators

POINTS:

<p>SIMPLE +1</p> <ul style="list-style-type: none"> • Form 1 (1-10) • Form .5 (1-6) • CM-A (1-12) • CM-B (2,4,8,10) • CM 1 • Nova • Advanced Nova 	<p>COMPLEX +2</p> <ul style="list-style-type: none"> • Form 1 with spins • CM 11 • CM 12 • CM 13 (CM 2) • CM 14 • CM 21 • CM 22 • CM 23 (CM 3) • CM 24
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Additional rules

1. If timer runs out in mid-melee, melee continues until end of CM.
2. If there is a tie, pause timer. Timer is given an additional 30 seconds. Continue with player who's turn was next. Continue adding points to current score. At the end of the timer, recalculate points. If tie occurs again, repeat an additional 30 seconds.
3. Defenders placed out of bounds nullifies points of turn for attacker. Turn is interrupted and players must reset back in center of arena with defender beginning their next turn.

Sample play:

Participant A Vs B

Flip coin - A calls heads and wins.

Begin timer. Round begins:

A: attacks with CM A - Participant B defends successfully. A gets 0 points.

A: 0 B: 0

B: attacks with Form 1 - Participant A defends successfully. B gets 0 points.

A: 0 B: 0

A: attacks with Star - Participant B misses one blow, Participant A get's + 1 for Star.

A: 1 B: 0

B: attacks with Adv Nova - Participant A misses one blow, Participant B does gets +1 for Adv Nova.

A: 1 B: 1

A: attacks with CM 12 - Participant B misses one blow, Participant A get's + 2 for CM 12.

A: 3 B: 1

B: attacks with CM 23 - Participant A misses one blow, Participant B does gets +2 for CM23.

A: 3 B: 3

A: attacks POWER PLAY with Star + Adv. Nova - Participant B defends successfully. B gets +2 for SIMPLE + COMPLEX Power Play.

A: 3 B: 5

B: attacks with CM 1 + Star - Participant A defends successfully. A gets +1 SIMPLE + SIMPLE Power Play.

A: 4 B: 5

A: attacks with Star - Participant B misses one blow. A gets +1 points for Star.

A: 6 B: 5

Timer runs out. Round ends.

Calculate points and determine winner.

A: 6 B: 5 - WINNER: A with the higher score of 6.

Begin round 2.

If Player A wins again, Player A is winner of game. Stop here.

If Player B wins, continue to Round 3.

Begin Round 3.

Whoever wins this round is the winner of the game.