

FIGHT!

by Ashley Pringle

RULES

THE DECK:

Remove all cards above 6 from the deck, keeping the ace cards. The deck of 24 remaining cards is placed in the centre of the table. The deck contains:

- 6 Punch ♠ cards
- 6 Kick ♣ cards
- 6 Parry ◇ cards
- 6 Dodge ♥ cards

3 cards are drawn from the top of the deck and placed face up in a row next to the deck at the first of the round.

ROUNDS AND TURNS:

At the beginning of the game, before the first turn, both players will draw 3 face down cards from the top of the deck. Then both players will choose 1 face up card to draw, flipping a coin to determine who picks first. Both players will have a hand of 4 cards at the beginning of the 1st turn.

Each turn involves a few steps:

- I. Once both players have a hand of 4 cards, either player may say "Ready, set, FIGHT!" at *any* time. On "FIGHT!" both players *must* play one of their 4 cards, face up.
- II. The cards are resolved. The winner (if any) collects the appropriate card and places it in their victory pile. Please see page 3, Moves section for rules on determining a winner.
- III. The winner of the turn draws a face up card of their choice. The loser draws a face down card from the top of the deck. If there was no winner this turn, both players draw a face up card, with the player who has the Tie Breaker card choosing first.*
- IV. The 3 face up cards are replenished by drawing cards from the top of the deck as needed.
- V. Un-won cards are discarded into the discard pile and a new turn begins.

Each card in a player's victory pile is worth an amount of victory points equal to the number value on the card. Every turn, add up the total sum of the victory points in each player's victory pile. The first player to accumulate 13 victory points wins the round.

If a player cannot draw a card due to the deck being depleted, then the round ends.

When a round ends due to a depleted deck, the player with the Tie Breaker card wins that round. All cards, including the Tie Breaker card, are then reshuffled into the deck and a new round begins.

The first player to win 2 rounds wins the FIGHT!

TIE BREAKER CARD:

On the first turn in a round that a player wins a card they place it in their victory pile face up. This is the Tie Breaker card. In any situation where a turn or round can't be resolved due to a tie, the possessor of the Tie Breaker card wins by default.

When the player with the Tie Breaker wins a card of *lower* value than the card on top of their victory pile, they place it *at the bottom* of their victory pile. If the player with the Tie Breaker wins a card that is of a *higher or equal* value than the topmost card in their victory pile, then they place it *on top* of the victory pile, face up.

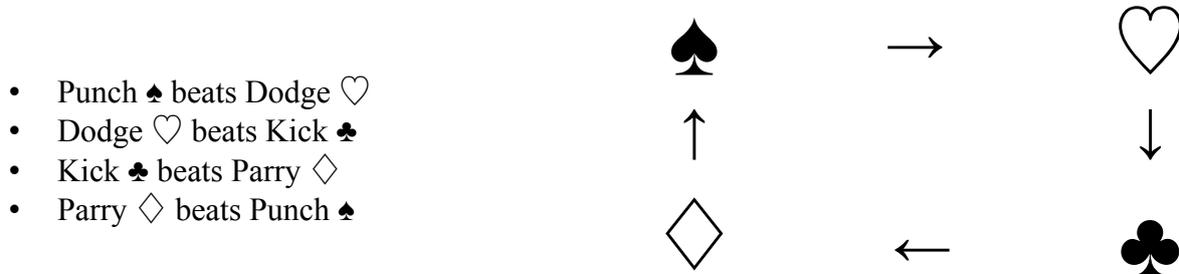
If the player without the Tie Breaker wins a card that is of lower value than the Tie Breaker, they also place the card in their own victory pile, face down.

But, if the player without the Tie Breaker wins a card of *equal or higher* value than the Tie breaker, they place it *face up* on top of their victory pile. Their opponent then flips the topmost card on their victory pile to be face down.

Whichever player has a face up card on top of their victory pile has possession of the Tie Breaker.

MOVE CARDS:

The most important part of a game of FIGHT is the moves. There are 4 moves: Punch ♠, Kick ♣, Parry ◇, and Dodge ♥. Each move beats another move, so success or failure on any turn depends on what move you've chosen in relation to your opponent.



Black cards (♠ + ♣) are attack moves, and red cards (◇ + ♥) are defense moves.

- If a player plays a card that beats their opponent's, then they win that turn.
 - If the winning player played a black (attack) card, then they collect the card that *they* played themselves.
 - If the winning player played a red (defense) card, then they collect the card their *opponent* played.
- If both players played black (attack) cards, the player who played the *lower* value card wins the card that they played themselves.
 - In the case of a tie, the player in possession of the Tie Breaker card wins the card they played themselves.*
- If both players played red (defense) cards, then both players discard the card they played and draw 1 from the face up cards. The player with the Tie Breaker card draws first.*

WINNING CONDITIONS:

Every game of FIGHT consists of up to 3 rounds. A round ends if one player accumulates 13 victory points, or no card can be drawn from the deck when a card is required to be drawn.

The player who accumulates 13 points first wins the round. If neither player manages to accumulate 13 points before the deck is depleted, then the player in possession of the Tie Breaker card wins the round.

The first fighter to win 2 rounds wins the FIGHT!

*If in any situation calls for a TieBreaker card when neither player has the card, flip a coin to determine the outcome.