

Fight Card! – Game Set-up

1. Each player starts with a deck representing their martial art.
2. If you are playing with a game board place it in the centre of the table. Follow the card layout direction for playing turns based on the game board. If you are not using the game board - Players decide which direction the first to third cards will be placed (if players are across from each other - one player plays left to right and the other player mirrors them by playing right to left) The first card played must line up with your opponents first card played.
3. Decide on a health total for the game (ten points for a quick game – twenty for a longer game). Place the health cards on the table where everyone can see them. Place the cards one on top of each other so the bottom card is health points facing up and the top card has the card back face up. As you take damage reveal the health points.
4. Shuffle your deck.
5. Draw five cards.
6. Suitably taunt your opponent.

Fight Card! – Turns

1. From your hand select three cards to play and the order you want to play them in.
2. Place them in order **face down** on the table in order following #2 in Game Set-up.
3. Once both players have played their three cards – they both reveal together starting revealing at card one and, then card two and then... you guessed it – card three!
4. Count up the damage you were successful in doing to your opponent – including all bonuses.
5. Tell your opponent the damage and they show that much damage on their health counter.
6. They add up the damage they did to you and you display that damage on your health counter (and they thank their lucky rabbit's foot they did any damage to you).

Fight Card! – Rules

1. **Damage** – Each successful attack deals a point of damage to your opponent's health. If the attack is blocked then no damage is done. To be successful a block must be the same level (high or low) as the attack.
2. **Stackable** means that multiple stackable cards can be used together. You can play a Jumping (+1) and spinning (+1) before you play a high axe kick to do a total of three damage if the high axe kick does not get blocked. If it does you do no damage this turn.
3. **Tracking health** – use the card counters to indicate how many health you have lost. When a player gets to twenty health points they have lost the game – both players may lose at the same time.
4. **Combos** – Some cards have a number or star * on the right side of the card. Some decks will have a list of possible combos (example boxing has 1-1-3) If you play cards with the combo numbers on them that match the required combo on the combo card **and all are successful** you get a bonus to the damage – based on what the bonus is on the combo card. The combo must be played in the order written on the combo card for the deck. The star counts as any number.

Fight Card! – Winning!

1. First player to reduce their opponents health to zero wins
2. If both players finish the game below zero health it was a draw – quickly fight again as there can be only one...victor!