

KUNGFU FIGHTING

Playtest version - Feb 20, 2014 - Copyright 2014 SlugFest Games

OBJECT OF THE GAME: Kung Fu Fighting is a game of brawling martial arts masters in a duel to the last. Each player starts the game with 20 Chi (Life). The last player with Chi wins the game.

SETUP: Each player takes a player mat and chi marker (use a penny or something like that). Place the chi marker on 20. Remove the 3 Yellow Punch cards and set them in the middle of the play area. Shuffle the rest of the cards; this is the deck. Deal each player 7 cards from the deck and then place the rest of the deck face down next to the punch cards.

Discarded are placed face up next to the deck. If the deck runs out of cards, reshuffle any discarded cards. This is the new deck.

ON YOUR TURN:

Discard and Draw Phase:
At the start of your turn discard any cards you do not want, then refill your hand to 7 cards. If you kept only 0 or 1 card, then refill your hand to 8 cards instead.

Attack Phase:
You may make an attack if you wish. See Attacking and Resolving Attacks below.

End Turn:

Any players at No Chi are out of the game. The player to your left takes the next turn.

ATTACKING, AND RESOLVING ATTACKS

Making an attack:

When you make an attack, follow these steps:

- 1) You may play one Stance card.
 - 2) You **must** play one Base card (you may use one of the Yellow Punch cards).
 - 3) You may play any number of Enhancement cards as long as no two have the same name.
 - 4) You may play one Finishing Move card.
 - 5) You must pick a target for your attack.
- Note: Some cards let you "target X additional opponent(s)". In this case, do not divide your damage! You deal full damage to each opponent you target. You may only target each opponent once per attack.

Blocking:

If you have been targeted by an attack you may make a block by following these steps:

- 1) You may play one Stance card.
- 2) You **must** play one Base card (you may use one of the Yellow Punch cards).
- 3) You may play any number of Enhancement cards as long as no two have the same name.

Damage: Add up the attack base, enhancements and finishing move damage values. Add up the block base and enhancements defense values. Each defender loses Chi equal to the total damage of the attack minus the total defense of their block. *No, you cannot gain Chi if the result is negative.*

Spirit Damage: If an attack includes any number of Spirit icons and a defender does not have at least one Spirit icon in their block, that defender loses one additional Chi, even if they would otherwise lose no Chi.

Defender(s) Effects and Cleanup: The defender(s), in turn order, execute any effects on cards that they played as part of their defense which have not already resolved. Then, if they played a Stance or Weapon, they return these to hand (unless a card says otherwise). Lastly, they discard any cards still on the table.

Attacker Effects and Cleanup: The attacker executes any effects on cards that they played as part of their attack which have not already resolved. Then, if they played a Stance or Weapon, they return these to hand (unless a card says otherwise). Lastly, they discard any cards still on the table.

ICONS

Stances - Before you play an attack or block, you may enter a Stance. Stances will give you special abilities which can improve your attack or block.



Bases - Bases are the core of an attack or block. An attack or block must include one and only one base.



A Base will always be a number **without** a + in front of it.

Enhancements - Enhancements improve attacks or blocks. An attack or block may include any number of Enhancements as long as no two have the same name.



An Enhancement will always be a number **with** a + in front of it.

Finishing Move - An attack may include **one** Finishing Move. Finishing Moves may not be played on blocks.



Spirit icon

Spirit - Some cards include the Spirit symbol. If your attack includes one or more Spirit, then your attack will cause one additional damage after the normal attack and block values have been considered. If the defender's block includes one or more Spirit, this will cancel all Spirit on the attack.

Damage Effect - This is a trigger effect. It means "If the attack you make using this card deals damage, do the effect."

When determining if a Damage Effect triggers, add the regular damage and spirit damage lost by the defender in the attack. If this is total is 1 or more, then the Damage Effect triggers. Damage Effects occur during the Effects and Cleanup phases.



: Draw a card.

If your attack does damage, draw one card.



: Gain 1 Chi.

If your attack does damage, heal one chi.

PUNCH CARDS

The Punch Cards (Yellow Cards) are provided so that you always have a base if you need one for an attack or a block. You may use Punch even if you have a base in hand. After you use Punch, return it to the table (where you got it). Punch is not limiting; i.e. players can "use" Punch even if all the Punch cards are being used.

COUNTERATTACKS:

If a defender plays a card that says that they may Counterattack, then after the current attack is resolved (i.e. all players have cleaned up), that player may play an attack against the player who attacked them, repeating all the steps for "Attacking and Resolving Attacks" as though it were their turn.

If a Counterattack includes a card with the effect "target X additional opponent(s)" they can target opponents who didn't attack them as well. If more than one player is making a Counterattack, resolve the Counterattacks in turn order.

NO CHI:

If you run out of Chi, place your Chi marker on No Chi. If you are at No Chi at the end of the current player's turn, you are out of the game. If you are able to play a card which allows you to gain Chi (i.e. as a result of a Counterattack), then you're still in the game. Note: no matter how much damage you take you only go to No Chi.

Example: You are at one Chi and you suffer a five Chi attack. You block with the card "Eye for an Eye" which gives you no block value but does allow you to Counterattack. You take your damage and are now at No Chi. As part of your Counterattack you play the card "Down the Stars" which has the effect "if this attack does damage, gain 3 Chi." Your attack does damage. You gain 3 Chi. You are now at 3 Chi and are still in the game!

ATTACKING MULTIPLE OPPONENTS:

If a card has the text "target X additional opponent(s)", this means that you may target your attack at more players. Each targeted player is struck with the full value of your attack.

Example: If you attacked with Daggers (4 damage, may hit one additional player), Magesic (+2 damage), and Whirlwind (+2 damage) then you could target 2 players for 8 damage each!

If you play an attack with an effect, that effect will trigger from each opponent.

Example: You deal damage to three opponents with the attack: Monkey Stance (if you cause damage then draw one card), Ladder (2 Damage, you may hit 2 additional players), and Out the Window (+3 damage, if you cause damage gain 1 Chi). During cleanup you will gain 3 Chi and draw 3 cards! (And possibly get Counterattacked to death!)

CARD-SPECIFIC NOTES:

Nunchaku: In order to return Nunchaku to hand during cleanup, you must discard a card. You may return a stance to your hand first (if you have one in play) and then discard it to return Nunchaku to hand.

Drunken Stance: In order to return Drunken Stance to hand during cleanup, you must discard two cards. You may return a weapon to your hand first (if you have one in play) and then discard this as one of the two cards needed to return Drunken Stance.

Tiger Stance: The one card you return to hand during cleanup can be either Tiger Stance or a weapon (if you have one in play). If you must pay a cost to return a weapon (i.e. Nunchaku), you still must do so.

When Done Right, None Can Defend: Remember a target must lose at least one Chi to activate the damage effect on this card. Chi lost as a result of this Damage Effect may not be blocked in any way.

WE NEED YOUR FEEDBACK!

After each playtest game, please scan the QR code or head over to the URL below and fill out a survey. It only takes a minute, and it really helps us make a better game!

<http://bit.ly/16Oqcv5>





Punch
Base



Punch
Base



Punch
Base



Eye for an Eye!
Base

You may Counterattack.



Eye for an Eye!
Base

You may Counterattack.



Sidestep
Base

When you play Sidestep, draw a card.
(If that card is an Enhancement, you may add it to your Block.)



Grappling Block!
Base

Attacker discards active Weapon and Stance during Cleanup.



Grappling Block!
Base

Attacker discards active Weapon and Stance during Cleanup.



Grappling Block!
Base

Attacker discards active Weapon and Stance during Cleanup.



Snap Kick

Base



Snap Kick

Base



Roundhouse

Base



Elbow Strike

Base



: Draw a card.



Elbow Strike

Base



: Draw a card.



Open-Palm Strike

Base



: Draw a card.



Leg Sweep

Base



After you declare the target(s) of an Attack with Leg Sweep, each defending player discards a random card from hand. *(This happens before blocking.)*

If Leg Sweep is used to block, Attacker discards active Weapon and Stance during their Cleanup.



Leg Sweep

Base



After you declare the target(s) of an Attack with Leg Sweep, each defending player discards a random card from hand. *(This happens before blocking.)*

If Leg Sweep is used to block, Attacker discards active Weapon and Stance during their Cleanup.



Throw

Base



Defending player discards a random card from hand.

Draw a card.



Grappling Block!

Base

Attacker discards active Weapon and Stance during Cleanup.



YOUR KUNG FU IS WEAK!

Base



YOUR KUNG FU IS NO MATCH FOR MINE!

Base



If you take damage from this Attack, you may Counterattack.

If you **don't** take damage from this Attack, gain 3 Chi.



Fast!

Enhancement



Fast!

Enhancement



Fast!

Enhancement



Running Up the Wall!

Enhancement



Running Up the Wall!

Enhancement



Running Up the Wall!

Enhancement



 **Flipping!**
Enhancement



 **Flipping!**
Enhancement



 **Flipping!**
Enhancement



 **Shadow!**
Enhancement



 **Shadow!**
Enhancement



 **Shadow!**
Enhancement



 **Ethereal!**
Enhancement



 **Ethereal!**
Enhancement



 **Ethereal!**
Enhancement



+2 Iron!
Enhancement



+2 Iron!
Enhancement



+2 Iron!
Enhancement



+2 Magnificent!
Enhancement



+2 Magnificent!
Enhancement



+2 Magnificent!
Enhancement



+1 Flying!
Enhancement



+1 Flying!
Enhancement



+1 Flying!
Enhancement



+2 Whirlwind!
Enhancement



+2 Whirlwind!
Enhancement



+2 Whirlwind!
Enhancement



+1 Phantom!
Enhancement



+1 Phantom!
Enhancement



+1 Phantom!
Enhancement



+3 Invincible!
Enhancement

+3 Invincible!
Enhancement

+3 Invincible!
Enhancement

+2 **Majestic!**
Enhancement



+2 **Majestic!**
Enhancement



+2 **Majestic!**
Enhancement



+2 **Across the Room!**
Finishing Move



: Defending player discards a random card from hand.

+2 **Across the Room!**
Finishing Move



: Defending player discards a random card from hand.

+4 **To the Floor!**
Finishing Move

+4 **To the Floor!**
Finishing Move

+0 **Double Attack!**
Finishing Move



or

Your Attack may target one additional opponent.

+0 **Double Attack!**
Finishing Move



or

Your Attack may target one additional opponent.

+3 **Out the Window!**
Finishing Move

 : Gain 1 Chi.

+3 **Out the Window!**
Finishing Move

 : Gain 1 Chi.

+2 **Through the Wall!**
Finishing Move

 : Gain 2 Chi.

+2 **Through the Wall!**
Finishing Move

 : Gain 2 Chi.

+1 **Down the Stairs!**
Finishing Move

 : Gain 3 Chi.

+1 **Down the Stairs!**
Finishing Move

 : Gain 3 Chi.

+0 **When Done Right,
None Can Defend!**
Finishing Move

 : Defender loses 3 Chi.
Gain 3 Chi.

 **3** **Chain Whip**
Base - Weapon




If Chain Whip was used to attack, defending players discard a random card from hand during your Cleanup. *(This happens even if the Attack dealt no damage.)*

If Chain Whip was used to block, Attacker discards active Weapon during Cleanup.

 **1** **Fan**
Base - Weapon



When you block with the Fan, declare if you are breaking the Fan. If you do so,

Fan gives  instead, and you must discard Fan during Cleanup.



Bo Staff

Base - Weapon



If you block with Bo Staff, you may choose to discard Bo Staff during Cleanup. If you do, you may Counterattack.



Chair

Base - Weapon



Discard Chair during Cleanup.



Ladder

Base - Weapon



Your Attack with Ladder may target up to two additional opponents.

If your Attack targets more than one opponent, discard Ladder during Cleanup.



Umbrella

Base - Weapon



Discard Umbrella during Cleanup.



Table

Base - Weapon



Discard Table during Cleanup.



Sword

Base - Weapon



If your Attack with Sword causes no damage, discard Sword during Cleanup.




Bamboo Pole

Base - Weapon



When you attack with Bamboo Pole, declare if you are breaking the Bamboo Pole. If you do so, Bamboo Pole does

 instead, and you must discard Bamboo Pole during Cleanup.



Nunchaku

Base - Weapon



Discard Nunchaku during Cleanup unless you discard a card from hand.



Daggers

Base - Weapon

Your Attack with Daggers may target one additional opponent.

If your Attack targets more than one opponent, discard Daggers during Cleanup.



Crane Stance!

Stance



If your Attack with Crane Stance causes no damage, draw a card and discard Crane Stance during Cleanup.



Snake Stance!

Stance



When you play Snake Stance, draw 2 cards. (You may use these cards for your Attack or Block, as normal.)

Discard Snake Stance during Cleanup.



Monkey Stance!

Stance



: Draw a card.



Crane Stance!

Stance



If your Attack with Crane Stance causes no damage, draw a card and discard Crane Stance during Cleanup.



Snake Stance!

Stance



When you play Snake Stance, draw 2 cards. (You may use these cards for your Attack or Block, as normal.)

Discard Snake Stance during Cleanup.



Monkey Stance!

Stance



: Draw a card.



Tiger Stance!

Stance



During Cleanup, you may return **at most one** card to hand (*weapon or stance, not both*).



Dragon Stance!

Stance



If your Attack with Dragon Stance causes no damage, discard Dragon Stance during Cleanup.



Drunken Stance!

Stance



During your Cleanup, discard any number of cards from hand. Draw that many cards plus two. Then discard Drunken Stance unless you discard two cards from hand.



Tiger Stance!

Stance



During Cleanup, you may return **at most** one card to hand (*weapon or stance, not both*).



Dragon Stance!

Stance



If your Attack with Dragon Stance causes no damage, discard Dragon Stance during Cleanup.

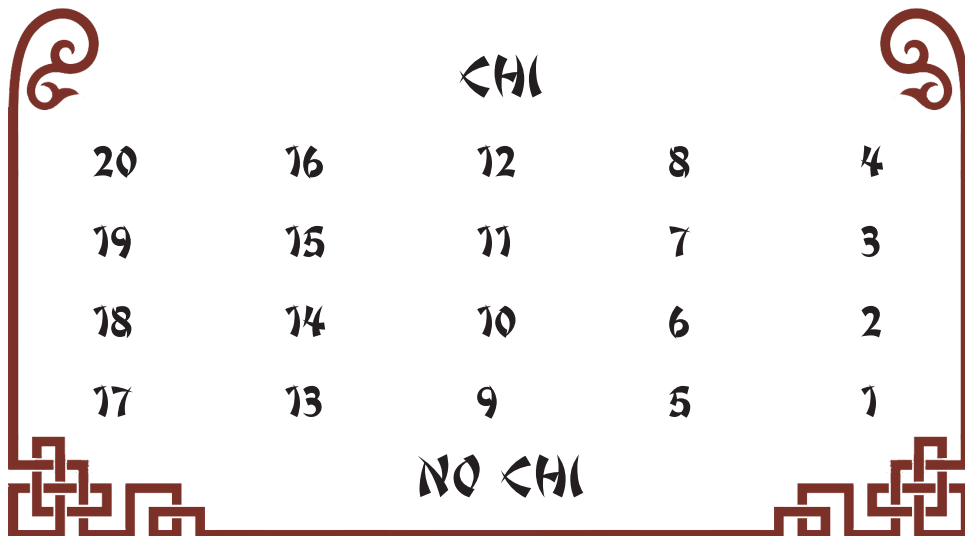


Drunken Stance!

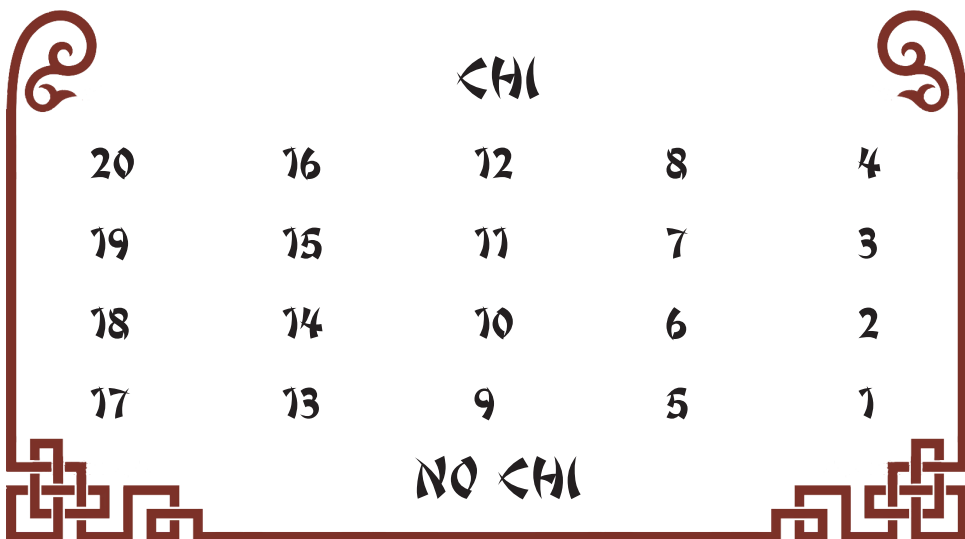
Stance



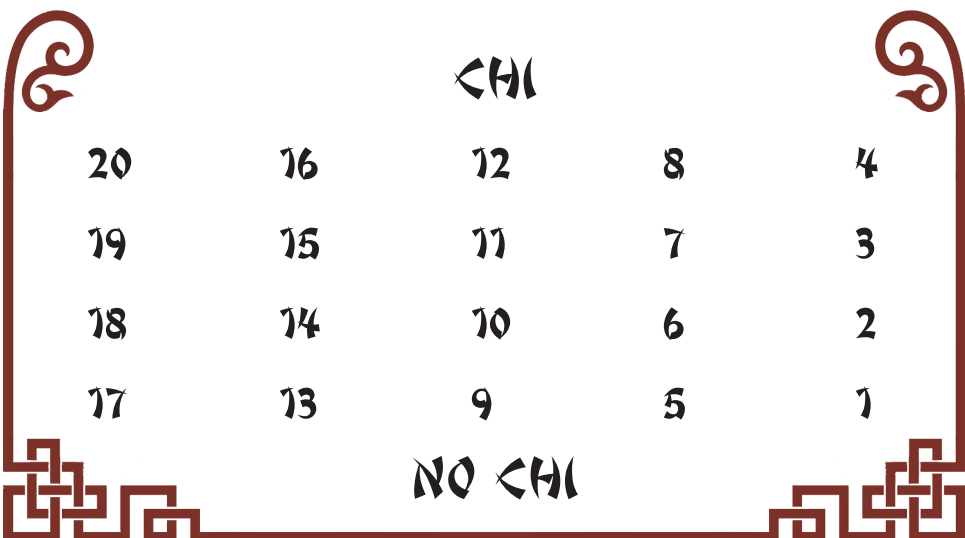
During your Cleanup, discard any number of cards from hand. Draw that many cards plus two.
Then discard Drunken Stance unless you discard two cards from hand.



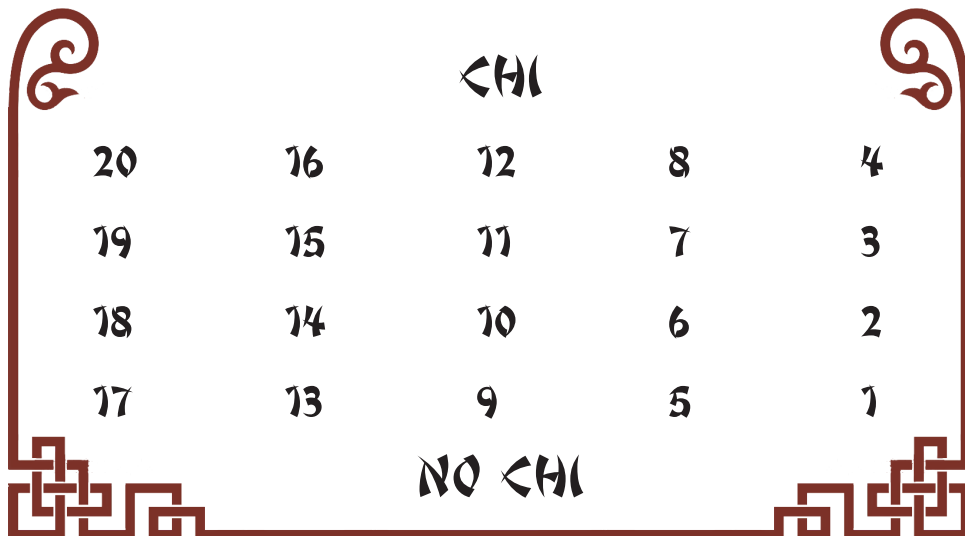
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20	16	12	8	4
19	15	11	7	3
18	14	10	6	2
17	13	9	5	1
		NO CHI		



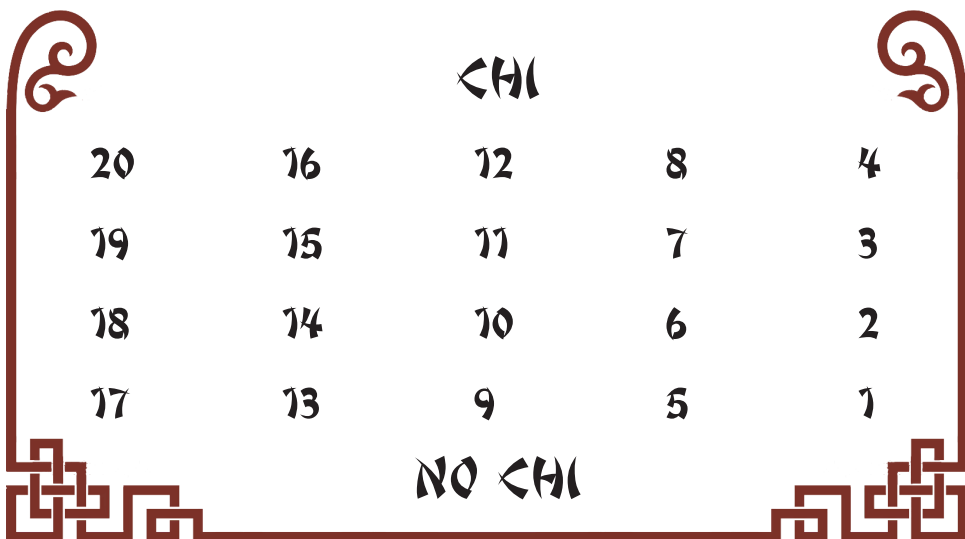
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18	14	10	6	2
17	13	9	5	1
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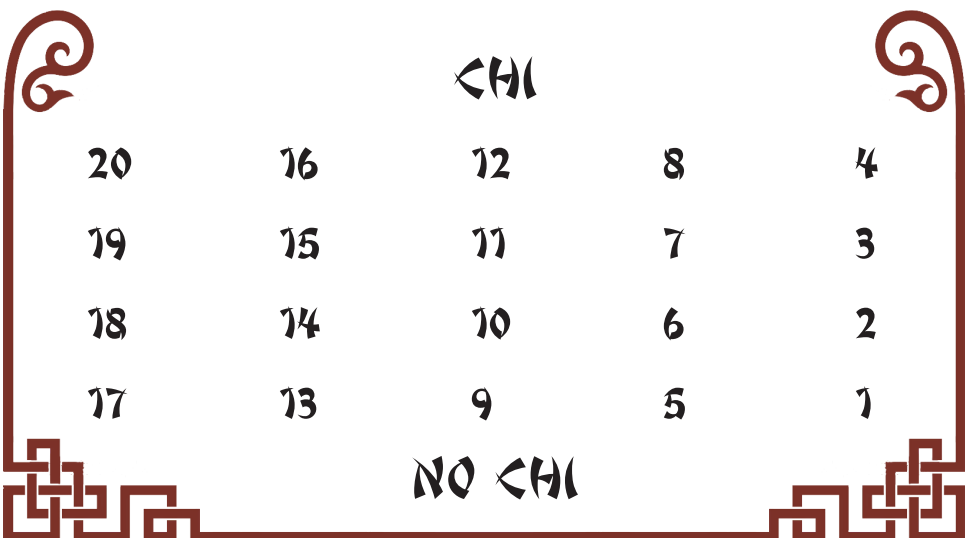
		CHI		
20	16	12	8	4
19	15	11	7	3
18	14	10	6	2
17	13	9	5	1
		NO CHI		



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20	16	12	8	4
19	15	11	7	3
18	14	10	6	2
17	13	9	5	1
		NO CHI		



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20	16	12	8	4
19	15	11	7	3
18	14	10	6	2
17	13	9	5	1
		NO CHI		



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20	16	12	8	4
19	15	11	7	3
18	14	10	6	2
17	13	9	5	1
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