

Kung Fu Fighting Team Play

Playtest version – March 13, 2014 - © 2014 Slug Fest Games

Teaming up with your friends adds a whole new level of strategy to *Kung Fu Fighting*!

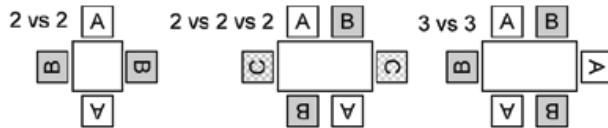
You must have an even number of players (4 or 6) to play a team game. Depending on the number of players, you can have two teams of two, two teams of three, or three teams of two.

Setting Up: Shuffle the Team cards and extra enhancements into the deck.

Team cards will have the following symbol:



Players should seat themselves as shown in the diagram below, so that they alternate turns with players on other teams.



Combined Chi: Players **do not** individually keep track of their Chi. Instead, one player per team keeps track of the Chi for their team. Each team starts the game with 10 Chi per teammate. Whenever a player takes damage, their Team Chi is reduced. If a team's Chi is reduced to No Chi at the end of a turn, everyone on that team is eliminated. The last team with Chi remaining wins.

Support Cards: These special cards often allow you to play additional cards or do helpful things for your teammates. Many of them are played in response to something happening in the game, and they will tell you when and how you play them.

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. Your teammates may each play up to one Enhancement card (even if it has the same name as another Enhancement card already played).
5. You may play one Finishing Move card.
6. You must pick a target for your 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.
4. Your teammates may each play up to one Enhancement card (even if it has the same name as another Enhancement card already played).

Passing Cards: At the end of your turn, you may pass exactly one card, face down, to a teammate, who must add it to their hand.

Crosstalk: You may not show your hand to your teammates, but you and your teammates can discuss your hands. This can help you to get a better idea of which card to pass to a teammate at the end of your turn. ("Do you need Base cards?") Remember: The other teams can hear you!

Single Attack Rule for Teams: A team can only have one attack directed against them at a time, unless it is the result of a Counterattack being Counterattacked. In other words, each team is considered to be a single player. You Go That Way, I Go This Way is an exception to this rule and does allow for attacks against a player whose team is already being attacked.

Variant: Defense Bonus

This game play variant provides a bit of extra cushion for those particularly blood thirsty playgroups. It is suitable for games of 4 or more players.

Setting Up: In addition to the normal setup, each player receives a Defense Bonus token. This token is placed on top of their Player Mat so all players can see it.

Activating the Defense Bonus: After an attack that targeted a player resolves, that player rotates their Defense Bonus Token 90 degrees counterclockwise (from +0 to +1, from +1 to +3, etc). The Defense Bonus maxes out at +5 after the player has been the target of 4 attacks.

Blocking with the Defense Bonus: When a player makes a block, they increase the value of that block by their Defense Bonus.

Resetting the Defense Bonus: At the start of a player's turn, the Defense Bonus Token is returned to +0.



**You Go That Way!
I Go This Way!**

Team Enhancement

Only playable on your Teammates Attack. You may make an Attack against one of the Defender's Teammates.



I Have Your Back!

Team Base



Only playable versus an attack made against a Teammate. You are now the Defender.



Combine Stances!

Team Support

Play this card when you or one of your teammates is about to make an Attack or Block.

All teammates may play Stances on this Attack or Block.

If these Stances are not discarded, they return to the teammates who played them.



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Your Friends Can't Help You!

Team Support

Negate the effects of a Team Card.

- or -

Negate the effects of an Enhancement or Finishing Move played by an opposing Teammate.



Here! Take this!

Team Support

Playable at any time. You may give a Teammate a Card from your hand or a Teammate may give you a Card from their hand.



Face Me Instead!

Team Base



Only playable versus an attack made against a Teammate. You are now the Defender.

After the Attack resolves you may Counter Attack.



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+2 Fast!
Enhancement



+2 Running Up the Wall!
Enhancement



+3 Invincible!
Enhancement



+2 Whirlwind!
Enhancement



+1 Flipping!
Enhancement



+2 Magnificent!
Enhancement



+2 Majestic!
Enhancement



+1 Flying!
Enhancement



+2 Iron!
Enhancement



