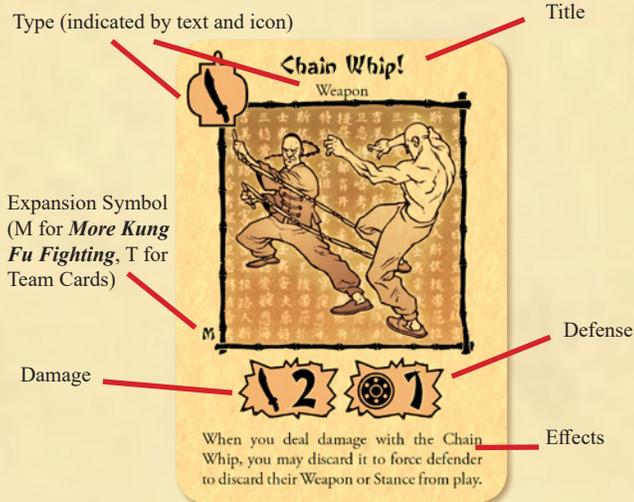


Kung Fu Fighting!

2019 Reboot

Components: 99-card original deck, 48-card expansion deck, 37-card team deck, 6 Chi Tracker Cards (some with rules on the back, others with Team Chi Tracker Cards on the back), 10 Archetype Cards (8 Archetypes, plus Military Training and Perfect Technique), 1 blank card - design your own!

Parts of a Card:



Setup: Each player takes a Chi Tracker Card and puts a marker on the 20 spot. Decide whether you wish to play with the *More Kung Fu Fighting* expansion. If so, include the cards with the “M” in the deck, for a total of 147 cards.

Do not include the “T” cards unless you are playing a team game (see “Team Play” on page 3).

Shuffle the deck and deal 7 cards to each player. Randomly choose someone to go first.

Object: Be the last player with Chi. Taking damage makes you lose Chi. If you run out of Chi, you are out of the game.

Turn Order

1. Discard and Refill: At the start of your turn, you may discard cards that you don’t want (anywhere from none to your entire hand). After this, draw cards from the deck until you have 7 cards. If the deck runs out, shuffle the discard pile and use that as the new deck. You may not play any cards until you have finished drawing. If you happen to start your turn with more than 7 cards, you may opt to keep them all and draw no new cards.

2. Prepare: You may play any number of Weapon, Stance

or Chi Restoration Cards. (However, you may only have one Weapon and one Stance in play at a time - see “Card Types” below.)

3. Attack: You may make a single Attack against any player, either by playing an Attack Card from your hand or by attacking someone with your Weapon in play.

You may attack a player with an Attack Card even if you have a Weapon in play. If you have no Weapon in play and no Attack Cards in your hand, you may not attack.

You may not make multiple attacks on your turn.

4. Respite: After attacking, the active player has another chance to play Weapon, Stance or Chi Restoration Cards. (You may not play these card types during an Attack.)

Ending Your Turn: When you are finished playing cards, play passes to the player to your left. Note that you don’t get to draw new cards until your next turn!

Card Types

A card’s type is indicated by the text under its title as well as the icon in the upper left.

Stance: You may play Stances during your turn, but not while attacking. Place a Stance in the Stance slot next to your Chi Tracker Card. Your Stance stays in play and gives you various bonuses.

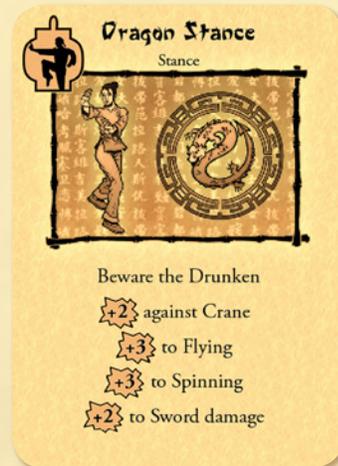
Most Stances are strong against one other Stance, giving an Attack bonus against players in that Stance.

You may have at most one Stance in play. If you play a new Stance, discard your previous one.

You may choose to discard your Stance during your turn, even if that would leave you with no Stance. You may not do this during an Attack, however.

Weapon: You may play Weapons during your turn, but not while attacking. Place a Weapon in the Weapon slot next to your Chi Tracker Card. Your Weapon stays in play and gives you a means to attack your opponents, plus bonuses such as increased damage or defense against all Attacks. For example, the Chain Whip shown above allows you to attack someone for 2, it gives you 1 defense to all Attacks targeting you, and it gives you the special ability listed on the card.

You may have at most one Weapon in play. If you play a new Weapon, discard your previous one.



You may choose to discard your Weapon during your turn, even if that would leave you with no Weapon. You may not do this during an Attack, however.

If you have a Weapon in play but choose to play an Attack Card from your hand, you do not get the Weapon's attack value or bonuses in your Attack. You do get your Weapon's defense if your opponent happens to counterattack, however.



Attack: During your turn, you may make an Attack against another player by either using your Weapon in play or by playing an Attack Card from your hand. An Attack Card has a subtype indicated by its title and the icons in the upper left. This subtype simply determines what kinds of Block Cards may be used against it.

Attack Enhancement: When you play an Attack Card, you may also play any number of Attack Enhancement Cards along with it, as long as no two have the same name. You may not later add Attack Enhancements to an Attack after seeing that your opponent is not going to block.

Block: When you are attacked, you may play *one* Block Card in response. Most Block Cards either Ignore an Attack or reduce its damage. When you Ignore an Attack, it has no effect on you. You lose no Chi and Ignore any of the Attack's special effects, such as discarding your Weapon or Stance. If you reduce the damage of an Attack, its other effects still happen, even if you reduced the damage to 0.

Some Block Cards are specific to a certain type of Attack, while others are more generic.

If your Weapon or Stance gives you defense, you get that defense whether you played a Block Card or not.

Chi Restoration: You may play Chi Restoration Cards during your turn, but not during an Attack. These cards restore the stated amount of Chi and are important for staying in the fight. Your Chi may never go above its starting value. Remember, if you run out of Chi, you are out of the game!

The More Kung Fu Fighting expansion introduces several other card types:

Improved Weapon: You may attach any number of Improved Weapon cards to your Weapon in play, as long as no two have the same name. As with Weapons, you can play them before or after an Attack, but not during. If your Weapon in play is discarded or taken by another player, any attached Improved Weapon Cards go with it.

Improved Stance: You may attach any number of Improved Stance cards to your Stance in play, as long as no two have the same name. As with Stances, you can play them before or after an Attack, but not during. If your Stance in play is discarded or taken by another player, any attached Improved Stance Cards go with it.

Finishing Move: A Finishing Move counts as an Attack Enhancement, but with the restriction that an Attack may include at most one Finishing Move. Any card that says it affects Attack Enhancements will affect Finishing Moves as well.

Archetype: The Archetype Cards allow for an optional play variant, where each player takes on the role of an iconic character archetype from classic Kung Fu movies.

We recommend that you include the *More Kung Fu Fighting* expansion cards in the deck if you are playing with Archetypes. We also recommend leaving out Archetypes for your first game.

The Archetype Cards should never be shuffled into your main deck, and they have different backs to remind you of this.

Archetypes may be used in an individual game or in a team game.

To play with Archetypes, take the 8 cards with the Archetype back and assign one to each player. (You may do this randomly, or allow players to choose.) A player's Archetype Card goes on the table in front of them, face up, and gives that player standing effects for the entire game.

Any unused Archetype Cards are set aside and are not used in the game.

The player who gets The Imperial General also takes the Military Training card. This card stays on the table next to The Imperial General. Whenever The Imperial General plays a Weapon, he attaches Military Training to it. If Military Training becomes unattached, it stays with The Imperial General.

The player who gets The Venerable Master also takes the Perfect Technique card. This card stays on the table next to The Venerable Master. Whenever The Venerable Master plays a Stance, he attaches Perfect Technique to it. If Perfect Technique becomes unattached, it stays with The Venerable Master.

The Military Training and Perfect Technique cards do not



count toward your hand size.

Team: Team Cards have a “T” as their expansion symbol. Shuffle these cards into the deck if you are playing a team game. Be sure to remove them for individual games!

See “Team Play” below for the rules for team games.

Attacking

To Attack another player, first declare which player you are attacking, then declare whether you are attacking with your Weapon in play or an Attack Card from your hand. Add any Attack Enhancements you wish. When you are finished playing all cards, the defending player may play one Block.

Counterattacks: Several cards allow you to make an Attack against the player who Attacked you. You may do this even if the Attack would bring you to 0 Chi or less. When you make a counterattack, it counts as a normal Attack - you may still play Attack Enhancements with it and it may be blocked normally. Damage from the original Attack and all counterattacks happens simultaneously.

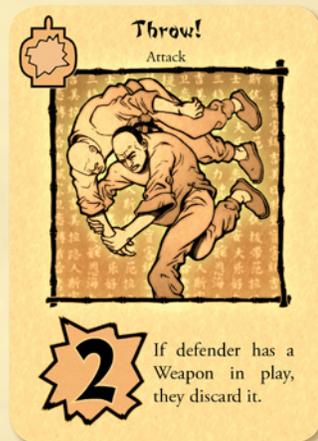
Resolving an Attack: After an Attack and all of its counterattacks have been played, damage is calculated as follows:

- 1) Calculate the damage of each Attack, including all bonuses from Stances and Weapons.
- 2) Resolve any effects that cause players to discard or otherwise lose their Stance or Weapon.
- 3) Calculate defense against each Attack from Block Cards or from Stances and Weapons that are still in play.
- 4) Players lose Chi as appropriate. Any player with 0 or less Chi is out of the game. If all remaining players go to 0 or less Chi, the game is a tie between those players.

Note that this resolution order means that Stances and Weapons do not provide defense against Attacks that make you lose those Stances or Weapons!

Example: Your Weapon in play is the Chair, which gives 1 defense. You are attacked with a Throw, and you are unable to block. You must discard your Chair before taking damage, so you take the full 2 damage from the Throw.

Example: You are in Dragon Stance and have a Sword in play. You attack with the Sword and add the Attack



Enhancement Flying. Your opponent does not block and has no defense. Your deal a total of 10 damage: 3 from the Sword, 2 from Flying, then 5 more from Dragon Stance, which gives +2 to Sword damage and +3 to Flying.

Other Rules

Hand Size: Your hand size is 7 unless a card effect says otherwise. Cards in play don't count toward your hand size.

Splitting Attacks: Several cards allow you to attack multiple players. Doing this causes the full damage to all targets - the damage is not divided between them. If the Attack causes other effects, those effects happen to all targets of the Attack.

An Attack may only be split once. If multiple effects would cause an Attack to target multiple players, you must choose one of those effects.

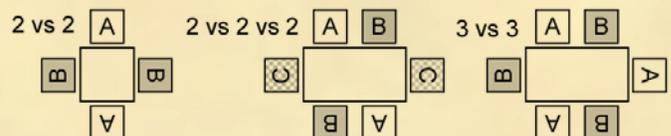
Example: Ladder can attack for 2 damage to one opponent or 1 damage to two opponents. Whirlwind can cause an Attack to hit up to three opponents or can add 3 damage to an Attack. If you Attack with your Ladder and add Whirlwind to it, you must choose which split effect you wish to use. If you use the Ladder's split effect, you will deal 4 damage to each of two opponents - 1 damage from the Ladder, 3 from Whirlwind. If you use Whirlwind's split effect, you will deal 2 damage to each of three opponents - 2 damage from the Ladder, split three ways by Whirlwind.

Splitting Attacks may not cause a player to have more than one Attack targeting them at a time unless those Attacks are counterattacks to an Attack that player made.

Example: Player A splits an Attack to players B and C. Player B counterattacks and plays a split on his counterattack. Player B splits his counterattack between players A and D, since he may not cause another split Attack on player C.

Team Play

You may play in teams if you have either 4 or 6 players. In a 4-player team game, players divide into two teams of two. In a 6-player game, players divide into either two teams of three or three teams of two. Players should sit so that they alternate with players from other teams:



In a 2v2 or 2v2v2 game, each team starts with 20 Chi. In a 3v3 game, each team starts with 30 Chi. Players do not have individual Chi totals. Instead, one player from each

team takes a Chi Tracker Card to track that team's Chi. In a 3v3 game, each team will need both a Chi Tracker Card and a Team Chi Card (on the backs of two of the Chi Tracker Cards).

If a team runs out of Chi, that team is out of the game.

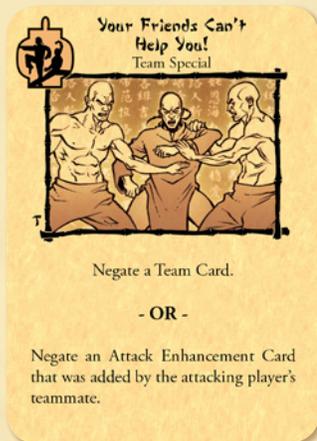
Players still have individual hands, Stances, Weapons, etc. Players still take turns individually. Players may not show their hands to their teammates, but they may discuss their hands verbally. Remember: the other teams can hear you!

Players still attack individual players, but those attacks affect the team's Chi. If you are attacked, *only you* may block. A teammate may not block for you unless a card specifically says that they can.

Adding Enhancements: When one of your teammates makes an Attack, you may add *one* Attack Enhancement to their Attack. Play that Attack Enhancement in front of you. It is affected by *your* Stance, not your attacking teammate's.

If you add Combo Attack to a teammate's Attack, then you, and only you, may play the additional Attack Cards.

Your attacking teammate may play Attack Enhancements to their own Attack as normal. Enhancements you play are simply added to this. An Attack may never have multiple Enhancements with the same name, even if played by a teammate.



Team Cards: Team Cards have the word "Team" in their type. A Team Card follows all normal rules for that type. For example, a Team Attack Enhancement may be played on any Attack - yours or a teammate's - unless it says otherwise.

Team Special Cards may be played whenever the condition listed on the card is met.

Passing Cards: At the end of your turn, you may pass one card, face down, to a teammate, who must add it to their hand. This could cause that teammate to have more cards than their hand size. This is fine - remember that, at the beginning of your turn, if you have more cards than your hand size, you may opt to keep them all and draw no new cards.

Split Attacks: Each Team counts as a single player for splitting Attacks. You may not split an Attack and choose to target two players on the same team. Similarly, splitting

Attacks may not cause a team to have more than one Attack targeting them at a time unless those Attacks are counterattacks to an Attack that team made. The card You Go That Way, I'll Go This Way is an exception to this rule.

If your teammate plays an Attack Enhancement that allows you to split your Attack, then your teammate chooses the additional target(s). If one of those targets counterattacks, the counterattack targets your teammate, not you.

Card-Specific Notes

Combo Attack!: You may play multiple copies of the same kind of Attack as Attack Enhancements, even if those cards match the original Attack. This is an exception to the normal restriction against multiple Attack Enhancements with the same name.

Example: You play Kick as your Attack, then play Combo Attack and add two more Kicks to your Attack. This Attack would deal 9 damage. (15 if you were also in Crane Stance!)

Face Me!: You may only play Face Me against an Attack that is enhanced with When Done Right, None Can Defend if you then play one of the "Your Kung Fu..." cards.



She Who Must Fight!: She Who Must Fight may not counterattack against an Attack with the Enhancement When Done Right, None Can Defend, unless she plays Your Kung Fu is No Match for Mine!

The Mysterious Stranger: If The Mysterious Stranger enters Imperial Stance, he must pay 4 Chi to enter and 2 Chi to stay in the Stance at the beginning of his turn. However, Imperial Stance gives him +2 to all Attack Enhancements, so it's not all bad!

You Go That Way, I'll Go This Way!: An Attack caused by this card can have copies of Attack Enhancements that were used in the original Attack. This includes You Go That Way itself. Teammates may still add Attack Enhancements to the new Attack as normal.

Example: Your teammate plays a Flying, Spinning, Flipping Kick. You play You Go That Way, I'll Go This Way. You could then play a Flying, Running Up the Wall Punch, and your attacking teammate could add Spinning to your Attack for good measure!