

World Of Fighters Rules

Setting Up The Game

Place the board in between the two players.

Each player will place their fighter's token on the designated spot, the red square.

Shuffle the deck of Action Cards and deal three to each player, before setting them down next to the board so that players can draw from them in later rounds. Deal the six Movement Cards out to the two players.

You will also need some way to tally the health of the characters, such as a pen and piece of paper or phone notes.

You are now ready to begin.

Objective Of The Game

The objective of the game is to keep your health bar as high as you can and stay in the ring, while simultaneously trying to bring your opponents health bar to zero or knock them out of the ring.

The Game Turn

The players will decide one Movement Card they want to play and one Action Card they want to play. First they will turn over the Movement Card at the same time. Once that has been shown they turn over the Action Card and add up the scores. The next round then commences, with Player 2 moving first this round.

Movement Card

Movement Cards help the player's character move around the board. Players will have three cards, 1, 2 and 3, telling them how many squares they can move.

Once players have used one of their cards, it must be discarded in front of them. They have to wait one turn to reclaim that card back.

Players can only move in any of the eight options open to them. Beware; your opponent may force you into a situation where you are forced off the board!

While the players may move to whatever space they want, the scoring squares range from Range 1-3. Range 1 is where there are no squares between the two opponents, Range 2 is where there is one square and Range 3 is two squares between opponents. The shortest Range calculated is the Range that is played.

Action Card

Action Cards help the player deplete the opponent's score throughout the match. There are four types of Action Cards; Punch, Kick, Grapple and Block.

At the beginning of the game, players will be dealt three Action Cards. Once a player has used an Action Card it gets put in the discard pile and the player picks up a new one from the pile. If a fighter is out of range (they are at the 0 points placement), then their attack does not commence. When the pile runs out, the discard pile is shuffled and replaces the pick-up pile.

Scoring

Once the players have played both their cards they must tally up the scores. Through a combination of the stats of the Action Card and their Character Stats, the damage to a player is calculated. This is then deducted from the player's health score, which is 20HP. Cards must be settled before the first player starts moving, but Action Cards are turned over simultaneously.

Punch

Range 1 - +1/0

Range 2 - +2

Range 3 - 0/+1

Kick

Range 1 - 0

Range 2 - +1

Range 3 - +2

Grapple

Range 1 - +2

Range 2 - +1

Range 3 - 0

Whoever picked up first has their attack score calculated first. They also pick up from the new card pile first as well, with first move changing between players each turn.

Blocking/Counter

The other Action card is the Block card. This allows the player to lower their opponents attack score.

When a player uses a block card, the player's "block" score is subtracted from the attacker's total score, leaving a smaller point score e.g. +2 Range and +2 Punch = 4 Attack. With a +3 Block, the Attack score is reduced to +1.

If a player uses a Block card they can then submit a Counter play. For a Counter play, the player can choose another one of their cards to use as an attack. If according to the base damage, it is in range, then the attack commences and damages are applied to the opponent. A player does not have to submit a Counter, instead moving onto the next turn. Super Moves cannot be played as part of Counters (for more information, look to Super Moves).

If two players play Block cards at the same time, they are placed in the discard pile and a new round starts.

Super Moves

Every player has one super move. This is a move unique to their fighting style that they are able to pull off in certain circumstances.

Super moves will be part of a certain Action Card e.g. A Cartwheel Kick is only unlocked through a Kick Action Card and a Haymaker is only unlocked through a Punch Action Card.

To perform a super move, the player's health bar must be at 7HP or lower. When they place down the Action Card, unlocking their super move, they must call it out.

To perform the super move, a player must acquire all of the requirements listed on their character's card e.g. Hai Wu's Super Move, Climbing Monkey is listed as G.R3. To use this Super Move, you would need to play a Grapple card and play it at Range 3.

When played, a super move will have a score of +6. Once a super move has been played in one match, it cannot be played again.

Note: Milton Brown's Super Attack is a Block. This does not hurt the other player, unless used as part of a ring out (see Ring Out for more information).

Ring Out

A player does not have to defeat a player through the loss of their health bar. They are able to knock the other player out of the ring.

To knock an opponent out of the ring, the opponent must be standing on one of the final square of the ring, marked by the light grey. If this happens, players then reveal their Action Cards.

If a player has managed to acquire their character's Super Move, they will knock the opponent out of the ring. A Super Move overrules a Block Card.