



THE BIG FAT RULEBOOK

A card game about strategic planning, bullshit scenarios, and a whole lot of copyright infringement.

Inspired by the Lemon Demon song: The Ultimate Showdown

For 3 to 6 players.

Quacky's Games 2022

Second Edition

WHAT IS ULTIMATE SHOWDOWN?

(loosely) Inspired by the 2005 Lemon Demon song “The Ultimate Showdown”, Ultimate Showdown is a game that pits players against each other in a battle of wits to see who is the strongest combatant of them all. The goal of the game is to grow stronger than your opponent, by collecting and synergizing different items, weapons, and characters from multiple of your favorite franchises, so that you may eventually defeat your opponents in battle.

In the standard ruleset: killing different characters that other players are in control of awards you one point. The first player to get to 3 points is the winner.

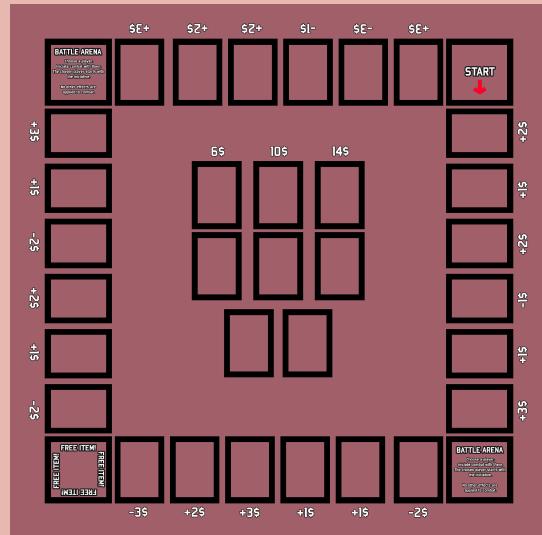
IMPORTANT NOTE: Take this rulebook less as a “holy bible” on how to play the game and more as a recommendation as to how to play it. You may edit or change the rules as you want depending on your table’s preference!



STARTING THE GAME

Setting up the board: To set up a board, first you will need to place down the “Start” tile. Afterwards, you are free to set up the board however you like by putting “Map” cards in succession, making the board shape you would like to play on. At every point where the map turns or intersects, place down either a “Battle Arena” tile, or a “Free Item” tile. Then, for every “Map” card, place down a “+/-X\$” token next to it.

NOTE: The recommended (and tested) shape for the board is a 6x6 square of map cards, with two Battle Arenas, and one Free Item tile in the configuration to the right.



Deciding Turn order: Before starting the game, deciding turn order is key. The official way of deciding turn order is for every player to state what they last had to eat. The player who had the “heftiest” thing to eat goes first.

Alternatively, if you want an easier way of deciding turn order, having everyone roll a dice and picking the highest number is recommended.

If it's a rematch, the player that won the previous match goes first.

NOTE: Turns follow a counter clockwise order!

Actually starting the game: After picking who goes first, everyone will then draw 2 Character Cards, 1 weapon card, a “Fist” card, 3 loot cards, and a “Flee” card, all out of their respective decks. After all players have gotten their cards, take one item, weapon, and character card in front of their respective decks. This will act as the shop.

NOTE: If you're playing the Tabletop Simulator version of the game, all of this can be done automatically by hitting the “Set up game” button.

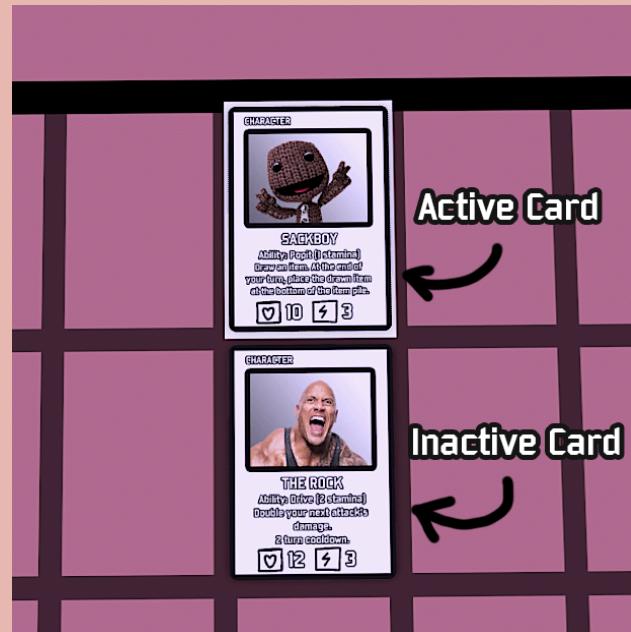
Now the person who was picked to start the game begins their turn.

THE DIFFERENT CARD TYPES.

Before going into the details of how to play the game, we have to describe each and every card type and their function.

Character Cards: The most important cards in the game, as they are the vessels to every action you perform. Character cards can be in 2 distinct states, “Active” and “Inactive. **You can only have one card active at all times** (unless specified otherwise) and these cards will dictate how much stamina you have during your turn, but those active cards will be targetable by other players during combat. To activate a character card, put it utmost forward.

NOTE: In the Tabletop Simulator version of the game, there is a dedicated slot for your active character in your own grid. Use it.



Characters also have 2 distinct attributes, health and stamina. Health is self explanatory, character cards can take damage from multiple sources, and if they take too much damage, **they die and go to the graveyard.**

Stamina on the other hand, is a stat that **determines how many actions you can perform in your turn**. Characters have a set amount of stamina and at the start of each turn, the amount of stamina you have to “spend” is set to the active character’s stamina stat, which you can then **spend on multiple actions**. If the action you are trying to do costs more stamina than what you CURRENTLY have (with the other actions that cost stamina subtracted on top of your base stat), then you cannot perform it.

Characters also have an ability attached to them. These can be either passive or active.

Passive abilities are activated upon the character being active, and they are constantly active until the character is deactivated.

Active abilities usually cost stamina to use. These abilities can be activated even if the character is currently inactive, but they cannot be used more than once during a turn (unless specified otherwise). Characters are placed face up in your grid at all times.

Item Cards: Item cards are passive or active effects you can obtain by either buying them through the shop, by the “Free Item” tile in the map, or by other means.

Passive items will have their effect active when a specific condition is met, or in general at all times.

Active items require to be “used” in order to activate their effect. (They can be used during another person’s turn)

After their effect is activated (sometimes requiring stamina), it is considered “deactivated” and cannot be used again, unless the item is “recharged” by other means, or at the start of your turn.

Items go into your grid face up at all times.



Weapon Cards: Your main source of damage against other players. These contain a Damage attribute, an extra effect activated by other means, and a stamina cost. Weapon cards work very similarly to active items, in which once they are used, they are uncharged and cannot be used again until the start of the next turn (unless specified otherwise). Unlike items, however, **Weapon Cards can only be used during combat. NO EXCEPTIONS.**

These cards go into your grid face up and you may only have a maximum of 3 at a time (excluding the “Fists”).

NOTE: This limit is arbitrary and a measure to prevent overpowered players. You may turn it off if you want!

Loot Cards: They come in 2 varieties, Consumables and Actions, both of which act virtually the exact same. These are consumable effects that you can play at any point during the match (even during another player's turn!). These however, cost "loot card uses" to play, of which you get 2 at the start of every turn. At the start of every turn, you get to draw a loot card off the loot pile, and certain actions that indicate "Loot X", will allow you to draw X amount of loot cards from the loot pile. All used loot cards immediately go into the discard pile, unless their effect lasts for an extended period. Instead of going to your grid, these cards go into your hand, and should be kept secret.

KEEP THESE SECRET!



They are your “tricks up your sleeve”

Map Cards: These function drastically differently from other cards, as instead of being property of whatever player, they are instead placed upon the board to act as tiles, with their effect being activated when someone lands on them, while a person is standing on them, or when a fight starts in that tile. Most of them are pretty self explanatory.

A REGULAR TURN

A regular turn goes as follows:

Firstly, before anything you do, you get a chance to swap your active character. **This can only be done before all actions during a turn.**

Then, your stamina and loot card uses are refilled, according to your active characters stats. After this, Loot 1.

Then you can recharge all of your previously uncharged items and weapons. After this, you may do anything that you might need to do BEFORE moving, such as use Active Items, play Loot Cards, or buy items from the shop.

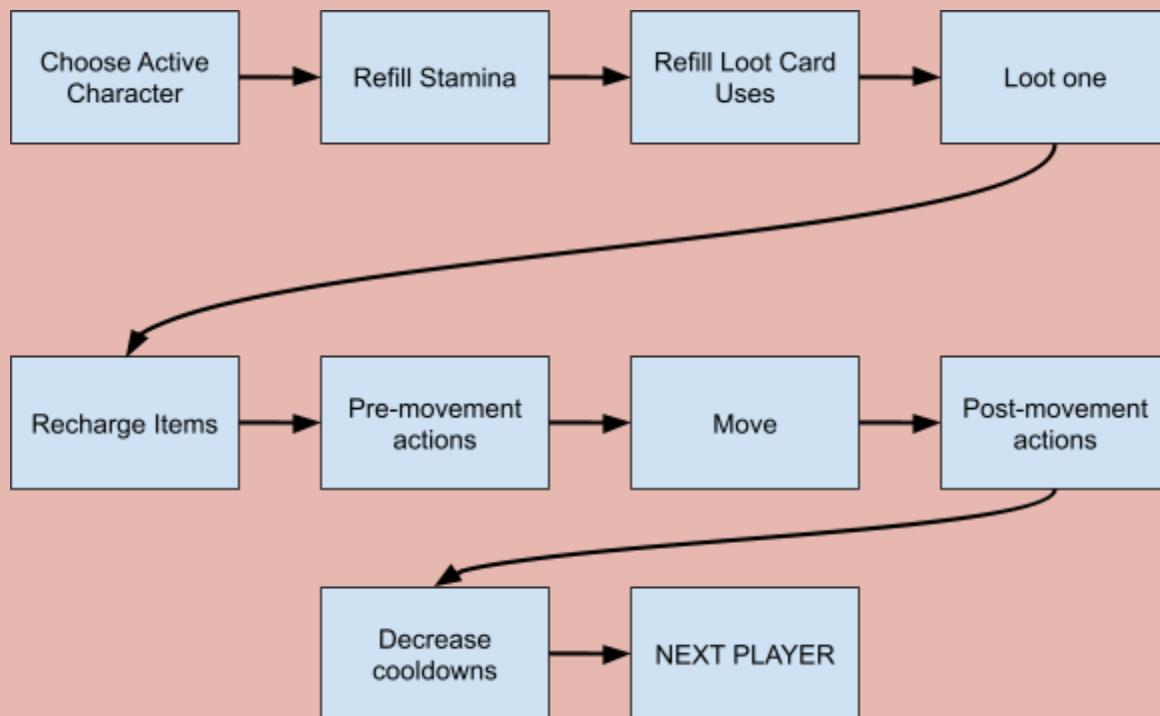
After you are done with any actions you would want to do before moving, you may roll your movement dice, and move the assigned number of spaces. Activate the effect of any tile you land on, and gain or lose the assigned amount of \$ of that tile.

After that, you may perform any actions you still would like to perform. Once there is nothing else you would like to do during that turn, pass the movement dice to the next player so that they can begin their turn.

Before ending your turn though, remove a cooldown counter from any cards currently on cooldown

Turns go counterclockwise from whoever started the game.

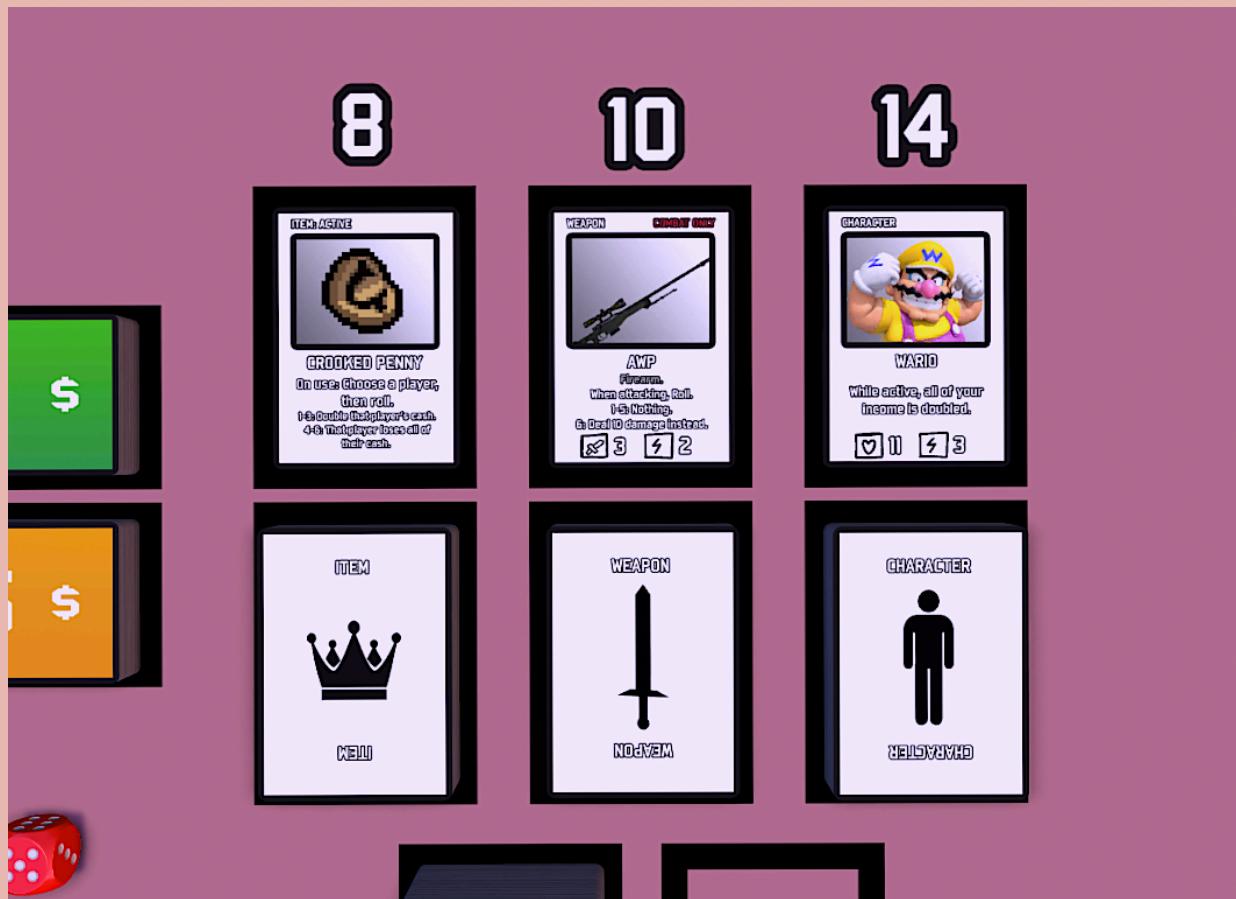
For convenience, here's a flowchart of the standard turn order:



THE SHOP

The primary way of obtaining more items, weapons, and characters, is the shop. The shop consists of the standard item, weapon and character decks, as well as a card placed face up next to its respective pile. If you'd like to obtain one of these cards, you're going to have to pay its respective price. Item cards cost 8\$, weapons cost 10\$, and characters 14\$. When buying a card from the shop, you may choose to either get the card face up next to its pile, or you may get the topmost card of the deck you desire.

You can buy items from the shop at any moment, even when it isn't your turn, as long as you've got the cash for it.



COMBAT

Combat is the primary way of obtaining points in this game. There are plenty of ways to start combat with another player.

- **Landing with another player:** The first way of triggering combat is if one player lands on the same space as another player. In this case, **the player who landed there (as opposed to already being there) starts with the initiative.**
- **The Battle Arena:** The second way of entering combat is if one player lands on the “Battle Arena” tiles. Here, the person that landed there may choose their opponent in battle. In this case **the player who landed on that tile starts with the initiative.**
- **“Brawler’s Law”:** After your movement roll, if there is another player exactly one tile away from you, you may choose to move to their tile and initiate combat with them. **This can ONLY be done AFTER you have already done your movement roll, and you CANNOT trigger the “When landing here” effect of the tile you’re moving to (“While standing” or “If combat starts here” effects do apply).**



- **Other:** Other cards allow you to move to another player’s space and initiate combat (such as the Attack card)

Once you enter combat, the player with the initiative goes first. During combat turns, the structure of the turn is mostly the same, with 2 distinct differences

1. The movement roll is skipped completely
2. **ALL weapons, Loot Cards and abilities that were deemed “COMBAT ONLY” are now usable.**

When using a weapon or loot card that deals damage to another player, only the active character of said player may be targeted (unless specified otherwise) and you cannot target players that aren't participating in the same combat as you.

After the player with the initiative has had their turn, all other players who are participating in that combat have their turn, following regular turn order, but skipping any players not currently in the same combat.

After all players in that combat had had 1 turn each, regular turn order is re-established, not skipping any players that aren't in combat.

If you land on a tile where there is combat going on, you join that combat, and gain Initiative. After the turn of the player that joined combat has passed, regular turn order follows.

Killing another player's character during combat awards you one point and 5\$.

If at any point during combat one of your characters is slain, you have the chance to choose to either flee from combat, or stay fighting.

If you flee from combat, you must roll your movement dice again and move. Do not perform any other actions that you could do during your turn. If there are still characters in that combat, the turn of whoever killed one of your characters continues. Else, combat is deemed “over” and the turn is given to whoever fled the last.

If you choose to continue fighting, however, combat goes on as usual and the turn of whoever killed one of your characters continues, however, if you manage to kill a player's character while one or multiple of your characters were downed, you get \$ equal to 5\$, times the number of your characters downed during that combat + 1. (For example: If 2 of your characters were slain, you would gain \$5x3, or \$15.)

NOTE: If you kill another player's character during combat, they get the same bonus too! Consider playing risky and maximizing revenge kills if you're certain you can get the kill!

If you run out of characters during combat, you must flee by default, and draw a random character from the character pile.

OTHER CONCEPTS

There are other concepts regularly used by cards that need to be explained in greater detail.

Cooldown: When a weapon, item, or ability gets put on cooldown, this means that **it cannot be used again until its cooldown is over**. When using these items (when out of cooldown) you place the amount of tokens corresponding to the amount of turns they must be on cooldown in, and at the end of your turn, you remove one cooldown token from them. When they are out of cooldown tokens, they can be used again.

NOTE: Cooldown tokens cannot be removed in the same turn that cooldown was applied.

Charge: When a weapon or ability needs to be “charged”, **it needs to be utilized several times before its effect takes place**. Whenever using a weapon that requires charge, place a charge token on it. If that weapon has the same amount of charge tokens as the amount of charge required, you may use it again to activate its effect, at the cost of all charge tokens it has. The ability, weapon, or item then needs to be charged again.

Tags: Tags are little colored texts in that item, weapon, or loot card’s effect (For example: **Magic**) that basically categorize them according to several different tags. By themselves, these do nothing (with 4 exceptions: **COMBAT ONLY**, **Igniting**, **Grapple** and **Cursed**), however other items may affect weapons with specific tags, such as amplifying their damage, or reducing damage taken by them.

Ignite: **Ignite** is a status effect only applied by **Igniting** weapons or effects. This status effect is applied to the targeted player of your choosing. When the turn of the player who controls an ignited player, at the start of that player’s turn, each character currently ignited takes 1 damage. However, the player who controls an ignited player (or multiple) rolls for each ignited character. **If they roll higher than a 3, that character’s ignite status is removed.** Other items and loot cards may remove the ignited status effect

NOTE: There’s handy little chips to indicate the ignited status effect!



Grapple: Another status effect. When a character is **Grappled**, **they cannot be deactivated, and the player with that status effect applied cannot flee out of combat**. There are also special effects that only apply to **Grappled** characters.

Armor: Some effects may apply armor to a character. Armor is a temporary stat that is considered as “health”, and **Armor takes damage first BEFORE your health does**. (unless specified otherwise). However, **ALL armor that your characters previously had remaining at the start of your turn is REMOVED**.

Cursed Items: These are special items that offer both an upside **AND** a downside. Usually reserved for passive items. When picking up a cursed item, you have the option to either take it, or put it back on the deck it originated from and draw again.

