

Four Bit Fight

60 card decks, 15 of which are swapped in from 2 or 3 “super art” packs

The Field

Battlefield: 6 spaces in a row. Players place their Character card in the start positions. All movement and range is along and determined by this track.

Focus Row: Cards are played from hand facedown into this row. Maximum of 5 cards. You may NOT reorder the cards, You may NOT inspect at played **Focus Row** cards. Cards played FROM the **Focus Row** must be played without first inspecting them for legality. If an illegal play is made from the **Focus Row** that card is immediately discarded and any Combo you are building stops

Deck: You fighters repertoire. 60 cards. Before beginning play each player may choose one of his 3 15 card Super Arts, to include in addition to his base 45 cards. The addition of these Super Art card set will alter the play style of the character deck.

Hand: Maximum of 7 cards in hand.

Play Area: Cards from **Hand** or **Focus Row** are played face up into this space. Once all effects are resolved cards are moved from the Play Field into the Discard Pile

Discard Pile: used cards are sent to the discard pile face up

Cards

Offense: Offensive cards will contain a **Range** value and an **Attack Type**. They MAY also contain:

- a **Damage** value
- a **Combo-to** and/or a **Combo-from** icon,
- a **Requirement** to play
- a **Movement**, **Discard**, **Deck** or **Battlefield** effect

Punch: Light, Medium, Heavy

Kick: Light, Medium, Heavy

Throw:

Projectile: Any

Defense: Any

Block: Any

Parry: Any

Dodge: Any

Technique: Any

Combo: Many attack cards indicate that they can be immediately followed by (=> MP) or follow immediately from (<= MP) another attack from your Hand or Focus Row. Attacks that are part of a Combo cannot be Blocked. The affects of each card in a Combo are added to one another before resolving. For instance Player B plays Light Punch, 1 Damage (=> MK), Player A decides not to defend against it. Player B then plays Medium Kick, 2 Damage (=> HP), from his Hand and then draws a (<= MP) Fireball, Damage 3, *Projectile*, *Knock Down* from his Focus Row. Since Player A did not defend the initial attack all successive legal attacks in the Combo connect and their damage and affects are totaled (6 Damage, Knocked Down)

Chain: Played after an undefended attack. You may use a Chain to Combo into another non-throw attack from your Hand or Focus Row regardless of combo

Mix Up: Played as part of a Jump movement. Upon completing your movement your opponent may NOT turn to face you.

Taunt: Played as an attack. Can have one or more effect specific to character. For example "Taunt: This player may take the bottom ten cards from their Discard and shuffle them back into their Deck"

Grapple: Played after an undefended attack. You may use a Grapple to Combo into a Throw attack from your Hand or Focus Row regardless of Combo

Combo: Any

Order of Play

Move: movement

Attack: movement

Defend: movement

Resolve: movement

Discard: 1. Resolved or unused cards in the Play Area are discarded to the players **Discard**. If the player has more than 7 cards in their hand they must choose and discard cards from their

Hand to the Discard.

Game Terms

Light/Medium/Heavy

Punch/Kick

Projectile

Parry

Facing

Jump

Movement

Knocked Down

Slide

Switch

Damage When players resolve damage they apply it by discarding cards from their deck to their discard pile.

Decked When you are required to draw a card and cannot you have been **Decked**. When a player has been **Decked** they take their discard pile, shuffle it and place it face down to make a new Deck. When a fighter has been decked for the third time he/she loses the game. It is possible for both players to lose as a result of becoming **Decked** on the same damage phase.

Dodge

Dash

Stun

Chain

Combo

Deck

Mix

Health

Focus #

Range

Throw

Counter

six space **Battlefield**, players begin in spot 2 & 5

All movement on battlefield is linear and measured in spaces. Both players cannot occupy the same space. Players cannot move or be forced to move past the 1 and 6 space. If any

movement would cause them to go beyond those spaces they instead stop in those spaces. If the 1 & 6 space is occupied you may **Cross up** your opponent with a **Jump** or other move action. This moves the occupier from position 1 to 2 (or 6 to 5).

Moving

Focus Row