

FITE YER' MATES CARD GAME

The Fite Yer' Mates card game is a 2 player card game based around the characters and events in the Zoofights Roleplaying community. The goal of the game is to reduce the health of the opponent's Bartender to zero. The first player to do so is the winner of the match.

SETUP

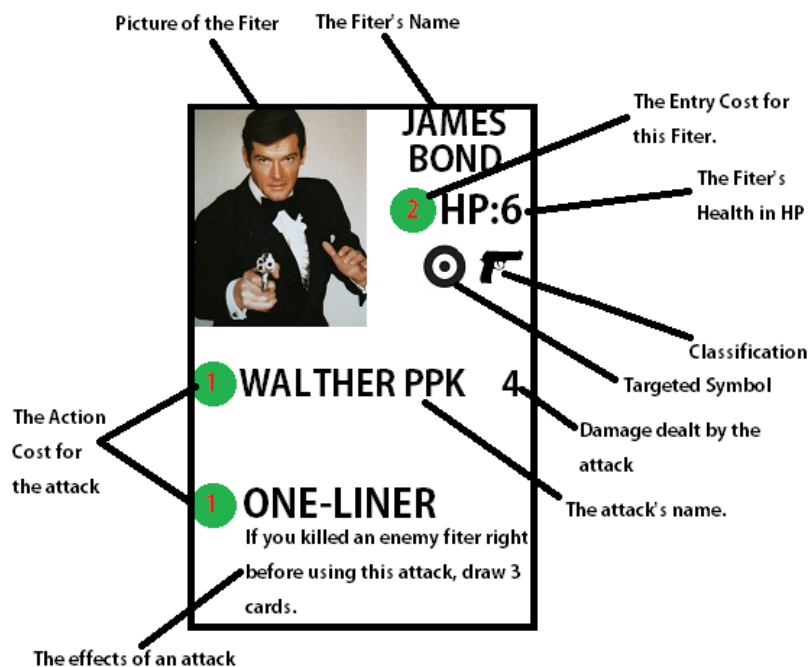
To play, two players must create a deck of 40 cards. Players must also pick a Bartender to represent them in the match. All Bartenders have 40 health, which can be attacked by attacking the Bartender or through the use of Effect cards. All Bartenders also have a unique ability and a Classification.

CARDS

There are two types of cards that can be put in a deck: Fitters, and Effects. Fitters are the primary force of a deck, with Effect cards serving support roles. A player may have only 1 of each unique card in a deck, so no duplicates are allowed. A player can only play cards on their turn.

A player may have up to 5 fitters in play at one time. Every fiter has Health and 2 attacks. Once their health is reduced to 0, the fiter is discarded. If a new fiter enters play when there are already five fitters on that player's side of the field, one of the fitters must be discarded.

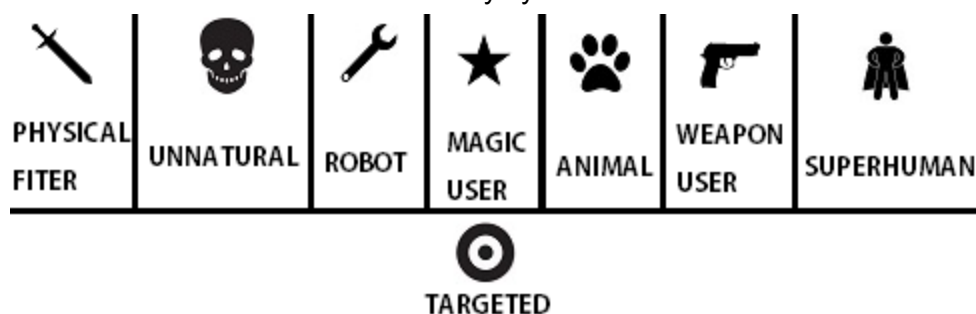
Pictured here is a diagram of a typical fiter card with important aspects labelled.



The Entry Cost of a fiter is how many actions putting that fiter in play will consume. The Action Costs beside Attacks are how many actions are consumed by the attack. Some attacks have effects that are executed when the attack is used, sometimes overriding conventional rules. The effect always takes precedence over any other rules.

An attack may be used on either the Bartender or a fiter who is in play. Some fitters may have a Targeted symbol that means that that fiter must be killed before the Bartender can be attacked directly, although certain Effect cards and attacks may bypass these Targeted fitters. Some attacks may have multiple targets, but if there is a Targeted fiter in play, the Bartender cannot be hit by them. If there are not enough targets for a multi-target attack on the opponent's side of the field, just hit all available targets instead.

Some cards may also have Classifications on them. There are 7 different Classifications a fiter might be: Physical Fiter, Unnatural, Robot, Magic User, Animal, Weapon User, and Superhuman. Bartenders also have Classifications. Classifications determine the effects of some attacks and Effect cards. Characters may have one, none, or multiple Classifications. These Classifications are indicated by symbols found on the card.



Effect cards can only be used once before they are discarded. Effect cards also have Action Costs and are played directly from the hand.

The term “character” refers to both fitters and Bartenders. Be very careful to read the effects of an Effect card or Attack to see which kind of card it can target. If there is no description for an attack, it can be safely assumed that it can attack both fitters and Bartenders. A character can only perform one action per turn. A fiter may attack only once per turn, and the Bartender ability can only be used once per turn.

Some cards allow you to heal characters. Every character has a max health that they cannot be healed over. If a card has 8 HP, they can only be healed back up to 8 HP.

PLAY

Once both players have made a deck and have picked a Bartender, they shuffle their decks and draw 5 cards from their deck. Players flip a coin to see who goes first. On the first turn of each player, they may take only 1 action. This action can be using the Bartender ability, using an

effect card, or putting a fiter into play. On a player's second turn, they make 2 actions, at which point they may also now attack with their fiter. On the third turn of each player, they may take 3 actions, and on the fourth turn they may take 4. On the fifth turn, a player may take 5 actions, but after the fifth turn, the amount of actions a player can take per turn stabilizes at 5.

Some actions cost more than 1 action to complete. Many Effect Cards, Fiter Attacks, and Fiter Entry costs are higher than 1. The cost of these actions are indicated by a green circle with a red number inside. An action cannot be executed if the player does not have enough actions on that turn to execute it.

At the start of every turn, the player whose turn it is draws 1 card from their deck. If they run out of cards in their deck, their Bartender instead takes 5 damage at the start of every turn.

The game ends when one player manages to reduce the opponent's bartender to 0 HP.

EXTRA INFO

The Fite Yer' Mates Card Game is full of intricacies and unusual situations. Cards may change during play, be exchanged between the two players, or undergo a myriad of strange shifts. During these occasions, the card executing these effects will explain what they do and how to do them, so in the event you are confused about something going on during gameplay, consult the descriptions on the card before consulting the rules.