



A B
X Y

Rules

Not Final (Last Updated July 13, 2016)

Card Layout

Creature cards (a-e) represent the various fighters players may choose to use on their team. Each creature card is entirely self-contained with all information necessary to use that creature.

a. Name and Title are used to identify a creature. They have no effect on gameplay.

b. Creature Type adds a level of classification to each creature. Players do not need to remember any special rules about creature type. Special actions, passive abilities, and twist cards will refer to specific types when such information is important.

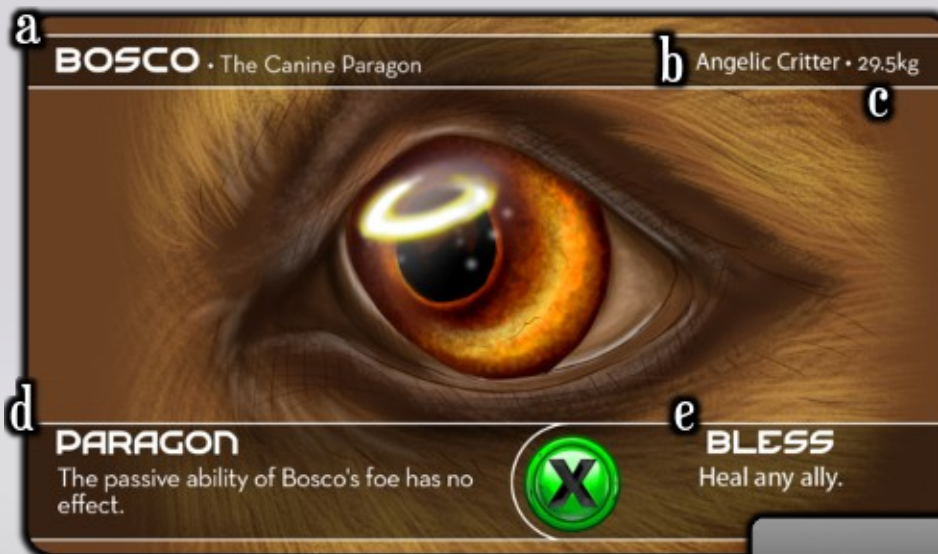
c. Weight is used to determine order of actions when such determination is necessary. A creature with a lower weight resolves actions before a creature with a higher weight.

d. Passive abilities are special rules that apply as long as the creature is in combat. Along with special actions, passive abilities are the primary way in which gameplay is affected by the creatures currently in combat.

e. Special Actions are unique actions that replace the default ones when the related button is played. Special actions are not optional. A player is not allowed to perform a default action when a special action should be resolved.

SPECIAL NOTE: DAMAGE

Creature cards have two sides: a healthy side and a damaged side. The healthy side has a full color creature image. The damaged side has a grey image and "Damaged" below the top text bar.



Button cards (f-g) represent the input and commands players give to their fighters in the midst of battle. Each button card (A, B, X, and Y) has a default action.

f. Buttons identify the action being attempted during a given resolution. Most often, this means a default action is to be resolved. Sometimes, this means the special action on the active creature is resolved instead.

g. Default Actions are the actions normally performed when resolving a given button card. Default actions have the same effect regardless of which creature uses them, but may be altered by the passive ability of the user or their foe.



Setup

1. Players should sit opposite each other.
2. Shuffle the creature cards and deal 5 creature cards to each player. This is called a player's team. Alternatively, players may decide to use the draft, cut, half-constructed, or full-constructed team building options at the end of the rules.
3. Both players select one active fighter from their team. This can be done openly and simultaneously by two players that trust one another, or players may do this by secret selection under the table or in hand.
4. Place the active fighters at the center of the play area facing off. These are the creatures that are considered "in combat."
5. Players place the rest of their teams in a column on their right. The order of these creatures does not matter.
6. All creatures should be placed healthy side up (damaged side down).
7. Give each player a set of button cards (A, B, X, and Y).



Gameplay:

Matches are divided into rounds. Each round involves three steps: Input, Resolution, and Reset. Players perform all three steps each round until one achieves victory.

Victory:

A player wins as soon as his opponent has no creatures left.

INPUT

During the input step, players simultaneously and secretly select a first and a second button card from those in their hand. Place these cards face down. Players may organize these two buttons however they like, but it should be clear which they intend to be their first input and which they intend to be their second. For most players this means placing the cards side by side with the first button on the left and the second on the right.

RESOLUTION

During this step, the buttons players selected for their actions are resolved. Players begin by revealing their first selected button cards. After resolving those actions, players reveal and resolve their second button cards.

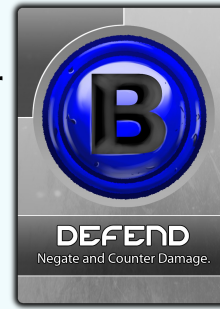
Each button card has a default action. This default action is resolved unless the active creature's special action (found in the bottom right of the creature card) applies to the played button. When this happens, the creature's special action **MUST** be resolved in place of the default action. Important Note: All actions are compulsory unless they say otherwise. This means that if you can complete an action, you must do so.

The Default Actions

The A button's Fight action damages the opposing creature. When a creature is damaged, flip it over to its Damaged side. When a damaged creature is damaged again, it is defeated and removed from the game.



The B button's Defend action prevents damage from being inflicted to your current fighter and damages your opponent's fighter back (this is a counter). The counter damage only occurs if your opponent is attempting to inflict damage. Defend does not prevent effects that would automatically defeat a creature (For example: Nixian's Immolate special action).



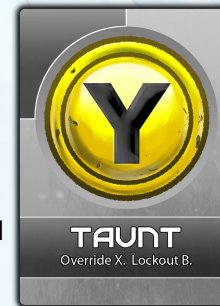
The X button's Switch action allows the player to take their current fighter out and put another creature from their team into the fight. After resolving a Switch, a player regains their locked out buttons.



The Y button's Taunt action has two possible effects.

If taunt is played at the same time that an opponent plays their B button, the B action still resolves but the opponent's B button is locked out. Set it aside. This means that the player loses access to their B button until their current fighter changes (either due to a switch or a defeat).

If taunt is played at the same time that an opponent plays their X button, the X action still resolves but the player using taunt is in control of the action. This is called overriding. The action must still be resolved legally according to the rules (For example: a healthy ally can't be the target of a heal ability when a damaged ally is available).



Weight

When the resolution of contesting actions needs to occur in an order (for example, both creatures are attempting to damage each other), the creature with the lower weight goes first.

Damage, Defeat, Heal, and Switch effects rely on weight for resolution order.

Counter, Lockout, Negate, Override effects are reactive and respond immediately to whatever button or effect triggers them. Triggers are noted immediately after the effect (For Example: Counter X means damage is deal immediately to a foe that used its X button). These effects occur before a triggering action is resolved.

Full explanations of these effects can be found in the Glossary.

Dealing With Defeat

When a player's active combatant is defeated, it is replaced by one of that player's remaining creatures. This creature is not considered to be switching in.

- If the defeated creature had not yet resolved a revealed button card (if it was defeated by a faster foe, for instance), that button has no effect.
- If the second action buttons remain to be revealed and resolved, they are resolved with the new active fighter in place.

RESET

During the reset step, Players take back their played button cards. Any effects that would occur at the end of the round would now resolve. Locked out buttons are not returned.

Glossary

- **ALLY:** This refers to any creature on your team other than the one possessing or using the effect.
- **AND THEN:** When an action says to do something “and then” do something else, the second effect only takes place if the first effect successfully resolves (For example: “Damage foe and then heal.” The heal does not occur unless the foe is damaged).
- **COUNTER:** If your foe uses the noted effect or button, damage that foe. This effect is automatic and does not rely on weight.
- **DAMAGE:** When a creature is damaged, the card is flipped over to its “Damaged” side. If a damaged creature is damaged again, it is defeated instead.
- **DEFEAT:** The creature is removed from the match. Locked out buttons are returned to the creature's player. If this was the last creature on a player's team, that player loses the match.
- **FOE:** This refers to your opponent's currently active combatant.
- **HEAL:** Flip the target from their damaged side to their undamaged side. This has no effect on undamaged targets or targets that have already been defeated. Healing is only available through passive abilities and special actions.
- **LOCKOUT:** If your foe uses the triggering button, that button becomes “Locked out.” A locked out button is removed from a player's hand until their current fighter changes. Place locked out cards face up outside the play area. If a player would be forced to lockout a third button, their current fighter is defeated. This effect is automatic and does not rely on weight.
- **NEGATE:** If your foe uses the triggering effect or button, that trigger instead has no effect. This effect is automatic and does not rely on weight.
- **OVERRIDE:** If your foe would use the triggering effect or button, the overriding player controls the resolution of that trigger. Override does not prevent an action or effect from occurring. If the overridden action can be resolved, it must be. This effect is automatic and does not rely on weight.
- **SWITCH:** Replace your current fighter with another on your team and of your choosing. After resolving a switch, the switching player regains any locked out buttons. (Note: A creature that becomes an active combatant because another creature was defeated is not considered to be switching in).

Team Building

Players may choose to use any of the following methods for building their teams during setup. These give a little more control and are suggested once players are more familiar with the game and the creatures.

- **Open Draft:** Choose a dealer. The dealer shuffles the creature cards and deals 11 to the table. The other player chooses a creature and adds it to their team. The dealer then does the same. Continue this until both players have 5 creatures. The last creature is discarded.
- **Cut:** Choose a dealer. The dealer shuffles the creature cards and deals 10 to the other player. That player divides the creatures into two 5-creature teams. The dealer chooses which player plays which team.
- **Half-Constructed:** Choose a dealer. The dealer shuffles the creature cards and deals 7 to each player. Players then remove 2 of their creatures from the game. The remaining 5 creatures on each side are the players' teams.
- **Full-Constructed:** Players individually craft their teams of all creature cards to which they have access. If two players are playing with a single set of creature cards, shuffle and divide the deck of available creatures in half. Each player constructs their team from their half.

Special Rules: Identical Match-Ups

It is possible for two players to use identical creatures on their teams. When this happens, weight cannot be the determining factor in action order. Use the following to resolve these instances.

- First, if both actions can be performed simultaneously, do so.
- If order still matters, resolve in the button order A, B, X, and then Y.
- If neither of these options work, the actions do not resolve.

Special Actions

Ambush (Thyss): If opponent switches creatures during this action, the creature that switched in is defeated. Defeat effects are not subject to actions and effects that trigger from damage.

Bite (Mira): This action is identical to the default A action, except that it is a Y button action.

Bless (Bosco): Flip a creature on Bosco's team (other than Bosco) from its damaged side to its healthy (undamaged) side. If no creatures on Bosco's team are damaged, healing does not occur.

Bloodsuck (Jesska): Damage opponent's creature. If damage was successfully inflicted, Jesska also heals (flip Jesska from damaged side to undamaged side). If Jesska is not damaged, healing does not occur.

Champion (Sweep): If opponent played X or B this action, opponent's action does not resolve and the button the opponent played is locked out.

Cheap Shot (Citadel): Damage one of your opponent's non-active fighters. This action cannot deal damage to Citadel's current foe and has no effect when Citadel's opponent only has one remaining creature.

Dense (Grumble): If opponent is attempting to inflict damage on grumble this action, the damage is prevented.

Devour (Eb): If opponent played B this action, opponent's action does not resolve and the opponent's current fighter is defeated.

Disperse (Whisper): If opponent is attempting a damage or defeat effect, the effect does not resolve. Also, perform a switch. Damage and defeat negation is not based on weight, but the switch is. Switching is not optional, nor does it rely on damage or defeat negation.

Dream (Rockbell): The foe's action resolves normally and then the button Rockbell's foe played this action is locked out. If a creature would ever have three or more locked out buttons, that creature is defeated.

Ferry (Ryle): A creature on Ryle's team that has already been defeated is returned to play on its damaged side. This ability cannot bring creatures into the fight that were not already in the match. Effects triggered by healing are not triggered by this ability.

Flash (Hex): The player chooses to either perform a switch or regain all locked out buttons. If no buttons are locked out, the player must switch.

Heart Strike (Tzloka): If opponent played Y this action, opponent's action does not resolve and Tzloka's foe is defeated. Defeat effects are not subject to actions and effects that trigger from damage.

Immolate (Nixian): This action is identical to the default A action, except that if Nixian's foe possesses the water, ice, or plant creature type, that creature is defeated instead of damaged. Defeat effects are not subject to actions and effects that trigger from damage.

Latch (Dallas/Alaska): If opponent played X this action, opponent's action does not resolve and the opponent's current fighter is damaged.

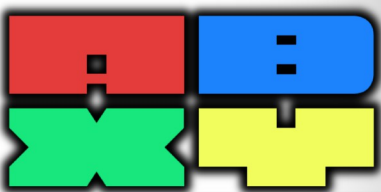
Prowl (Kremlin): If opponent played A this action, opponent's action resolves normally and then opponent's A button is locked out.

Tempt (Liberius): If opponent played X this action, opponent's action does not resolve. Also, the opponent's current fighter performs a switch which Liberius's player controls. X button negation is not based on weight, but the forced switch is. Forcing the opponent to switch is not optional.

Tremor (Brutus): Negate damage if damage would be inflicted. If opponent played Y this action, opponent's action does not resolve and the opponent's Y button is locked out.

Vanish (Fade): If opponent played A this action, opponent's action does not resolve.

Whomp (Wux): This action is identical to the default A action, except that the player also regains any locked out buttons.



ABXY Basic Resolutions Chart

ALEX
(lighter)

ZEDD
(Heavier)

FIGHT	FIGHT	ALEX damages ZEDD. If ZEDD is not defeated, then ZEDD damages ALEX.
	DEFEND	Damage to ZEDD is prevented. ALEX is damaged by counter.
	SWITCH	ALEX damages ZEDD. If ZEDD is not defeated, then it switches.
	TAUNT	ALEX damages ZEDD. ZEDD's taunt has no effect.
DEFEND	FIGHT	Damage to ALEX is prevented. ZEDD is damaged by counter.
	DEFEND	Neither defend has an effect.
	SWITCH	ALEX's defend has no effect. ZEDD switches.
	TAUNT	ALEX's defend has no effect. ALEX's B button is locked out.
SWITCH	FIGHT	ALEX switches. Creature replacing ALEX is damaged.
	DEFEND	ALEX switches. ZEDD's defend has no effect.
	SWITCH	ALEX switches and then ZEDD switches.
	TAUNT	ALEX switches, but ZEDD determines outcome of the switch.
TAUNT	FIGHT	ALEX's taunt has no effect. ZEDD damages ALEX.
	DEFEND	ZEDD's defend has no effect. ZEDD's B button is locked out.
	SWITCH	ZEDD switches, but ALEX determines outcome of the switch.
	TAUNT	Neither taunt has an effect.