

### Punch vs. Punch:

- Jab vs. Jab OR Cross/Hook/UC vs. Cross/Hook/UC:
  - Greater Speed Punch Lands
  - Ties result in:
    - If Stances are same, both Punches Land.
    - If Stances are different, no Punches Land
- Jab vs. Cross/Hook/UC:
  - Jab Lands unless opposed by faster Cross, in which case Cross Lands.
- Landing an Uppercut against a Punch is a Knockdown. The Round ends instantly and is Scored 10-8 for the Uppercutter.

### Punch vs. Feint:

- Punch Lands; Puncher may switch Stances.
  - If the Punch is 6+ Speed greater, Puncher may also force Opponent to switch Stances.
  - If the Feint is 6+ Speed greater, Feinter's next Action gains +2 Speed.

### Block vs Punch:

- Block Lands, Negating the Punch.
  - If the Block is 6+ Speed greater, Blocker gains a Momentum Token.
  - If the Punch is 6+ Speed greater, or a faster Hook, Puncher gains a Momentum Token.

### Feint vs. Block:

- Feint lands; Feinter may switch Stances.
  - If Feint is 6+ Speed higher, Feinter gains a Momentum Token.

### Block vs Block OR Feint vs Feint

- Higher Speed's difference gets carried over to that player's next Action at the rate of 2:1 (rounding down).

5. Resolve each Event (opposing Actions) before Revealing the next Event.
6. To track whether a Punch Landed, "tap it" by rotating it 45°. Helpful during Scoring Phase.

### Scoring Phase

- Calculate each player's Points for the round:
  - a. Each Jab Landed is 1 Point multiplied by the Event Number (1, 2, or 3)
  - b. Each Cross/Hook/UC Landed is 2 Points multiplied by the Event Number (1, 2, or 3)
  - c. Each Judge in a Player Area is worth 1 point for that Player
- The Player with more points Scores "10" for the round and their opponent Scores "9" for the Round.
- If the Points are equal, both Players Score 10.
- If a Knockdown occurs (Uppercut Landed vs a Punch), it is a 10-8 round.
- Upon Landing their third Knockdown of the game, a player wins instantly.
- Upon acquiring their third Judge of the game, a player wins instantly.
- Mark the Score Sheet for the round you just finished.
- After 12 Rounds, tally each Player's Final Score! Highest total wins. Ties are possible.

### Cleanup Phase

- Discard the Cards in your Action slots (and your hand, if there are any)
- Return your spent Momentum to the Momentum supply
- Draw 4 new cards, preparing for the next Round.
- When you can't Draw a card, shuffle your Discard pile and it becomes your Deck.

### Prizes Phase

- Starting with the Round winner, both players Select a Prize & Draft it by placing it into their Discard area.
- Place the remaining Prize into the Exile area (gone forever).
- For a 10-10 (tied) round, both players Select a Prize by pointing to it on the count of "3" (as in "Rock, Paper, Scissors, Shoot")
  - If they Select different Prizes, they both Draft their Prize and the remaining Prize is Exiled.
  - If they Select the same Prize, Exile that Prize. Then, randomly Draft the other 2 into the Players' Discards.
- When you Draft a Prize, you gain Momentum Tokens equal to the Momentum Value printed on the card.
- Some Prizes have green text. These are called Upgrades. Upgrades attach to your Player Area upon being drafted & remain there for the remainder of the Match.
- If you Draft an Upgrade when you already have one of the same type, the new Upgrade replaces the old one.
- Judges have a (-) Momentum Value. You must have & Spend the required Momentum from your play area to Select a Judge.
- However, if you receive a Judge by way of random Draft (both players pointed to the same card after a tied round), you do gain the Judge without spending any Momentum Tokens.

Each Match lasts 12 Rounds, unless a Corruption or KO victory occurs.  
A Round has 5 phases:

1. Planning Phase
2. Action Phase
3. Scoring Phase
4. Prizes Phase
5. Cleanup Phase

## Planning Phase

1. Both players select 3 cards to play face down in their Action Slots. These cards are now "Actions."
2. Both players may bid any number of Momentum Tokens onto each Action slot.
3. Once both players have planned Actions & bid Momentum, they discard any remaining card(s) in hand to their discard piles.

## Action Phase

1. Both players simultaneously Reveal, then Resolve Actions 1, 2, then 3.
2. To Reveal: Both players simultaneously flip their Action face-up.
3. If applicable, adjust the speed value on each Action as per each player's: Momentum Tokens on that Action Slot, Character Board Upgrades, &/or Effects from other cards.
4. To Resolve, follow the applicable instructions on the other side of this Rulebook...

**Boxing: the Game** is a 1v1 Card Battler that puts FUN first while simulating the strategic and tactical depth of a Boxing Match.

You'll Punch, Block, & Feint your way to victory, aiming for more Points, corrupt Judges - or an epic "KO!"

Instead of taking turns, you and your Opponent play at the same time, Planning, Revealing, and Resolving Actions to create epic moments.

You don't need any extra cards or expansions for the full experience.

B:tG is simple enough to learn while you play, yet it packs the depth of a competitive TCG.

## Box: the Components

- 1 x Playmat
- 2 x 8 Card Starter Decks
- 50 x Main Deck Cards
- 15 x Character Boards
- 18 x Momentum Tokens
- 2 x Stance Markers
- 1 x Scoring Sheet Pad
- 1 x Rulebook
- 1 x Rules Reference
- 1 x Timer (for Tournament Play)

## Ways to Win

1. Scoring more points over 12 rounds, OR
2. Accumulating three Judges in your Player Area, OR
3. Knocking Out your opponent by landing three Knockdowns

## Match Setup

1. Shuffle the 50-card Main Deck. Place it face down on the "Main Deck" slot.
2. Both players shuffle their 8-card Starter Decks and place them face down on their "Draw" slots.
3. Both players draw 3 random Character Boards, select one, and place it face down in front of them. Return unused Boards to the box.
4. On the count of 3, both players flip their Character Boards face up.
5. Both players place a Stance Marker on their Character Board and gain 2 Momentum Tokens.
6. Place the other Momentum Tokens nearby for easy access. \*\*\*Your Maximum Momentum is 7.
7. Replenish the "Prize" slots with the top 3 cards of the Main Deck.
8. Both players draw their starting hand of 4 cards.
9. Someone has to say "Ding ding ding..."

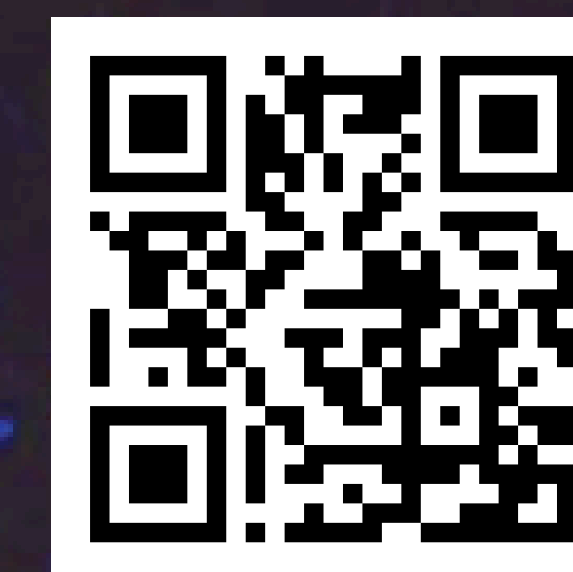
It's time to fight!

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# BOXING: THE GAME

## Official Rulebook

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