



Lose Friends. Gain Allies.



## RULE BOOK



### Start Here

- Separate Fighter cards from other cards.
- Decide who is going to be Zombies, or Unicorns. For 3 or more players you create one pile of fighters and shuffle them together. Everyone will draw from this pile. See additional notes.
- Shuffle the hell out of all the other cards. Have a shuffle party and mix them all up.
- Create three separate piles.
- Now, keep reading. Or skip all of this and check out the How-To online. VISUALS!

### Cards in the Game



#### ACTION CARDS

Actions affect all fighters and must be played before other cards. Once all action cards on the table have been resolved, it goes back to the first player.

#### GEAR CARDS

Gear affects your own fighters strength. Read carefully though, could be a surprise!



#### WEAPON CARDS

Weapons will mostly affect your opponents strength.



#### FLASH

A card with the FLASH symbol goes into effect immediately, and must be played when drawn.



### FIGHTER CARDS

Fighter cards are the personality of the game. Some of them created by our backers. The number on the card is the fighters Strength. Throughout the game this is the number that is effected by all the cards. MATH! We suggest using the 20 sided dice to keep track of the number as it changes. Your number needs to be higher than your opponents to win!



### Rules of Engagement

1. Shuffle your Fighter cards.
2. Place them face down in front of you.
3. Each player turns over the top card on the Fighter deck. The person with the lowest strength goes first. After the opening round, loser goes first every round after.
4. Each player will draw a maximum of 3 cards per round. Players must wait for the others to draw their cards first before drawing cards.
5. Once you've drawn your cards, it's time to outfit your fighter with Weapons and Gear! If you have a card you really like, you can chose to hold on to that card and draw one less next round.



6. Place your cards face down in front of you. Once your cards have been played, you cannot play any other cards from your hand. Group your Weapon and Gear cards together, and any Action cards in a separate pile. If you bought the battlemat, there are locations!

### IMPORTANT!

Do not turn Your cards face up until your opponents turn is over.

### READY? FIGHT!

