

Fighters of D

FoD is a quick print-and-play fighting card game for 2 Players using the paper-rock-scissor mechanic with a few combos. My goal is to teach my 5,5 years old boy to learn the basics, so he can ready to play [Yomi](#), the great card game that perfectly captures the essence of a fighting game, in the future. Then FoD becomes way better than I expected, that's why I release it for everyone to enjoy :)

What you need:

- This Manual to learn how to play
- A Fighter Deck for each Player.
- A set of HP Cards (1 HP card & 1 HP pointer) for each Player to track their Fighter's HP, or you can use 18 face down cards as HP for each Player.

THE FIGHTER DECK

Each Player must choose a Fighter then choose the Fighter Deck for that Fighter.

Each Fighter Deck consists of 7 (seven) cards unique to that Fighter: 1 Character Card and 6 Move Cards.

	1 Character Card	6 Move Cards						
<p><u>Dhalsim's</u> Stats, represents all the Move Cards he has. This means <u>Dhalsim's</u> Move Cards are: DODGE 3, DODGE 1, ATTACK 3, ATTACK 1, THROW 2 and THROW 1.</p>	<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="border: 1px solid black; padding: 5px;"> 3 3 2 1 1 1 </div> <div style="text-align: center;"> <h2 style="color: green; margin: 0;">DHALSIM</h2> </div> </div>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">DODGE 1</td></tr> <tr><td style="text-align: center;">DODGE 3</td></tr> <tr><td style="text-align: center;">THROW 1</td></tr> <tr><td style="text-align: center;">THROW 2</td></tr> <tr><td style="text-align: center;">ATTACK 1</td></tr> <tr><td style="text-align: center;">ATTACK 3</td></tr> </table>	DODGE 1	DODGE 3	THROW 1	THROW 2	ATTACK 1	ATTACK 3
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<p><u>Dhalsim's</u> Special Attack. To execute this Special Attack, you must have 2 DODGE or 2 ATTACK or 2 THROW Move Cards attached to him.</p>	<p>DD/AA/TT: 3x👉 (W2, D1, L1)</p>							
<p><u>Dhalsim's</u> Special Attack. To execute this Special Attack, you must have 1 DODGE and 1 ATTACK and 1 THROW Move Cards attached to him.</p>	<p>D A T: 3</p>							
<p>An important reminder !!</p>								
<p>The number behind a Move is it's Power. So DODGE 2 (DODGE with Power =2) is stronger than DODGE 1 (DODGE with Power =1). Note: in this game, DODGE means " Dodge then counter attack" (that's why a DODGE deals damage too), but for short let's just call it DODGE.</p>								

SETUP

1. Each Player chooses his Fighter and takes that Fighter Deck.
2. Each Player puts the Character Card face up and holds the 6 Move Cards in hand.
3. Each Player starts with HP=18. Round ONE begins, say "Round One, FIGHT!"

GAMEPLAY

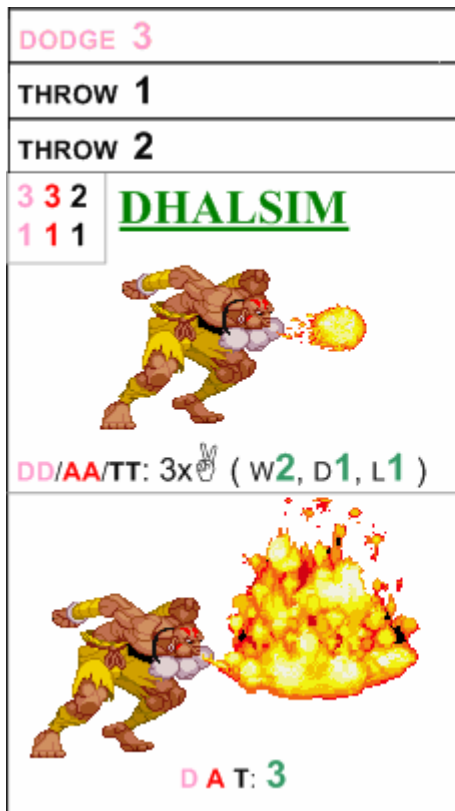
The game is played in Turns. In each Turn there are 3 Steps:

1. Each Player puts 1 Move Card face down then reveals both cards simultaneously.
2. The Result can be one of these three:
 - a) Both Fighter plays a different type of Move Card: **ATTACK** beats **THROW**, **THROW** beats **DODGE**, **DODGE** beats **ATTACK**. The Fighter who wins this Turn deals damage equal to his Move's Power to opponent and attaches his Move Card to his Character Card. The loser takes his Move Card back to his hand.
Example: Dhalsim (HP=18, 6 Move Cards on hand) plays **DODGE 1** and Blanka (HP=18, 6 Move Cards on hand) plays **ATTACK 4**. Dhalsim wins this Turn and deals 1 damage to Blanka. Dhalsim attaches **DODGE 1** Move Card to his Character Card and Blanka returns **ATTACK 4** to his hand. Now Dhalsim (HP=18, 5 Move Cards on hand) and Blanka (HP=17, 6 Move Cards on hand)
 - b) If both Players play a same Move (both **THROW**, both **ATTACK**, or both **DODGE**), the higher Power wins this Round. The Fighter who wins this Turn deals damage equal to the differences of his Move's Power and his opponent's Move's Power, then attaches his Move Card to his Character Card. The loser takes his Move Card back to his hand.
Example: Dhalsim (HP=18, 6 Move Cards on hand) plays **DODGE 3** and M.Bison (HP=18, 6 Move Cards on hand) plays **DODGE 1**. Dhalsim wins this Turn and deals $3-1=2$ damages to M.Bison. Dhalsim attaches **DODGE 3** Move Card to his Character Card and M.Bison returns **DODGE 1** to his hand. Now Dhalsim (HP=18, 5 Move Cards on hand) and M.Bison (HP=16, 6 Move Cards on hand)
 - c) If both Players play the same Move (both **THROW**, both **ATTACK**, or both **DODGE**) and both Powers are the same, this Turn is draw. Each Fighter takes back his Move Card to his hand.
Example: Dhalsim plays **THROW 1** and Ryu plays **THROW 1**. It's a draw, both Fighter returns his Move Card to his hand.
3. Special Attack! Only a Fighter who wins this Turn and has all the requirements *may* uses his Special Attack. To execute a Special Attack just take the requirement Move Cards attached to the Character Card back to your hand, then follow the result.

DD/AA/TT: 3x (W**2**, D**1**, L**1**)

Means if you execute this Special Attack: play RPS(Rock-Paper-Scissor) 3 times. For each RPS: if you W (win) you deals **2** damages to opponent, if D (draw) you deals **1** damage to opponent, if you L (lose) you deals **1** damage to opponent.

DAT: 3 Means if you execute this Special Attack: deals **3** damage to opponent.



Dhalsim wins this Round with THROW 1.

Dhalsim then takes 2 THROW Move Card back to his hand, this means he executes his Special Attack: "Yoga Fire !"

Dhalsim plays Rock-Paper Scissor three times with his opponent and the results are: Win, Lose, Win. Dhalsim deals 2+1+2= 5 damage to his opponent. Good !

Dhalsim now has 5 Move Cards in hand and only 1 Move Card left (DODGE 3) attached to his Character Card.

Repeat Step 1-2-3 until a Fighter loses (HP=0), then this Round ends. Begins Round TWO (start from the Setup but without changing the Fighters), and then Round THREE if needed. Play the Best of Three (the first Fighter who wins 2 Rounds wins the game !!)

TIPS

- 1.Remember: You can see all opponent's Move Cards on top left of his Character Card.
- 2.Sometimes it is better not to execute a Special Attack right away, but leaving many cards attached to the Character Cards will limit your choices for your next Turn.

FINAL NOTES

My 5,5 years old boy can play this game easily and can learn the basic strategy. Example: I said "I want to execute my Special Attack!". He knows that Daddy will play a THROW because I have another THROW attached to my Character Card, so he plays an ATTACK. Of course sometimes this is just a bait and I play a DODGE instead :D . Other times I give him a hint "I will play a card that the color matches one of the traffic light!" (means: I will play an ATTACK). Other than that, he really enjoys choosing/picking his Fighter as well, and changes his Fighter after each game.

I hope you will enjoy FoD too!

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EXAMPLE OF PLAY

DHALSIM vs RYU
ROUND ONE, FIGHT !!

Result of Turn 1:

Dhalsim plays **ATTACK 3**,
Ryu plays **THROW 3**.

Dhalsim wins and
deals 3 damage to Ryu.

Dhalsim attaches the **ATTACK 3**
Move Card to his Character Card,
Ryu takes back **THROW 3**
to his hand.

Dhalsim HP = 18
Ryu HP = 15

Result of Turn 2:

Dhalsim plays **THROW 2**,
Ryu plays **THROW 1**.

Dhalsim wins and
deals 1 damage to Ryu.

Dhalsim attaches the **THROW 2**
Move Card to his Character Card,
Ryu takes back **THROW 1**
to his hand.

Dhalsim HP = 18
Ryu HP = 14

Result of Turn 2:

Dhalsim plays **THROW 2**,
Ryu plays **THROW 1**.

Dhalsim wins and
deals 1 damage to Ryu.

Dhalsim attaches the **THROW 2**
Move Card to his Character Card,
Ryu takes back **THROW 1**
to his hand.

Dhalsim HP = 18
Ryu HP = 14

8
6
18
10

Result of Turn 3:

Dhalsim plays **DODGE 3**,
 Ryu plays **ATTACK 3**.

Dhalsim wins and
 deals 3 damage to Ryu.

Dhalsim attaches the **DODGE 3**
 Move Card to his Character
 Card, Ryu takes back **ATTACK 3**
 to his hand.

Dhalsim then executes his
 Special Attack: "Yoga Flame!"
 Dhalsim takes back **ATTACK 3**,
THROW 2 and **DODGE 3** to his
 hand, and deals 3 damage to
Ryu.

Dhalsim HP=18
 Ryu HP=8

8
6
18
10

Result of Turn 4:

Dhalsim plays **ATTACK 3**,
 Ryu plays **ATTACK 3**.

It's a draw this Turn !

Both Fighter take back his
 Move Card this Turn (**ATTACK 3**)
 to their hand.

Dhalsim HP=18
 Ryu HP=8.