

Kung-Fu



Avalon
Mini-Game
#11

Avalon Games



John could not believe his luck. His first day at Kung Fu University and he was already involved in a duel. He had trained all his life to be able to test his skills in the martial arts and here he was already getting a chance.

As he stood his ground, his tiger claw held high and ready, John watched his opponent. She was a little thing, all dressed up in a bright floral dress with a blue ribbon in her hair. Maybe after the duel, they could go get a glass of milk he thought to himself.

That's when she hit him.

Waking up on the grass, John rubbed his chin where the girl had kicked him.

She stood over him offering him a hand up.

“Your Kung Fu was good, but mine was better,” she said with a smile as she walked away.

Maybe school would be a bit tougher than he thought, John mused, as he chased after her, asking if she could show him how she did that kick.

This is Kung Fu U, a game of martial arts combat and fun times. Can you out fight your opponent before they bring you down with a surprise attack? Can your Kung Fu outshine your opponent's skills? Find out who is the best of the best with this exciting Mini- Game from Avalon Games.

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Introduction

Kung Fu U allows players to build a martial arts deck made up of various cards. When both players have constructed a deck, they battle each other, using attacks and defensive moves as they try to defeat their opponents.

Simple to play and full of fast fun, Kung Fu U will fill hours of your time, so be warned, and get your Ki up.

Game Construction

You will need to construct the game components. For the most part, the amount of time and extra expense you put into the game's construction is up to you. The simplest method is to print all the parts, cut them out, and start playing. Paper pieces are a bit difficult to deal with though, so if you wish to play Kung Fu U often, and we hope you do, then you may want to invest a bit of time and effort in making your game components more durable and reusable.

Suggestions on Component's Construction and Printing

If you want to spend the money, you should buy some good quality paper. Use this to print out the various cards and handouts. High end paper will give you a better quality image and if you set your printer to its highest quality setting, you should get a nice set of cards. Next, get your hands on some spray glue (available at most craft stores and office supply stores). Use this to mount the cards onto thick card stock. This will make the parts easier to pick up and use, which generally creates a better overall experience. Should you wish, you can protect your many cards with clear self-adhesive lamination sheets (again available at most office supply stores).

Getting Started

Each player will need to construct a deck for his or her martial artist (see Player's Decks). Once the decks are ready, each player rolls 1d6. The highest roller goes first, drawing and playing cards in this order.

* Note: This die roll is also the player's starting activation dice; the number rolled is used for their first turn of activity.

Each player deals themselves two cards at the start of the game. These are laid face up on the table. These cards are considered to be in play at the start of the game.

Each player then deals themselves three more cards that they place into their hand. These cards are the players' starting hands.

Each player should lay out a damage chart in front of them and use a token of some sorts (not supplied) to record their martial artist's current damage.

Cards

Kung Fu U is composed of a set of cards. Each card represents some sort of attack, defense or ability that your martial artist may perform. As players draw cards from their deck, they will gain access to more abilities, as does their opponent.

Player's Deck

Each player in the game must construct a deck from the cards supplied. The composition of this deck is up to the player.

The following rules govern what, and how many, cards can be included in a player's deck.

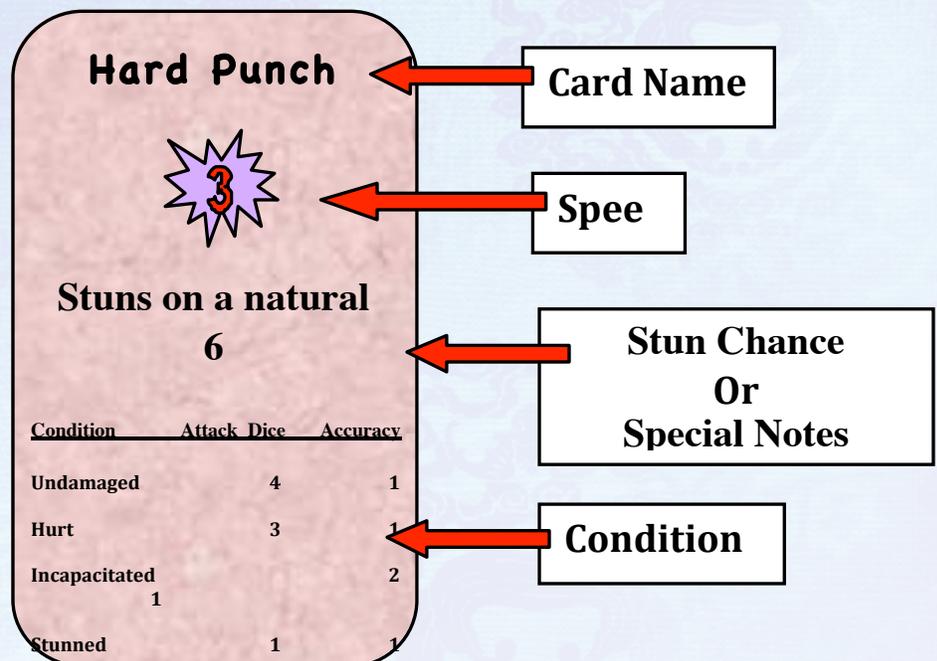
- A. All decks must have 20 cards, no more or less.
- B. No deck may have more than ten red attack cards, ten blue defense cards or ten yellow maneuver cards.
- C. No deck may have more than five style cards. If style cards are included in a deck, then all style cards must be of the same style (for example, you cannot have both Monkey cards and Tiger cards in the same deck).
- D. No deck may have more than the four of the same card.

Player's Hand

Each player may have up to five cards in their hand at any one time. If a player has more than five cards, they must discard the number of cards required to return the deck to the five-card limit.

Discarded cards are lost for the game and placed in a discard pile.

Card Type	
Red:	Attack
Blue:	Defense
Yellow:	Maneuver



Activation Dice

At the start of a turn, each player rolls 1d6. This is their activation dice for the turn. The activation number rolled will thus remain in effect for that player until the start of their next turn.

When a player wishes to use a card that is in play, that card must have a speed that is equal to or less than the player's current activation number.

Example: Ted has three cards in play and rolls 1d6 for an activation roll of 3. Two of his cards have a speed of 2 and can be used this turn. One has a speed of 6 and so it may not be used.

As you will note, both players may have different activation numbers, and thus be able to play cards with different speeds. Therefore, the type and speed of cards you build your deck with will determine your fate in the game. Building a deck with several low number cards may allow you go more often, but they will not do much damage when they are used. On the other hand, build a deck with several high speed cards and you may never get to do anything while you wait for that 6 to come up. Of course, when you do roll that 6 watch out, because these high-end cards can do a lot of damage.

Playable Cards vs. Active Cards

Playable cards are any cards you have laid down on the table. These cards are ready to be used, should you roll an activation number high enough to activate them.

Active cards are playable cards that have a speed that is equal to or lower than your current activation number.

Turn Order

Each turn, players will draw cards from their deck and place them into play, and use active cards as needed.

When a player has conducted all the actions they wish to make that turn, their turn ends and the next player may take their turn. This continues until the game ends.

All turns are conducted in the following order:

1. Roll your activation dice for the turn (roll 1d6 and place it in front of you to show your current activation number).
2. Draw one card from your deck. You may not draw a card if you have five cards in your hand. Place this card into your hand.

3. Play one card from your hand, placing it on the table (this card may be of any speed).

4. Use any Active cards you have in play (those cards with a speed that is equal to or less than the current activation number). Play the effects of each card, one at a time, discarding each as you use it. You do not have to play the effect of an Active card and may hold it in reserve for another turn.

5. Discard one card from your hand, or from those cards in play before you, to your discard pile (this is optional).

Making an Attack

During your turn, you may activate any attack cards of the current speed for that turn. To make an attack, roll a number of d6 equal to your fighter's "current condition" attack dice as shown on the card. Apply the attack's accuracy modifier, and any other modifiers that may apply, to each of these dice. If the total roll for each die is 6 or higher, a hit is scored. A single point of damage is done for each die that scores a hit.

Continue this process until you have used all the attack cards you want for that turn.

* Note: Each time you use a card it is discarded, be it an attack card, a defense card or a maneuver card.

Recording Damage

Any time an attack does damage, apply the damage done to your damage chart. When you have taken enough damage to place you in a new damage category, all cards in play must now use that new damage category as shown on each card.

Example: Tom has three attack cards in play. When he takes enough damage to place him in a "hurt" condition, he will have to use the "hurt" attack dice and accuracy column on each of these cards.

You lose the game if you are brought to the knocked out position on your damage chart.

Special Conditions

During the course of the game, a player may find that a special condition has been activated against them. The following rules govern the conditions that may affect a player.

Stunned

If an attack scores a Stun effect on a player, not only does the attack do its normal damage, it also delivers a Stun effect. Each die that scores a Stun places one point of Stun on the player. Thus, if a six-dice attack has each of those six dice score a Stun, then the target of the attack would take a total of six hits and six points of Stun (players should mark the number of Stun points they have with a token of some sort, like a die or what not).

While stunned, a player with one or more Stun points must use the “Stun” category for attack and defense cards, as shown on those cards.

Reduce the total number of Stun points (if any) on a fighter by one at the start of the stunned player’s turn. A player may also reduce their fighter’s current Stun total by discarding one or more cards in play, or from their hand, at the start of their turn.

Example: Ted has been attacked and has taken three hits. Two of those hits also caused Stun. Ted then starts his turn, reducing his Stun total from two to one. He then discards one of his cards in play to reduce the Stun total by one to zero.

Knock Down

If an attack results in your fighter being Knocked Down, you must reduce your current activation number and all activation rolls you make thereafter by a -2 modifier.

You may discard any card in play to stand up from a Knock Down result. This can only be done on your turn. The -2 modifier to your activation rolls remains in effect until your next turn.

Example: Tom is Knocked Down, so he reduces his current activation number by two. On his turn, he rolls a 4 for activation, but has to reduce that by two as well. He starts his turn and when he begins to use his cards in play, he can discard one card to stand up. His activation number still remains at two for this turn, however.

Defense Cards

When an attack is made against you, you may use any defense card you have in play. Of course, this card must have a speed that is equal to or lower than your current activation number.

When a defense card is used, roll the number of defense dice shown for your condition and, like an attack roll, apply the accuracy. For each roll that scores a 6+, you reduce the damage the attack card delivered to you by one point. You may pick which defense card you will use after the rolls for the attack card have been made.

As with all cards, once used, the defense card is discarded.

Winning the Game

To win the game, you must get the token on your opponent’s damage chart to the Knocked Out position. If both players run out of cards to draw from their deck, and neither has won the game at this stage, the game is declared a draw.



Damage Chart



Damage Chart



Soft Block



Condition	Defense Dice	Accuracy
Undamaged	3	3
Hurt	2	3
Incapacitated	2	2
Stunned	1	2

Hard Block



Stuns on a natural 6

Condition	Defense Dice	Accuracy
Undamaged	3	1
Hurt	2	1
Incapacitated	1	1
Stunned	Unable	

Knee Block



If blocks all damage from one attack, may make a free kick attack if you have an active kick card in play

Condition	Defense Dice	Accuracy
Undamaged	6	2
Hurt	4	2
Incapacitated	2	2
Stunned	1	1

Twist



Condition	Defense Dice	Accuracy
Undamaged	1	2
Hurt	1	1
Incapacitated	1	0
Stunned	Unable	

Hard Punch



Stuns on a natural 6

Condition	Attack Dice	Accuracy
Undamaged	4	1
Hurt	3	1
Incapacitated	2	1
Stunned	1	1

Elbow



Stuns on a natural 6

Condition	Attack Dice	Accuracy
Undamaged	4	2
Hurt	3	2
Incapacitated	2	2
Stunned	1	1

Head Butt



Stuns on a natural 5 or 6

Condition	Attack Dice	Accuracy
Undamaged	2	2
Hurt	1	2
Incapacitated	1	1
Stunned	Unable	

Low Kick



Stuns on a natural 6
Knock Down if all attacks dice score a hit.

Condition	Attack Dice	Accuracy
Undamaged	5	3
Hurt	3	3
Incapacitated	2	2
Stunned	2	0

Hold



Play with any flip or hug card. If you score a hit with any of those cards, you gain a hold on the foe. Foe is limited to playing only cards of speed 2 or less until the hold is broken. To break the hold, foe must discard a speed 6 or higher card.

Counter



Play on any defense card. After the defense card is played, make an out of turn attack from those listed below.

Condition	Attack Dice	Accuracy
Undamaged	2	2
Hurt	2	1
Incapacitated	1	1
Stunned	1	0

Step Around



Play on any defense card. After the defense card is played, your next attack card played is at a +1 to hit.

Kip Up



You may stand up from a knock down and so avoid the knockdown's activation effect.