

Kings of the Ring!

I) INTRODUCTION

The Kings of the Ring is an easy, fast-playing one-on-one fighting game. It's meant for quick, relaxed gameplay with miniatures.

Game Material

The Kings of is played with:

- a 54 playing card game
- 2 pawns or 2 fighter figures
- a 5 square x 5 square game area
- 10 coloured markers for each fighter, representing their life gauge.

Set up

In one-on-one games, players start the game in opposite corners of the ring.

If more players are involved, place them in corners, then if there are more than 4... Do your best to place them as fairly as possible!

Deck

In one-on-one games, it is recommended to play with a 54 card deck until all the cards in the pile have been drawn. If more players are involved, use a 54 card deck; once all the cards in the pile have been drawn, re-shuffle those that have been used into a new (and final) pile.

II) RULES

Goal

To defeat your opponents, either by knocking them out (they have no more endurance markers left) or by being in better shape than them when time runs out (you have more endurance markers than them at the end of the game).

Game ends when all but one fighter have been knocked out, or time runs out: when the last card has been drawn from the deck and all players have played their last card.

Who plays first?

Each player draws a card from the pile – the best result (with 2s being the weakest and Aces being the strongest) gets to play first. Then randomly put the cards back in the pile.

Sequence of play

5 cards are dealt to each player. Players play in turns. Players can never have more than 5 cards in their hand.

During their turn, players can play from 0 to 5 cards, and/or throw away as many cards as they wish. But they can only draw up to 2 cards at the end of their turn.

One card played corresponds to one basic action: move the fighter one square aside, or hit an opponent.

What colours mean

Black Cards (earth) = move

Red Cards (blood) = attack / parry

Diamonds and Clubs: “straight” symbols, meaning “straight” actions (horizontally or vertically).

Hearts and Spades: “oblique” symbols, meaning “oblique” actions (in diagonals).

In other words:

Spades: diagonal move

Clubs: horizontal/vertical move

Diamonds: diagonal attack/parry

Hearts: horizontal/vertical attack/parry.

Card value has no influence, except when parrying – normally, only the symbol matters.

Attacking

The attacker may choose to:

- hit: take an endurance marker from his opponent.
- Push: push his opponent one square away – in the direction opposite to the pusher's (provided there's room to do so, of course).

Parrying

When a fighter is hit, the player can parry the attack by playing a card of the same symbol AND of superior value.

III) ADDITIONAL RULES

The King's Square!

In most rings, players are encouraged to move to the central square: the King's Square. When fighting on that square they inflict double damage !

The Eye of the Tiger

Jokers can replace any card in the game.

Rotten Tomatoes

A player who doesn't perform any action during their turn (ie: doesn't play any card, or doesn't discard any) makes the audience unhappy. The fighter loses an endurance marker because of the number of rotten tomatoes received.

Credits

Rules by Chien Sauvage.

Playtesting by DragonTigre, Le Manchot, Gilel, Walktapus, Gloranthan Army, PKP, Banana Tyrant.

Illustrations by Gilel.

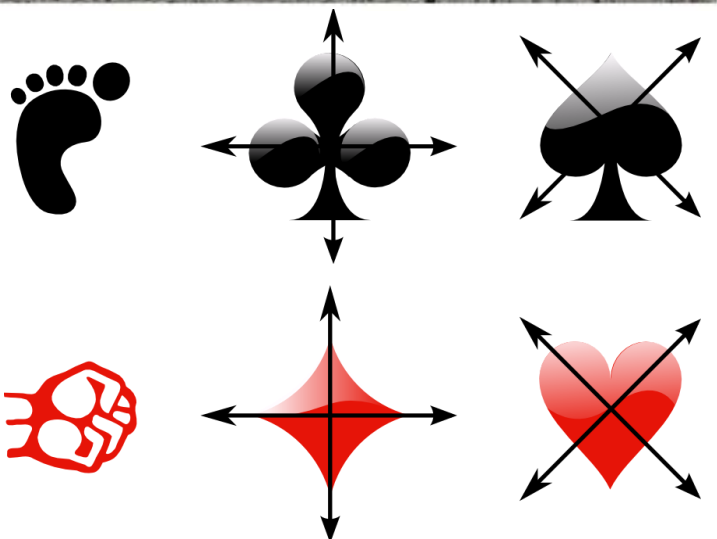
Rings by Walktapus, PKP, Gloranthan Army.

English version by Banana Tyrant

Sample Arena



Symbol Memo





Walkatapus' ring.
Figure by Hasslefree Miniatures



PKP's ring
Figures by East Riding Miniatures/Golgo Island



Gloranthan Army's ring
In a proper gaming environment, at the bar of Buchères Con.