

# Beat Em Up

2-4 Players 10-15 Mins Ages 7+

## Objective

The heroes are in for the fight of their lives. They have located the enemy headquarters and now must fight their way through mooks, minion, and mini-bosses to bring the Boss down once and for all. The heroes will have to defeat all 6 levels of enemies before their cards or time runs out.

## Components

### 240 Cards Total

#### 168 Hero Cards

- 40 Blue Hero Cards
- 40 Orange Hero Cards
- 40 Purple Hero Cards
- 40 Red Hero Cards
- 8 Power Cards

#### 72 Foot Clan Cards

- 1 Boss Card
- 5 Mini-boss Cards
- 35 Henchmen Cards
- 25 Minion Cards
- 6 Mook Cards

## Player Setup

1. Pass out player decks based on the player count
2. Each player has:
  - a. A deck which is held upside-down with the face of the bottom card being visible
  - b. Two reserve spots which may hold a single card. If they are ever empty they may be refilled immediately.
3. Place the Power cards where every player can reach them

# of Players	Heroes used
2	Blue and Red
3	Purple, Blue, and Orange
4	All 4 Heroes are used

## Enemy Setup

1. Shuffle the Enemy deck which includes all Mook, Minion, and Henchmen cards for the selected player count. All others may be set aside.
2. Pick out the Bosses used for the selected player count and set them next to the Enemy Deck.
3. Deal out the number of enemies used for round 1 of the game to two rows of equal size. The boss should be facedown on the right-most side of one of those lines.

# of Players	Enemies per round
2	6 Enemies in rounds 1/3/5 5 Enemies and 1 Boss in rounds 2/4/6
3	8 Enemies and 1 Mini-boss/Boss
4	11 enemies and 1 Mini-boss/Boss

Difficulty	Time
Beginner	1 Minute
Intermediate	45 Seconds
Advanced	30 Seconds

4. Set the timer for the desired difficulty
5. Everyone pick up their deck, start the timer and GO!!!

### Gameplay

The goal is to defeat all enemies correctly in the round before time ends.

1. Players may flip the 2 left-most cards in the Enemy Area immediately upon timer start. No additional cards may be flipped at this time.
2. Players play cards next to the enemies to defeat them. All hero cards can be used as either icon on them OR both. To defeat an enemy, it must have cards on top of it depicting the same symbols as are on it.
3. When players feel they have played enough cards to defeat an enemy they may then flip the next enemy in the line face up. No further cards may be played to an enemy once players have moved on.

### After Time Is Up

5. Make sure that all enemies were defeated correctly. Any that were not defeated will deal **damage** to the players. All cards in play will be discarded to the side prior to the setup of the next round.
6. Start again at step 1 unless it is Round 6.
7. **After the sixth round, the players have won if none of them have run out of cards.**

### Power Cards

Power Cards may be used to replace any other single symbol and it may be used by any player during the round.

### Damage

When players take damage, look at the icons on the enemy that were not matched. The hero who has that icon as their primary icon loses a card from the top of their deck. If the hero that matches that icon is not in use or the icon is a shuriken, then the players choose who loses a card. If the icon is a turtle shell, then **all** players lose a card. **If the players run out of cards then they have lost.**

**Turtle Shell Icons** may be matched by ANY card.

End Game Condition	Score
Every unused player card	10 points
Every unused pizza card	50 points
Difficulty - Beginner	No Multiplier
Difficulty - Intermediate	2X Multiplier
Difficulty - Advanced	3X Multiplier
Victory	10X Multiplier

Use the score chart above to determine how well you did and work to earn a new high score.