

“CockFIGHT!” Is a stand-alone 2-4 player card game that consists of a deck containing 4 Champions and 50 cards. The objective of the game is to be the last Champion standing at the end of the game.

How to play

A 2-3 person game takes between 15 and 30 minutes. A 4 player game, with varying experience with the game can take between 45 minutes to 1 hour.

Remove the 4 Champions from the “CockFIGHT!” Deck, and randomly deal 1 to each player or allow players to choose Champions. Champions can be identified by their Gold Border. Place the Champion face up in front of you so that it is visible to all players.

Champions have a Special Ability that can be used only **ONCE** per game, use it wisely!

Shuffle the remaining cards and place the deck face down in the middle of all players, this is the draw pile. Deal a starting hand to each player according to the table below:

Starting Hand \ Max. Hand Size	
2 Players	5 Cards
3 Players	4 Cards
4 Players	3 Cards

Card Colors

You will notice that there are several different colors of card borders in the CockFIGHT! Deck. These color help tell you what kind of cards you have at a glance.

Color	Card Type
Gold	Champions
Red	Attack Cards
Blue	Defense Cards
Green	Buff Cards
Purple	Healing Cards
Black	CockFIGHT! Event Card

Once you’ve dealt out Champions and starting hands to all players, the first player to yell “CockFIGHT!” Starts play and play continues clockwise from that player.

Like many games, the rules won’t cover all scenarios. When that happens, the rules on the cards supersede the rules in this guide.

Winning

Winning “CockFIGHT!” Sounds simple, be the last Cock standing at the end of the game. Use various attacks, defensive maneuvers, buffs and heals to stay alive and take out all of your opponents. Once every other Champion has been defeated, you’ve won the game and are the Champion of the Cock Ring.

Card Icons

The Icons in the next column are found on cards in the deck and help identify what the card does, and also what stats the card affects. The Claw represents the Attack Stat, the Blood Drop represents the Damage Stat, the Egg represents the Health stat and the Wing represents the Defense stat.

Attack Damage Health Defense

Card Types

Attack Cards:

Attack cards are defined by two characteristics; they have an attack value and a damage value. These values are located on the Attack and Damage Icons found on the card.

For instance, the “Cock Slap” attack card has “ATTACK +6, 2 Damage”, the card adds +6 to your Champions base attack, so if you have a 5 Attack, +6 becomes an attack with a rating of 11.

Healing\Buff Cards:

Healing and Buff cards can contain a variety of card icons depending on the cards effects.

Healing & Buff cards can be played out of turn, in response to an Attack to prevent damage.

You cannot heal past your starting hit points!

Defense Cards:

Defense cards will contain the Wing Icon and will have a bonus to your base Defense value on the card (e.g. the “Cock Block!” Card text says “+4 DEF against 1 attack”. So base Defense of 2 + 4 = Defense of 6 against 1 attack.)

Event Cards:

Event cards can have the largest impact on the game, they can allow you to make extra attacks, cause opponents to miss turns or take damage (e.g. The “COCK FIGHT!” Card states “All players draw 1 card from draw pile, highest stat listed wins the COCK FIGHT”, the losers take damage split by the winner.

Actions

Below is a list of Actions that may be taken during your turn.

- ✓ Play an Attack Card
- ✓ Play an Event Card
- ✓ Play a Buff\Heal Card
- ✓ Discard a Card.

Discard Pile

The Discard Pile is placed next to the Battle Deck. Once the Battle Deck is exhausted, reshuffle the Discard pile.

Turn Phases

There are 3 phases to a turn in “CockFIGHT!” A round is completed once all players have taken his/her turns, unless they have been forced to skip his/her turn.

1. Draw phase:

- 1.1. Draw 1 card from the “CockFIGHT!” Battle Deck

2. Action phase:

- 2.1. Take up to two actions per turn.

- 2.1.1. The Action Phase allows you to take up to two actions. You may attack other players twice; play attack and a healing card or defensive buffs or discard cards.

- 2.1.2 Each Action is treated as a separate action, there is no ‘stack’ in CockFIGHT!.

3. End phase:

3.1. Draw cards back up to the starting hand size.

3.1.1. The End Phase is started after any attacks and heals have been tallied and no other actions are awaiting resolution.

Sample Turn

Chris starts off the round by drawing a card during his Draw Phase. He draws a “Cock Slap” attack card; this card has (“Attack +6, 2 Damage”). Chris is also holding a “Visit Thailand!” attack card (“Attack +5, 5 Damage.”)

Chris starts his Action Phase and decides to play his “Visit Thailand!” card first and targets the “Big Black Cock” Champion that Jessie is controlling. The “Big Black Cock” has a Defense of 3 and 26 hit points.

Jessie doesn't have any Defense cards in her hand so her Champion has to take all 5 damage from the “Visit Thailand!” attack.

Next, Chris targets Matt's champion the “Veiny Triumphant One” with his “Cock Slap” attack card since Matt's champion has 30 hit points, but a 0 defense. Luckily, Matt is holding the “Cock Block!” card which allows him to give his champion +4 defense against 1 attack. The “Cock Block!” card gives the “Veiny Triumphant One” +4 defense, his effective defense has risen to 4 but the “Cock Slap” attack succeeds, because its attack level is still higher than 4.

Chris has taken his two actions and his combat is resolved, so now the End Phase of the turn begins. Chris draws 1 card; because he started his turn with 4 (his starting max hand size) played 2 cards and was back down to 3 cards in his hand. Play now continues to Jessie.

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