

## GLOSSARY & THINGS TO REMEMBER

### Game Terms & Game Zones:

**Exhaust** – When a card is exhausted, remove it from the game.

**Cage Area** – Cards in play are in the Cage Area.

**Corner Pile** – This is your discard pile. If a card is Countered or Discarded, it is placed in the discard pile. Alternately, when your fighter takes Stamina Damage, all cards overturned from your Stamina deck are put into the Corner pile one at a time, until an applicable counter is overturned, or all damage has been taken.

**Counter** – When a counter is played or overturned while taking damage, the current turn ends. Counters played from hand stay in the cage area. When a counter card is overturned **Damage and Text** are ignored. The only benefit of overturning a counter is stopping your opponent's card and ending the turn. The countered card stays in the player's *Cage Area*, adding or subtracting to his *Victory Point* total!

**Regroup** – When you end your turn without playing a card, you may discard a card then draw two cards.

*Note: At any time, if your Stamina deck is empty, any additional Stamina damage you would normally take is instead applied to your Toughness.*

### Card Types & When You Can Play Them:

- **Maneuver** and **Referee** cards can only be played during your turn.
- **Counter** cards can only be played during your opponent's turn.
- **Routine** cards will state when you may use the card's effect.

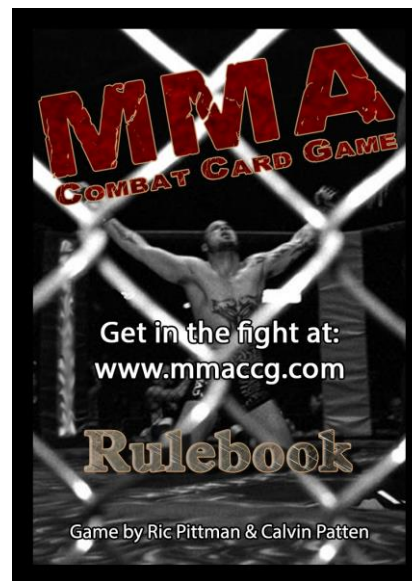
*Some cards will have requirements listed in the upper right-hand corner. These can only be played if the fight is in that position.*

### DECK CUSTOMIZATION

After you've played a few games with the theme decks, you may try customizing your own deck. When customizing a deck, use the following rules:

- Your **Stamina Deck** must contain **exactly fifty cards**.
- Your **Routine Deck** may contain **up to five cards**.
- You can have **no more than three** copies of any **non-unique card** in your deck.
- You can have **no more than one** copy of any **unique card** in your deck.

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### BEFORE YOU BEGIN

Welcome to the cage! If this is your first time playing, try the basic rules first. Just set aside the four Routine Cards and only use the Stamina Decks. Ignore the references to the Routine Cards in the rulebook. Once you're comfortable with the rules, take the Routine Cards for a spin. Meanwhile, check out the back page of this rulebook for definitions of game terms while you're reading.



Round Counter



Fight Position



### – GAME ANATOMY: TURNS, ROUNDS, & THE RECOVERY STEP –

A game consists of **Three 5-minute Rounds**. During a round, each player alternates taking turns until both players have taken five turns. Then move the fight back to **Standing**, unless it's the last round, go to the **Recovery Step**.

### – WINNING THE GAME –

The game ends when one of the following happens:

- When your **Toughness** is **zero or less**, you lose the game via **Knock Out**.
- You successfully play a card that says, “You win the game.”
- After three rounds, if no player has been knocked out, the judges score the fight. Count the total **Victory Points** of your cards in play. In case of a tie, the player with the most **Toughness** remaining wins. If **Victory Points** and **Toughness** are tied, the fight is a **Draw!**

### – STARTING THE GAME –

- Begin each round in the **Standing** position. Some cards may change the position to **Clinched**, **Grounded**, or **Standing**, and some cards can only be played in a certain position. **Players start with 30 Toughness**.
- Randomly determine who goes first. The player who begins Round 1 will start second in Round 2, and start first again in Round 3, etc.
- Each player shuffles their deck and allows the opponent to shuffle and/or cut the deck. Players **draw a starting hand of 6 cards**.
- Once hands are drawn, players may set aside up to three cards, draw that many cards, and shuffle the cards set aside back into their deck.
- **If using Routine Cards**, after hands are drawn, each player may choose 3 Routine cards from their Routine decks. Reveal these cards simultaneously and put them into play in front of you. (*Advanced Rules Only*)

### – WHAT A TURN LOOKS LIKE –

- 1.) **Draw Step:** Draw one card.
- 2.) **Main Step:** You may do any of the following in any order:
  - Play **Maneuver** or **Referee** cards.
  - Use a **Routine** card.(*There are no limits to the number of cards you can play each turn.*)
- 3.) **End Step:** Your turn ends when one of the following happens:
  - Your opponent counters a card you played.
  - Your opponent overturns a counter to your card while taking damage.
  - You don't have any cards to play or you pass the turn.

**Regroup – If you end your turn without playing a card, you may discard a card then draw two cards.**

### – END OF THE ROUND & RECOVERY STEP –

After each player has completed **five** turns, **Stand Up** the fight. After the First and Second rounds, **both** players, beginning with the player who started the current round, may choose to do **only one** of the following:

- **Shuffle (5) cards** from your **Corner Pile** into your **Stamina Deck**.  
or
- **Recover (5) health**, not to exceed your starting **Toughness** value.  
or
- **Draw 3 Cards**.  
or
- **Use one Routine Endorsement Card**.

### – PLAYING CARDS –

During your turn, you can play *Maneuvers* or *Referee* cards. Your opponent then gets a chance to respond by playing a counter or using a Routine card effect:

- If they counter your card, put it into your discard, or **Corner Pile**.
- If they do not counter your card, put your card in play, or your **Cage Area**. Keep in in front of you, as it will count toward your *Victory Point* total at the end of the game!

### – RESOLVING CARDS & TAKING DAMAGE –

- When a card is **successful**, put it in front of you in your **Cage Area**.
- First, **resolve any card text**.
- Second, your opponent takes **Toughness Damage** from your card.
- Finally, your opponent takes **Stamina Damage**, overturning cards **one at a time** from his or her **Stamina Deck** to his or her **Corner Pile** until all Stamina Damage has been applied, or until an applicable Counter card has been overturned. If at any time your Stamina deck is empty, any additional Stamina damage you would normally take is instead applied to your Toughness.

**EXAMPLE:** *The card, Double Leg Takedown can only be played in the Clinched position. It reads: “Ground the fight.” If successfully played, you would change the fight position to Grounded, then apply 1 Toughness Damage. Next your opponent overturns Stamina Damage. If your opponent doesn't overturn an applicable counter, your turn continues.*

