

SO YOU WANNA LEARN TO PLAY



WELL, GET IN LINE, BILLY.

Oh, enough with the puppy dog eyes!
Just read these frikkin' rules.

The Play Area

Here's the suggested way to lay out your game. Each player has one **Combatant** in play at a time, under whom are up to two pieces of **Equipment**, which are card types we call **Items**. Effect-based cards called **Tactics** and **Skills** may also be used to influence the game; those have one-time effects and are played straight into the **Discard Pile**. Pretty basic, right? Now, let's take a closer look at those cards. . . .

Types of Cards



The **Combatant** is the card around which **Geek Fight** revolves. Combatants are played for free but are only deployed during the **Enter the Arena Phase**. You may only control one **Combatant at a time!** Combatants generate **resources** (Tokens, Cash, etc.) that can be spent on Items, Tactics, Skills, or Buffs. Each Combatant may use its **Attack** and **Spend** Actions once per round. **These are two separate actions**, so doing one doesn't prohibit the other.

Over the course of the game, **damage** may be dealt to the Combatant through combat or other means. **Damage is cumulative**. When a Combatant accumulates an amount of damage greater than or equal to its **health** plus any modifiers, it is **defeated**, at which point it is **discarded from play**.

Each Combatant has a **Type** and **Subtype** (see diagram above), which allows him or her to use certain Tactics, Skills, and Items with extra effects, such as added attack power. Certain Combatants and other cards have special personality traits in addition to Type and Subtype, which are indicated by an Attribute Icon before their Subtype (see **Attributes**).

Tactics

This card type has a number in the **blue resource jewel**, which represents the cost to play the card, but it has no **strength** (red) or **health** (green) jewels. Tactics can only be used by the player whose turn it is (hereafter referred to as the **active player**) when the **LIFO (Last In, First Out) Queue** is empty. Tactics are generally used to support or hinder Combatants.

When you play a **Tactic**, its **Effect** occurs once during the turn in which it is played; **place the Tactic directly into your discard pile**.



Skills

Like Tactics, Skills have a cost in the **resource jewel**. Skills are the fastest acting cards in the game, entering the Queue with the same priority as

Activated and Triggered Abilities (see **Abilities**). Skills can be used at any time, even during another player's turn, as long as you have Control (see **LIFO Queue**). Skills may directly affect the arena but may also target other things, including Combatants, Items, Tactics, and even other Skills! Since Skills may target one another, it's important to note that they resolve in the order of last in, first out. The most recently played Skill happens first (see **LIFO Queue**). **When you use a Skill, place it your discard pile**.

Items

Items have a number in the **blue resource jewel**, which represents the cost to play the card. Items may have numbers in the **strength** and **health** jewels but with a plus (+) or minus (-) symbol in front of the number. **Items**

Intro: Are You a Visual Learner?

You can read this sheet all the doo-dah day, but it's easier to learn how to play a game if someone **shows** you what to do! If you have trouble understanding these rules, go to:

www.divingdragongames.com/gf-training.html

Here you will find videos to help you in your quest to become the ultimate Geek Fighter!

Building Your Deck

If this is your first time playing **Geek Fight**, you won't need to worry about building decks. If you've received this sheet as part of a two-deck **DEMOLITION** bundle, then you have everything you need to start playing, so feel free to skip to the next section!

Ready to start customizing decks? Here are the only rules:

- Each deck must consist of exactly 20 cards.
- A deck must contain between 4 and 10 Combatant cards.
- No more than two cards with the same name (i.e., Hamsterjelly) can be in a deck. No cards may share the name of a V.I.P. card in your deck. For example, the Alpha Crony is a "V.I.P. Combatant" and thus a unique character. (See **Beginning the Game and Phase 2 - Enter the Arena**.)



can only be played by the active player when the **LIFO Queue** is empty. Items remain in play and are immediately equipped by the targeted Combatant. If a Combatant leaves play, all Items that were equipped to it remain in play and are automatically equipped to the next Combatant its controller deploys. **Unless otherwise stated, a Combatant can only equip two Items at once.** If there are more Items in play than a Combatant can equip, their controller chooses which Items he/she will keep in play; the others are automatically bartered (see **Spending and Bartering**).

Bufs (Combatant- or Item-Specific)

Bufs are cards that are played onto to other cards, similar to how Items are played on Combatants. Like Items, Bufs may only be played when you have control of an empty LIFO on your turn. When applying a Buff, target a card of the appropriate type (Item or Combatant, depending on the Buff), and when the queue resolves, the Buff attaches to said card.

Bufs coming into play possess a number of Time Counters equal to the number on the Time symbol in their text box. This represents the duration of the Buff. During your End of Turn phase, remove one Time Counter from each Buff you control. When no counters remain on it, or when the card a Buff is applied to is removed from play, the Buff is discarded. (Bufs with the infinity symbol are understood to possess infinite Time Counters.)



Card Attributes

Some cards have symbols indicating additional properties beyond Type or Subtype. These are **Attributes**. Below is a list of possible Attributes:



Combatants with these Attributes may gain special abilities from certain Tactics, Skills, or Items that average Combatants do not. For example, Smelly Combatants don't have to pay as much to play **Vicious B.O.**

LIFO (Last In, First Out) Queue

The LIFO Queue is our way of determining the order in which Effects and Abilities resolve. The term LIFO (Last In, First Out) comes from a common method of data processing in computer programming, where the most recent command (Last In) is the first to be processed (First Out). When a new Effect or Ability is played, it is added to the top of the LIFO Queue, which resolves from the top to bottom (see **diagram** to the right).

In order to add an Effect or Ability to the LIFO Queue, a player must have **Control of the Queue**. When the active player does something, the action is placed in the LIFO Queue, and Control immediately passes to the player to the left. Once the Queue resolves, the active player regains Control. **Only the active player can play Items and Tactics or attack** during the Action Phase, and only when the LIFO Queue is empty. Whenever a player has Control of the LIFO Queue, they may add an Effect or Ability to the Queue or pass Control to the player on their left. When each player passes without adding anything to the Queue, the Effects and Abilities already in the Queue resolve from top to bottom (Last In, First Out).

Example: Player 1 uses **Guitar Guy** to attack Player 3's **Chester A. Bum**. The LIFO Queue is activated, and Player 2 gets a chance to respond, but he decides to pass Control to Player 3. Player 3 uses **Jump Cut** to prevent the combat damage from Player 1's attack. Player 1 has no card in hand that can cancel Jump Cut, so the Queue resolves, and the attack has no effect. Then the Queue empties, and Player 1 regains Control.

Spending for resources, Abilities that only produce resources, and bartering can be done at any time by any player. These actions are not added to the LIFO Queue and resolve immediately. Resources created by these actions can be used to add other elements, like Skills, to the Queue. Skills can be used any time a player has Control. Some Abilities, such as Activated Abilities, can, like Skills, be played at any time and also go into the Queue.

Resources

Spending for Resources

A Combatant may use its Spend Action **once per round**, not once per turn, in order to use one of its Spend Abilities or to produce the **resources** required to play Items, Tactics, or Skills. A Combatant may spend to use Spend Abilities any time its owner has Control of the LIFO Queue. This adds the Combatant's Ability to the Queue and passes Control to the next player.

Spending to produce resources does not get added to the Queue and may be done anytime. These resources may be used to play other cards. A Combatant produces resources of the type indicated by the icon in the upper right corner of the Combatant's text box:



If a Combatant has more than one Resource Type, it produces any combination of the associated resources that its controller chooses—even only one type if desired.

Non-Combatant cards of the Universal and Generic types can be paid for with any resource. In addition, Universal-type cards count as being all resource types, but a Universal Combatant's Spend Action may only produce ONE resource type per action (you choose). Likewise, Universal Items may be bartered for only one resource type.

Bartering for Resources

Bartering is the act of forfeiting and discarding an Item from play in exchange for an amount of resources equal to 1/2 of its resource cost rounded up. The resources produced by bartering share the same type as the Item that was bartered to produce them. For example, a **Thinking Wig** with a cost of 3 Generic can be bartered for 2 Generic (half of 3 rounded up). If an Item has more than one Resource Type, bartering may produce any combination of the resources associated with the card. **A player may barter an Item at any time, except when the Item is targeted by an Ability or Effect (i.e., Steal Abilities, Tactics, Skills).**

Using Resources

Items, Effects, and some Abilities require resources. Once resources are produced, the player that controls them may pay for Items, Tactics, Skills, or Abilities as long as it is their turn, or if they are in control of the Queue (although some actions, like Tactics, can be played only while

you are the active player). **The player may purchase Items/Tactics/Skills or use Abilities as long as one of the resource units produced by his or her Combatant is of the required type.** In other words, an Item with a cost of 5 and a "Cash" Resource Type can be purchased using 1 Cash, as long as the player comes up with the remaining 4 resources in any type.

If a non-Combatant card, such as **Jump Cut**, has more than one Resource Type, then at least one resource from either type is needed to play it, not both. The rest of the resources used to play the card can be of any type.

When you generate resources, extra resources are set aside for later use but are removed from the game at the end of the round. **Resources do not carry over to your next turn!**

Effects

An Effect is any text on a Tactic or Skill that influences the game. Basically, if a card mentions an Effect, it's talking about a Tactic or Skill. If the target of an Effect is removed from play before the Queue resolves, the Effect is ignored. That's easy enough to remember, right? . . . *Right?*

Actions

Each Combatant has a basic set of Actions available to use during a round. The two most common are spending and attacking. There is no limit to the number of actions that can be used, but each action may only be performed once per round. A Combatant's available actions are refreshed during their controller's Enter the Arena Phase.

Abilities

An Ability is any statement in the text area of a card in play that influences the game. It may happen only once or last as long as the card is in play. Unlike Effects, if the target of an Ability is removed from play before the Queue resolves, the Ability is ignored. The types of Abilities include:

Activated Abilities

Activated Abilities occur when a player chooses to activate them. Examples include: Spend Abilities, Sniping, Forfeit Abilities, and Abilities for which a player pays a cost to activate.

Spending for resources does not count as an Ability. The subtypes of Activated Abilities are as follows:

Forfeit Abilities: Some cards have Activated Abilities that require you to forfeit either the card with the Ability or forfeit another card or cards. To forfeit a card, you must discard it from play.

Forfeiting can be done at any time. You may only forfeit a card if it or another card forces or allows you to. If a card requires you to make a Forfeit in order to play it, then the Forfeit takes place before the card's deployment goes on the Queue. **Forfeiting Items does not count as breaking them, and forfeiting Combatants does not count as defeating them.**

Sometimes, a Tactic or Skill may come with an Ability attached to it that activates under a particular condition. For example, a Tactic would be an Effect under normal circumstances, but a Forfeit performed in order to activate an Effect of the Tactic is considered a Forfeit Ability.

Spend Abilities require the Combatant performing them to "spend" before they happen. Sometimes, Spend Abilities will require that a specific amount of resources be used to activate the Ability. Cards that simply say, "Combatant may spend to ____" are presumed to require the Combatant to spend **all** of its resources at once, meaning he or she cannot activate the Spend Ability after using even one resource for another purpose. **Unless otherwise stated on the card, Spend Abilities occur with the same speed as Skills.**

Sniping: Some Combatants or Items have a Snipe Value (SV) in the bottom right corner of their text boxes. If a Combatant you control has an SV or is equipping an Item with an SV, you may snipe. When a Combatant snipes, it deals direct damage to another target Combatant equal to either its own SV or the SV of one Item it equips. Basically, even if your Combatant is equipping two Items that both have SVs, you can only snipe with one Item at a time; the values don't add up. **Sniping counts as a Spend Ability, and a normal Combatant cannot snipe more than once per round.**



Triggered Abilities

Triggered Abilities happen when a condition is met, and only once per condition. Example: When **Super Mecha Death Christ** is deployed, his controller must discard a card at random as the result of a one-time condition.

Conditional Abilities

Conditional Abilities happen once a condition is met and then remain active as long as the condition remains. The most common examples of this are weapons that gives an additional **+2 strength** when equipped to Combatants with certain Types/Subtypes.

Static Abilities

Static Abilities are active from the moment a card enters play until the card leaves play. For example, the **Price Gouger** (from Beta Edition) has a Static Ability that makes Items played by opponents cost one extra resource for as long as he stays in play.

Phases of Play

Beginning the Game

Before the game begins, each player selects **three Combatants** from their deck and places them to the side. After this step, each player shuffles his or her deck and **draws four more cards.** When each player has seven cards in hand, he or she decides which Combatant to deploy facedown. Once the Combatants are chosen, all players reveal them simultaneously.

When everyone has revealed their Combatants, players may determine who goes first through whatever method they agree upon. The first person to go may choose either to attack or spend on their first turn (see **Combat** and **Spending**), but they cannot do both until their next turn. The second player to go has no restrictions and may attack or spend at will.

To avoid complications, **V.I.P. Combatants** cannot be deployed at the beginning of the game. (See **Phase 2 - Enter the Arena.**)

Each turn progresses through four phases:

- Phase 1 – Draw
- Phase 2 – Enter the Arena
- Phase 3 – Action
- Phase 4 – End of Turn

Phase 1 - Drawing Cards

At the beginning of each player's turn, he or she must draw a card from the top of their deck. If they have 7 or more cards in hand at the start of their turn, they discard down to 6 and draw a card, placing the discards facedown on the bottom of their deck.

Phase 2 - Enter the Arena

During this phase, each player must deploy a Combatant from their hand unless they already

have one in play. Combatants already deployed regain previously spent Actions. **A player can only have one Combatant in play at a time.** If a player has no Combatants in play and cannot deploy another, they lose the game. No cards can be played and no Abilities can be used during this phase. **NOTE:** If a Combatant's subtype is "V.I.P. ____," he or she is a Very Important Person and a unique character. **There cannot be two V.I.P. cards with the same name in the arena at any time.** For example, if you've deployed a Combatant called **Chester A. Bum**, no one else can control a Chester A. Bum until yours leaves the arena.

Phase 3 - Action

After the Enter the Arena Phase ends, the Action Phase begins. During the Action Phase, the active player may attack or play Items, Tactics, and Skills. To play these cards, a Combatant must "spend" his or her resources. (See **Spending.**) A player may attack at any time during the Action Phase, which leads us to . . .

Combat: Unless otherwise stated, Combatants can only attack during their controllers' Action Phases when there are no actions in the LIFO Queue. When a Combatant attacks, it selects a Combatant controlled by another player. This action initiates the LIFO Queue and passes Control of the Queue to the player on the left and so on until all players pass Control. When the LIFO Queue resolves, the attacking Combatant deals an amount of **damage** to the defending Combatant equal to its **strength value**. If either Combatant is removed from play during the course of resolving the LIFO Queue, the attack has no effect and is ignored; **but if the defending Combatant is removed from play before combat resolves, the attacking Combatant cannot select a new target to attack.**

Phase 4 - End of Turn

The End of Turn Phase automatically initiates the LIFO Queue, allowing each player the chance to play an Effect or Ability. However, when the active player moves into their End of Turn Phase, Control of the Queue automatically passes to the player to the left, who may then add an Effect or Ability to the Queue or pass Control. Once everyone has passed Control without adding anything to the Queue, any outstanding Effects or Abilities will resolve normally. After the Queue empties, Control returns to the player to the left of the active player, who again has the option to either add to the Queue or pass Control. If all players pass Control without taking action for a full cycle, the turn ends. (In layman's terms, everyone has a chance to do something before the end of any player's turn, and the turn does not end until everyone passes.)

Counters

Resource and Tax Counters

Certain Effects or Abilities may require the player to place Resource or Tax Counters on a Combatant or Item. Resource Counters placed on Combatants (or Items they equip) make those Combatants generate a bonus **+1 resource**.

If a Tax Counter is placed on a Combatant or an equipped Item, it reduces the Combatant's resource generation by **-1**.

Strength and Frailty Counters

Strength and Frailty Counters work in pretty much the same way as Resource and Tax Counters, except these affect the **red strength jewel**. If a Strength Counter is placed on a Combatant, it gives the Combatant a bonus of **+1 strength**. If a Strength Counter is placed on an Item, it increases the strength bonus the Item gives by **+1**.

If a Frailty Counter is placed on a Combatant, it reduces the Combatant's strength by **-1**. Each Frailty Counter placed on an Item reduces the Item's strength bonus by **-1**.

Health and Sickness Counters

Health and Sickness Counters affect the **green health jewel**. Health Counters placed on Combatants (or Items they equip) give those Combatants **+1 health**. Sickness Counters give **-1 health**. **Negative health modifiers are not damage;** they are reductions in a Combatant's maximum health value that remain in place as long as the Sickness Counter is present.

Negative Modifiers

Though certain values, such as resource production and strength, can be reduced, **they cannot by any means be reduced below 0.** Anything that reduces a value is called a negative modifier. For example, if a Combatant with **3 strength** receives 4 Frailty Counters, he or she would have **0 strength**, not **-1 strength**.

However, the excess negative modifiers are still taken into account when other bonuses are applied to the values that were reduced. If the Combatant from our first example equips an Item that gives **+2 strength**, he or she only receives **+1 strength** when the fourth Frailty Counter is factored in. The same can be said for Items. The difference between negative modifiers on Items and on Combatants is that when a Combatant has a negative modifier applied to its strength or health, the modifiers that would drop the value below 0 are taken into account when new bonuses are applied. But if there are excess negative strength or health modifiers on an Item, they do not affect the Combatant or other Items equipped by the Combatant; the Item bonus simply drops to 0. However, if the Item in question receives a positive modifier, the excess negative modifiers are taken into account just like with the Combatant.

Distraction Counters

As long as a Distraction Counter is on a Combatant, he or she cannot attack. At the end of the Combatant's controller's turn, one Distraction Counter is removed. Thus, if two Distraction Counters are placed on a Combatant during its controller's turn, one of them will be removed immediately at the end of the turn. Once all Distraction Counters are gone, the Combatant may attack again.

Card-Specific Counters and Tokens

Certain Abilities and Effects create counters or tokens other than the ones described here. In those cases, the effects of the counters will be explained on the card that creates them.

Winning and Losing

To win, a player must accrue **Geek Gred**. Gred stands for "Credibility" and is kind of like your geek reputation. Whenever a player defeats a Combatant they do not control using damage, that player gains 2 Cred. **If a Combatant is defeated as the result of an Effect or Ability that does not deal damage, no one gains Cred unless otherwise stated on a card.** When a player reaches an agreed upon amount of Cred (generally 10), that player wins the game.

A player loses after their last available Combatant is defeated and they can no longer replace it. This may occur even if Combatants remain in the deck but are not in the player's hand. When a player's last Combatant is defeated, the player remains in the game until the beginning of their next turn, at which point they may draw a card. If the player cannot play a Combatant after their Draw Phase, he or she loses the game.

Remember: If the card's text contradicts any of these rules, heed the card!