



GAME MODES

1v1

2 player face off in a 1 on 1 battle!
This is the recommended mode for Table Fighter.

To Win: Deplete your opponent's health to zero.

Players: 2

PARTY MODE

For more than 2 players: If you would win the action step against one of your opponents: You may combo.

Then, the opponents that would have lost action step to you take the damage.

In 2v2 or 4v4, don't calculate your cards versus your teammate's.

Players: 3-8

TOURNAMENT MODE

Table Fighter can be played as a Swiss tournament or a double elimination bracket. Each player drafts their preferred character out of the box. Matches consist of a best of 3.

To Win: If it's a Swiss tournament, the player with the most wins is the winner!
If its double elimination, the player who wins the bracket is the winner!

Players: 3-8

CARD ANATOMY

FAQ

This number is the amount of damage that a card does if it wins the action phase

These boxes show what card types this card wins and loses against if it wins action phase

This is the name of the card

This section shows what effect will happen if it is charged

This number is the card's speed.

The card's type name and symbol

Types from your hand that this card can combo into.



CHARGE PRIORITY RULE: The player with more health always announces whether or not they will charge first. If both players have the same amount of health, the player who won the last action phase announces first. If both players are still tied for charge priority, then the character whose super has the higher base damage announces first. In the event that this is still a tie, such as in a ditto, then neither player may announce charge until the tie is broken.

If both players play a charged super from Ken, it is a tie.

If you choose to charge, all cards in your combo receive the charge effect.

You can charge and pay the charge cost even if you do not play a card that has a charge effect.

You cannot use your super card to pay the charge cost, because it can never enter your deck or discard.

You can choose not to combo if you do not want to. This can be beneficial as a part of your strategy and keeps information hidden.

HOW TO PLAY

0. PREP

Before the game begins, both players select a character. Each character is comprised of 7 cards: six basic cards, and one super. Place your super card on the table face up, separate from your basic cards. The super card will never enter the deck or discard pile. Then, arrange the six basic cards in your deck in any order you choose. Do not reveal the order of your deck or to your opponent. Both players begin at 20 health. Use a notepad, dice, or a calculator to keep track of your health. Begin in the draw step. Follow steps one through six in order repeatedly until one player loses.

1. DRAW

Both players draw cards until there are three basic(non super) cards in hand. If you have to draw a card but there are no cards in your deck, then flip over your entire discard pile, maintaining the order of the cards. What was once your discard is now your deck. After flipping the discard pile, continue drawing cards as usual until you have three basic cards in your hand.

2. CHARGE

Some cards have the charge bonus symbol(). In this step, both players declare if they will charge. If you choose to charge your action in this step, then all cards you use during the next Action and Combo steps gain the effect listed after the charge bonus symbol. The charge cost is paid by selecting any combination of two basic (non-super) cards either in your hand or your discard pile. You then move the two cards selected to the bottom of your deck. Cards in hand used to pay the cost are not revealed. You don't have to play a card with a charge bonus if you choose to pay the charge cost.

3. ACTION

Select a card from your hand to play this turn and then set it face-down. Once both players have done this, reveal the face-down cards selected. The cards will tell you what type of card they win and lose against. In the event of a tie, both cards are discarded and neither player combos or takes damage. If both cards are the same type but have a number for speed (like ) , the card with more speed wins.

4. COMBO

If a player wins the action step, then that player can perform a combo. The winning card will tell you what type of cards it can combo with. If you have that type of card in your hand, you may play it as a combo. You can keep linking cards from left to right until you either decide to stop the combo or have no cards left to link into.

After this phase is complete, deal damage to your opponent equal to the sum of the damage of the cards you played. If a player's health is equal to or less than zero, that player loses and the game ends.

6. SUPER

If a player has four or more cards in their discard pile, that player adds their Super card from the table to their hand if possible. The super card does not count towards the 3 card hand size.

5. CLEANUP

Both players place any cards used in the action or combo phase into their Discard pile in the order the cards were played. Super cards go back on the table face up instead of in the discard pile.