

Kung



Fusion

Kung



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Fusion

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Fusion

Z



Zen

Prevent 1 Damage  
from Grab or  
Zen Attack

Z



Zen

Prevent 1 Damage  
from Grab or  
Zen Attack

Z



Zen

Prevent 1 Damage  
from Grab or  
Zen Attack

Z



Zen

Prevent 1 Damage  
from Grab or  
Zen Attack

Z



Zen

Prevent 1 Damage  
from Grab or  
Zen Attack

Z



Zen

Prevent 1 Damage  
from Grab or  
Zen Attack

Z



Zen

Prevent 1 Damage  
from Grab or  
Zen Attack

Z



Zen

Prevent 1 Damage  
from Grab or  
Zen Attack



**Combo**

Make an extra  
Attack or Defense



**Combo**

Make an extra  
Attack or Defense



**Combo**

Make an extra  
Attack or Defense



**Combo**

Make an extra  
Attack or Defense



**Combo**

Make an extra  
Attack or Defense



**Combo**

Make an extra  
Attack or Defense



**Combo**

Make an extra  
Attack or Defense



**Combo**

Make an extra  
Attack or Defense

P



**Punch**  
Cause 1 Damage

P



**Punch**  
Cause 1 Damage

P



**Punch**  
Cause 1 Damage

P



**Punch**  
Cause 1 Damage

P



**Punch**  
Cause 1 Damage

P



**Punch**  
Cause 1 Damage

P



**Punch**  
Cause 1 Damage

P



**Punch**  
Cause 1 Damage

K



Kick

Cause 1 Damage

K



Kick

Cause 1 Damage

K



Kick

Cause 1 Damage

K



Kick

Cause 1 Damage

K



Kick

Cause 1 Damage

K



Kick

Cause 1 Damage

K



Kick

Cause 1 Damage

K



Kick

Cause 1 Damage

G



Grab

Cause 1 Damage

G



Grab

Cause 1 Damage

G



Grab

Cause 1 Damage

G



Grab

Cause 1 Damage

G



Grab

Cause 1 Damage

G



Grab

Cause 1 Damage

G



Grab

Cause 1 Damage

G



Grab

Cause 1 Damage

**B**



**Block**

Prevent 1 Damage  
from Punch or  
Block Attack

**B**



**Block**

Prevent 1 Damage  
from Punch or  
Block Attack

**B**



**Block**

Prevent 1 Damage  
from Punch or  
Block Attack

**B**



**Block**

Prevent 1 Damage  
from Punch or  
Block Attack

**B**



**Block**

Prevent 1 Damage  
from Punch or  
Block Attack

**B**



**Block**

Prevent 1 Damage  
from Punch or  
Block Attack

**B**



**Block**

Prevent 1 Damage  
from Punch or  
Block Attack

**B**



**Block**

Prevent 1 Damage  
from Punch or  
Block Attack



**Move**

Prevent 1 Damage  
from Kick or  
Move Attack



**Move**

Prevent 1 Damage  
from Kick or  
Move Attack



**Move**

Prevent 1 Damage  
from Kick or  
Move Attack



**Move**

Prevent 1 Damage  
from Kick or  
Move Attack



**Move**

Prevent 1 Damage  
from Kick or  
Move Attack



**Move**

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Move Attack



**Move**

Prevent 1 Damage  
from Kick or  
Move Attack



**Move**

Prevent 1 Damage  
from Kick or  
Move Attack



This page is not meant to be printed on the punch cards.

Print it alone on middle weight paper (I used 64-lb).

Cut out the 4-1 side and the 2-3 side.

Glue the two pieces back to back .

Fold to make a simple 4 page booklet.

**Instructions 4**

**Discard Effects**

Power Maneuvers that list Discard X take their effect in the next Maneuver Phase as listed above.

**Draw Effects**

Power Maneuvers that list Draw # allow the player to draw the extra cards immediately unless otherwise specified.

**X Effects**

Power Maneuvers that list X in the effect and the cost allow any number of the card type just before the X to be used. The effect matches the number of cards used.

**Victory**

For each point of damage a player fails to defend they discard a Hit Point card. When all your cards are gone, you are knocked out.

**Instructions 1**

**Setup**

2 Players. Separate the Character cards from the Action cards. Shuffle both decks. Draw a Character card for each player. Take as many leftover Character cards as your character has Hit Points to use for score keeping.

**Play**

Players alternate turns as attacking player. Reshuffle used action cards as needed.

**Turn Sequence**

**Maneuver Phase**

Both players draw their hand to 8 cards. Any Discard effects from the previous turn are then applied.

**Out-Maneuver Phase**

Players may discard up to half their current hand (round up) and draw replacements.

**Instructions 2**

**Action Phase**

The attacker may only play attacks and the defender only defenses. The defender may only play a defense in response to an attack. Each attack may only have one defense played against it. Each player may only make one action, either Simple or Power, per turn unless a Combo card or effect is used.

**Simple Actions**

The attacker may play 1 Punch, Kick or Grab attack card to try to inflict 1 point of damage. The defender may play one Block, Move, or Zen defense card of the correct type for the attack type to prevent 1 point of damage.

**Power Actions**

Power Maneuvers from your Character card may be used by playing the specified cards all at once. The actions on the cards are divided into Attacks, Defenses, and Others. The number after the action is the amount of damage caused or prevented. Some actions

**Instructions 3**

have other types of effects or multiple effects as listed. The effect is followed by the list of cards needed to make the action: K(ick), P(unch), G(rab), B(lock), M(ove), or Z(en). The Power Action is the same type as the first card listed in its cost.

**Combo**

In order to play additional attacks or defenses in a single turn, each player may play a Combo card or a Power Maneuver with the Combo effect. Each Combo played gives 1 extra action for the turn. Some attacks and defenses may include the Combo effect as well. These may only be used as attacks or defenses, they can not be used just for the Combo effect. The Combo part of their effect comes after the attack or defense and opens the way for the next action.

**Other Power Actions**

Power Actions in the 'Other' category can be played at any time.