

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.

Card Types & When You Can Play Them:

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

- 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.

Note: If at any time your Stamina deck is empty, any additional Stamina damage you would take is instead applied to your Toughness.

DECK CUSTOMIZATION

After you've played a few games with the theme decks, 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.

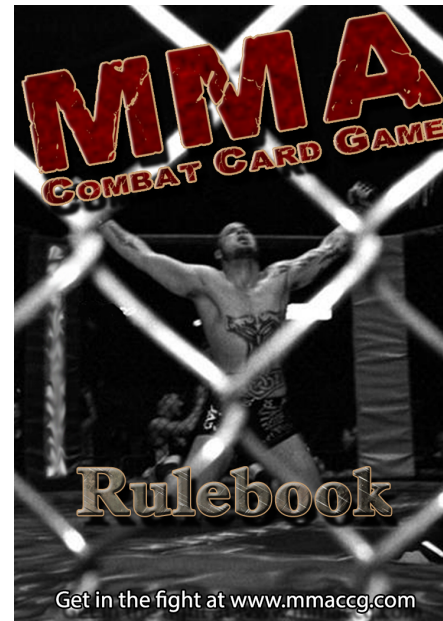
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Use the game aids below



Round Tracker

Standing

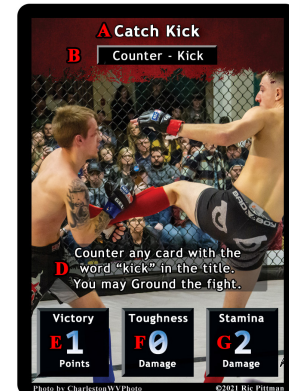
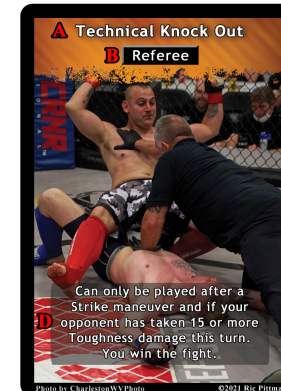
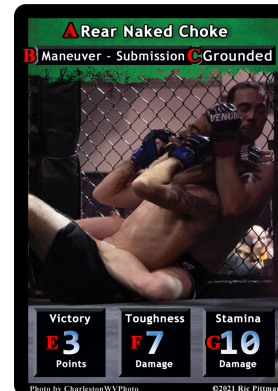
Clinched

Grounded

Fight Position Tracker

Welcome to the cage! If this is your first time playing, try the basic rules first. 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. Check out the back page of this rulebook for the game terms, glossary, and definitions while you're reading. Start by learning a little about the cards below:

Parts of a Card: **A = Card Name** **B = Card Type** **C = Fight Position Requirement**
D = Card Text **E = Victory Point Value** **F = Toughness Damage** **G = Stamina Damage**



– **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:

- If your Toughness becomes zero or less, you lose by 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 up to 3 Routine cards from their Routine decks. Players reveal them simultaneously and put them into play.

– **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 and/or you pass the turn.

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

– **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 up to 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 may play Maneuvers or Referee cards. The opponent then gets a chance to play a Counter card or use 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 front of you, even if they overturn a counter to it, 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

