UNCAGED

OVERVIEW

UNCAGED: World Fighters is a 2 player card game designed to recreate the action and strategy of a Mixed Martial Arts competition.

CONTENTS

50 Move Cards
4 Fighter Cards
1 Level Change Token
Game Manual
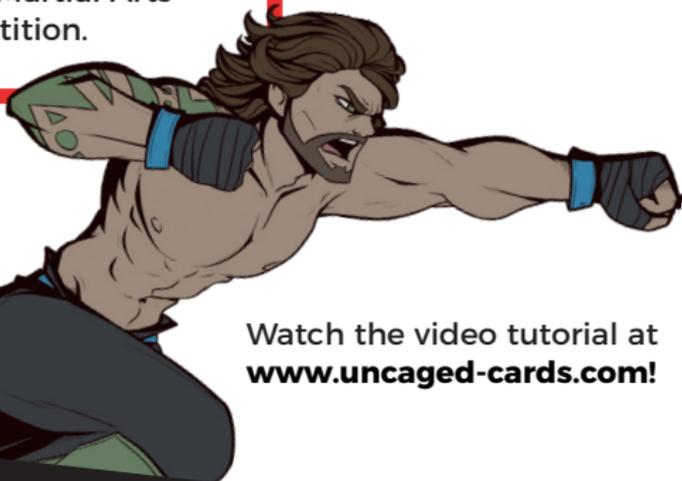
Watch the video tutorial at
www.uncaged-cards.com!

ZEMIND
GAMES

AGES 14+
2 PLAYERS

CONTENTS

GAME OUTLINE

A game of UNCAGED has **3 ROUNDS.**

Each Round is made up of **4 COMBOS.** In each Combo, one player **ATTACKS**, while the other **DEFENDS**. Each card represents moves such as strikes and grapples that inflict or prevent **DAMAGE (DMG)**.

> **BASIC STRATEGY**
>
> As an **ATTACKER**, your focus is on inflicting **DAMAGE** to your opponent.
>
> As a **DEFENDER**, you can try to prevent damage by ending your opponent's combo, or take the fight the **GROUND** where you can also inflict **DAMAGE**.
>
> **TIP:** Being unpredictable may be more effective than maximizing damage.

WINNING THE GAME

Your goal is to reduce your opponent's health to **0** by the end of the **3 ROUNDS.**

If both players reach the end, the fight goes to **DECISION**. **1 DECISION POINT** is awarded at the end of each Round to the fighter who did more damage that Round. If the fight goes to a Decision, whoever has the most points wins.

1 CHOOSE FIGHTERS

Each player picks a fighter card. The fighter's Health Points (HP) and Stamina are shown on the card.

ABILITY

Each fighter has a unique ability that gives them an edge in different situations.

Read these carefully to determine a strategy to knockout your opponent.

STAMINA

A fighter's starting Stamina.

HEALTH

A fighter's starting Health Points.

REI

Each time you successfully change to the Ground Level, inflict +2 DMG to your opponent.

"Come find me when you wake up"

© 2017 ZeMind Game Studio   Rachel DiSabatino

2 ATTACK OR DEFEND

Flip a coin or roll a die. Whoever wins takes the **ATTACK** deck.

The loser takes the **DEFENCE** deck for the first Combo.

3

PREPARE YOUR DECKS

Each player shuffles their deck and places them to one side.

Place your Fighters in the center.

LEVEL INDICATOR

FIGHTERS

DISCARD PILE

DECK

COMBO CARD SLOTS
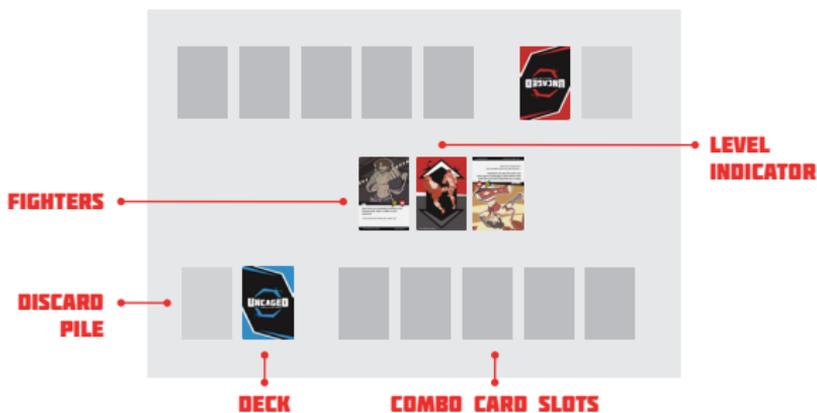
4

START A SCORE SHEET

A sample scoresheet is shown on the next page. You can find a printable copy at **www.uncaged-cards.com.**

Write the players' names at the top and track each player's **HP** as the combos progress, and **DMG** taken each round.

PLAYER 1 NICKY **VERSUS** **PLAYER 2** CHARLES

ROUND 1
COMBO: ~~1~~ ~~2~~ ~~3~~ ~~4~~

HP:			HP:		
20	13		20	15	
19	11		19	13	
15			18		
14			17		

DMG TAKEN THIS ROUND

9   7

ROUND 2
COMBO: ~~5~~ ~~6~~ 7 ~~8~~

HP:		HP:	
11		13	
7		11	
5		10	
2		9	

DMG TAKEN THIS ROUND

9   4

ROUND 3
COMBO: ~~9~~ ~~10~~ 11 12

HP:		HP:	
2		9	
1			

DMG TAKEN THIS ROUND

2   0

WINNER: CHARLES

HIGH KICK

2

ATTACK

! Must follow a valid 🤜 or ⭐ card from either player.

A Reveal your hand. Inflict +1 DMG for each Grappling card in your hand.

© 2017 ZeMind Game Studio   Kendrick Tu
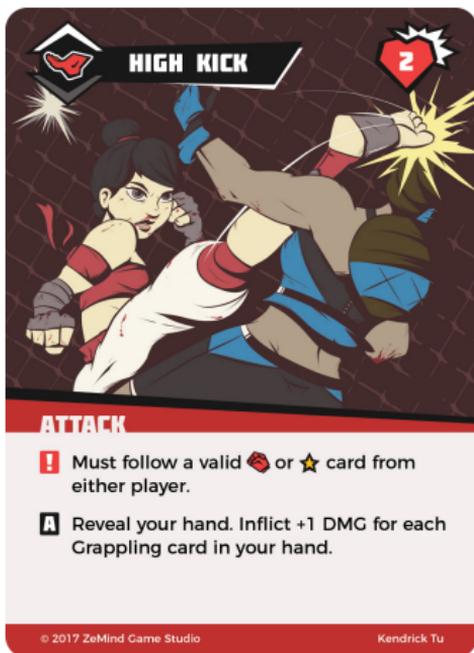
BASE DAMAGE
Damage dealt to opponent

CARD CATEGORY
● Attack
● Defence
● Grappling

! COMBO REQUIREMENTS
Conditions must be met for card to be valid

An invalid card deals no Damage and no Action can be used

A ACTION
Additional effects of the card

LEVEL INDICATOR
The Level a card may be used at [see LEVEL CHANGES, p14]

Any Level   Standing Only   Ground Only

CARD TYPES

Combo Breaker   Level Change   Punch   Block

Special   Submission   Kick

7

PLAYING A ROUND

There are **3 ROUNDS**. Each round includes **4 COMBOS**, in which players take turns to **ATTACK** and **DEFEND**. Each combo is **5 EXCHANGES**. An **EXCHANGE** is the interaction between an **Attack** card and a **Defence** card.

1 All rounds begin **STANDING**. Flip the **LEVEL INDICATOR** to show ◆

2 Fighters begin each round with full **STAMINA** - as denoted on the Fighter card.

Stamina can be used up during the Round. [see STAMINA, p12].
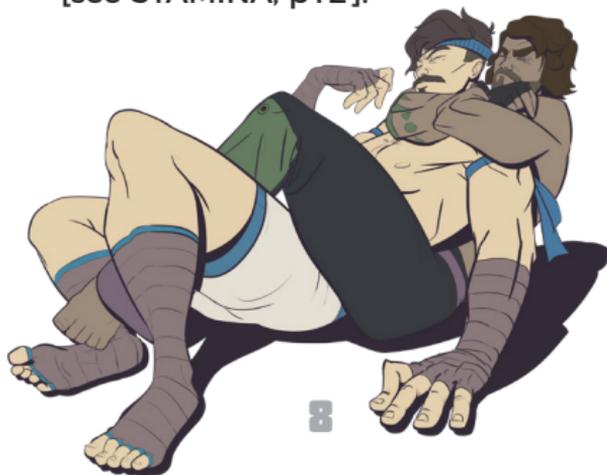
THE FIRST COMBO

1 Players draw 5 cards, and 3 more for their Fighter's **STAMINA**. This is your hand.

2 Each player selects 5 cards from their hand and places them face down, from left to right, in the order they'd like them to be played. This is known as a **COMBO.** The remaining cards are kept in your **HAND.**

> **COMBO ORDER IS IMPORTANT**
> Some cards interact with others, so try and place them in an order that gets the most action out from your Combo.

3 The **ATTACKER** always reveals their card first, then checks if it is **VALID** [see VALID, p13]. If it is, pay any **COSTS** and perform its **ACTION**.

4 The **DEFENDER** reveals their card, and checks if it is **VALID**. If it is, pay any **COSTS** and perform its **ACTION**.

5 Calculate & record **DAMAGE** to each fighter.

> If a double knockout would occur, the **ATTACKER** always inflicts damage first!

6 If a **COMBO BREAKER** is played successfully, the **COMBO** ends. No further cards are revealed!

Otherwise, repeat steps 4-7 until all 5 cards from each player are revealed.

7 At the end of the combo, return the cards back to their respective decks.

TURN SUMMARY

1 Reveal Attack Card
- Check for Costs and validity
- Perform Actions
- Calculate attack modifiers

2 Reveal Defence Card
- Check for Costs and validity
- Perform Actions
- Calculate defence modifiers

3 Attacker Inflicts Damage
- If the Defender still has any HP left, continue to step 4

4 Defender Inflicts Damage

THE NEXT COMBO

1 Players swap roles: the **ATTACKER** is now the **DEFENDER** and vice versa. Shuffle your decks.

2 The **LEVEL** you ended the last combo in persists at the start of the next **COMBO.**

3 The state of your **STAMINA** persists until the end of the **ROUND**.

> You will draw fewer cards now if you have used Stamina during this Round [see **STAMINA,** p12].

END OF THE ROUND

After **4 COMBOS** the **ROUND** ends and a new one begins!

1 Players alternate **ATTACKING** first each **ROUND**, so the same player will **attack** 2 **COMBOS** in a row!

2 The **LEVEL** reverts to **STANDING**. Don't forget to flip the Level Indicator card.

3 Your **STAMINA** resets to your **MAX STAMINA**.

STAMINA

STAMINA is the energy level of your fighter represented by the number of extra cards in your hand. Your maximum Stamina is shown on your fighter card.

Some moves require you to discard which reduces your Stamina for the **ROUND**. Cards that allow you to draw from your deck replenish your Stamina.

Your Stamina cannot be higher than your fighter's starting amount. Stamina levels persist between **COMBOS**, but reset at the start of a **ROUND**.

EXAMPLE
Your fighter's Stamina is 3. Start the Round by drawing 8 cards (5 base + 3 stamina). During the Combo, you discard 2 cards, using up 2 Stamina. For the remaining Combos of the Round you are at 1 Stamina and can only draw 6 cards (5 base + 1 stamina).

You can use the back of an extra fighter card to track stamina by covering the yellow bars!

12

HEALTH POINTS (HP)

The fighters' **HEALTH POINTS** indicate how much **DAMAGE (DMG)** they can take in a fight. HP is reduced as you receive DMG. When your fighter's HP reaches 0, you're knocked out!

VALID

In order to be **VALID**, a card must be played at the correct **LEVEL** and meet all additional requirements listed on the card. If a card does not meet these requirements, it is considered **INVALID**. It is treated as a blank card with no **ACTIONS**.

> **EXAMPLE**
> A High Kick must follow a valid Punch-type or Special-type card. So, if it is played after another Kick-type card, it does nothing. In addition, if the **DEFENDER** responds with a Check Kick, it also has no effect.

SUCCESSFUL

A card is considered **SUCCESSFUL** when it is **VALID**, and is not countered by your opponent. A card does not have to do damage to be Successful.

LEVEL CHANGES

Each card is only **VALID** at specific **LEVELS**: this may be **GROUND**, **STANDING** or **ANY LEVEL**. [see CARD ANATOMY, pg 7].

The fight begins Standing ◈ , but **LEVEL CHANGE** ◈ cards can be used to go to the Ground ◈ and back again. When it is changed, the Level Card should be should be flipped to indicate the current level.

> **NOTE**: You may choose to play a card when the Level does not match, but it will be **INVALID**. However, this can be used strategically.

FOLLOW

When a card has **FOLLOW** in its **ACTION** text, it is referring to the card in your **COMBO** that was most recently revealed.

The card's requirement is not considered met if the the most recently revealed card was **INVALID**.

Some cards can Follow your opponent's cards as well, which refers to the last card your opponent has played.

MULLIGAN

If you are unhappy with the cards you draw in a **COMBO**, and before Combos are set, you have the option to **MULLIGAN** at the cost of **1 STAMINA**.

> **HOW IT WORKS**
> Put the cards back into the deck and reshuffle. Draw one less card than you did before.

PENALTIES

A **FORCED MULLIGAN** is a penalty a player receives for drawing more cards than they should have.

They must return their hand and any placed cards in their Combo into their deck, reshuffle, lose **1 STAMINA** and draw a new hand.

GAMEPLAY EXAMPLE

HENRY

Rolls highest, so takes the **ATTACK** deck first. He draws 8 cards and places 5 face down on the table.

CATHERINE

Takes the **DEFENCE** deck. Because she used 1 Stamina last Combo, she only draws 7 cards. She places 5 face down on the table.

HENRY

Reveals a '**JAB**'.

CATHERINE

Reveals a '**GUILLOTINE**'. The fighters are standing, so this does nothing. Catherine takes 1 DMG from the '**JAB**'.

HENRY

Reveals a '**CROSS**'. This inflicts an additional +2 DMG because his last card was a valid '**JAB**'. He smiles smugly.

CATHERINE

Reveals a '**COUNTER PUNCH**'. This cancels the extra damage from the '**CROSS**', and redirects the base 1 DMG from the '**CROSS**' to Henry instead. The Combo Ends. Catherine taunts Henry with her success.

LIST OF CARDS

ATTACK DECK

- 3x Armbar
- 2x Body Hook
- 2x Cross
- 1x Feint
- 1x Guillotine
- 3x High Kick
- 1x Hip Toss
- 3x Jab
- 2x Knee Bar
- 3x Low Kick
- 1x Rear Naked Choke
- 3x Single Leg Takedown

DEFENCE DECK

- 2x Armbar
- 3x Check Kick
- 3x Counter Punch
- 1x Good Corner
- 2x Guillotine
- 2x Knee Bar
- 1x Rear Naked Choke
- 1x Second Wind
- 3x Shell
- 2x Single Leg Takedown
- 2x Sprawl
- 3x Sweep

ZEMIND
G A M E S
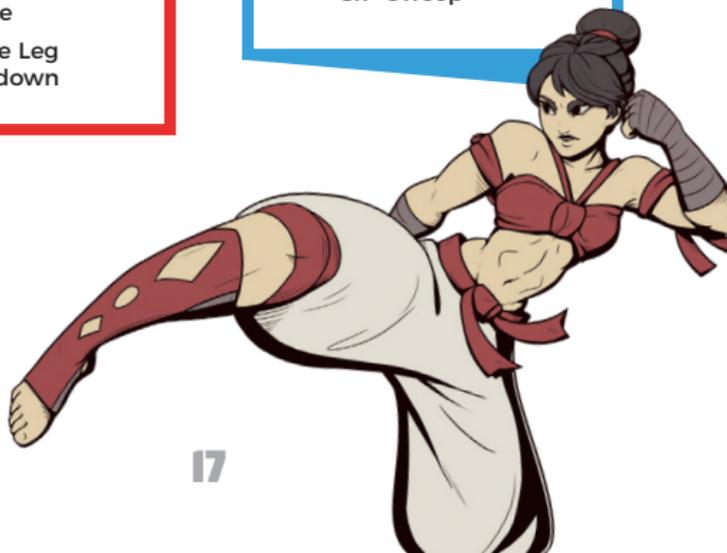
GAME CREDITS

GAME CONCEPT
Charles Barangan

GAME DESIGN
Charles Barangan
Jacob Petersen
Kendrick Tu
Nicky Thomson
Patrick Weekes

GRAPHIC DESIGN
Alyse Webb
Kendrick Tu
Laura Chang

ILLUSTRATIONS
Alex Perkins
Daisy Chan
Jake Kalbhenn
Joshua Rosen
Kendrick Tu
Meaghan Carter
Patrick Guschewski
Rachel DiSabatino
Robyn Lau
Saar Bodman
Te'Shawn Dwyer
Todd McCullough

ZEMINDSTUDIOS

UNCAGED

EXPANSION PACKS!

UNCAGED was designed as a deck-building game! Following the Exhibition Edition, we will be releasing expansions with new Fighters and Moves so you can design your own **ATTACK** and **DEFENCE** decks!

These expansions will allow you to create decks for your own style of play, crafted to take advantage of the abilities of the fighter you choose!

Check **www.uncaged-cards.com** for updates!