

 ALTERED CARBON™
FIGHTOROMG

PANAMA
ROSE™


RULES OF COMBAT



WARCRADLE®
STUDIOS

**“PULL ON THE NEW FLESH LIKE BORROWED GLOVES
AND BURN YOUR FINGERS ONCE AGAIN.”**

- Richard K. Morgan, Altered Carbon

The auditorium's lights dim and the crowd settles into an excited hush. A disembodied voice echoes through the darkness...

“Welcome friends, to Fightdrome!



My friends, tonight you will experience an event unlike any other. Tonight, you will witness two fearsome warriors battling before your very eyes!

Only one can stand victor...but which will it be?!”

At either end of the arena, spotlights flare suddenly, highlighting the frames of two eager looking fighters. The crowd gasps and then erupts into whooping and hollering of delight.

GAMEPLAY

In *Altered Carbon: Fightdrome*, players take on the role of two competitors fighting it out to determine which of them is superior. Players agree beforehand if they will play a single bout where they each try to be the last player holding cards, or several bouts where the first player to reach an agreed number of fame points is declared the winner.

COMPONENTS

This Rulebook

120 Cards:

21 x Punch

21 x Kick

21 x Grapple

9 x Kick Block

9 x Punch Block

3 x Neurochem Punch

3 x Neurochem Kick

3 x Neurochem Grapple

3 x Neurochem Block

4 x Weave

4 x Feint

6 x Sleeve

11 x Stack

2 x Reference



SETUP

Shuffle the Sleeve and Stack cards separately and then deal 1 of each type to both players. These 2 cards are then combined, as illustrated, to form that player's character for this game. Return the other Sleeve and Stack cards to the box; they will not be used this game. Sleeve cards list the different types of card and Stack cards show the number to be received.



Next, separate all of the remaining cards into their respective types and shuffle them - the Punch Block & Kick Block types should be shuffled together into a single pile, the Feint & Weave cards should be separated and set aside. Each player now builds their individual deck from these cards, players should receive the type and number of cards as determined by their character.

The above character would generate the following cards:



x11



x9



x9



x5



x6

Each player also receives 2 Feint and 2 Weave cards. Once all the cards have been distributed, the remaining cards are returned to the game box.

**x2****x2**

Both players now have their individual character deck made up of 44 cards. These should be well shuffled and placed facedown within easy reach.

The strongest player goes first. You could have an arm wrestle to decide who that is!

HOW TO WIN

When playing a single game, the winner is the last player holding cards at the end of the round. You have beaten your opponent into a state where they are no longer able to fight back!

If you have decided to play more than one round, players total up the values of any cards left in their hands at the end of the round. This becomes their Fame score. The first player to reach 300 or more Fame Points is the winner.

HOW TO PLAY

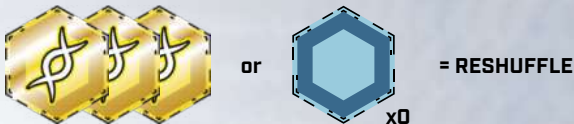
In Altered Carbon: Fightdrome players take turns playing and drawing cards until one of them is unable to play a card. There are some fundamental rules which will be explained first:

- You **must** play a card if you can, the spectators are here to see a fight, so fight!
- When you play a non-Neurochem card, you **must** draw a card - after all you don't want to run out of cards, do you?
- If you can't go, you **must** discard a card face down and you become Staggered.
- A fight **must** begin with an attack: Kick, Punch and Grapple are all Attack cards.



After players have shuffled their cards, each player draws 7 cards from their deck to form their starting hand.

OVERSTIMULATED: If your opening hand contains more than 2 Neurochem cards or has no Attack cards you should show your hand to your opponent, reshuffle your hand into your deck and draw 7 new cards.



The starting player now chooses an Attack card from their hand and plays it face up in front of them - the fight has begun!

The following player must play a card from their hand or they become Staggered. The game continues with each player taking turns to play a card trying to attack or block, until only one player has cards remaining in their hand.

PLAYING CARDS

As with real fighting, only certain moves are valid - ultimately there is little point in trying to use a punch block against a kick!

When responding to an attack, the played card must be of either equal or higher strength value - those weak blocks are not going to defend against powerful attacks.



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Certain cards can be played on any strength card, those cards are explained in more detail in the Card Types section.

After playing a card, if ever your draw pile is empty, reshuffle your discard pile to form a new draw pile.

BECOMING STAGGERED

When a player is unable to respond to a card played by their opponent, they become Staggered and must discard a card from their hand facedown in front of them - if this is their last card, the round is over and the other player is victorious.

If they still have cards in their hand the fight continues with the non-Staggered fighter playing an Attack card as normal or taking a Rest action.



RESTING

When a player becomes Staggered, their opponent can either continue the fight as normal by playing an Attack card, or instead forfeit their turn and draw a card - thus increasing their health. The fight then begins again, starting with the Staggered player.

A rest action cannot be taken if it would cause a player to have more than 7 cards.

If the Staggered player is unable to play an Attack card after the attacking player rests, the round ends and Fame Points are totalled for both players.

THE FIGHT MUST CONTINUE...

Whenever the fight becomes paused, either following a Block, players becoming Staggered or after a player takes a Rest action, the following player must play an Attack card (of any strength) or become Staggered themselves. With this in mind, we recommend players plan ahead when using Blocks to make sure they can follow up with an Attack card or they may lose their advantage.

CARD TYPES

ATTACK CARDS

These cards are used to start fights and to continue putting pressure onto your opponent. When responding with an Attack card, they must be of equal or higher strength.



Punch - Can be played on other Punch cards and also Grapple cards.



Kick - Can be played on other Kick cards and also Grapple cards.



Grapple - Can be played on any Attack card.

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BLOCK CARDS

These cards put a temporary pause on the fight. They are followed by an Attack card (of any strength) by your opponent. When blocking an attack, the strength must be equal to or greater than the played Attack card.



Punch Block - Can be used to block Punches or Grapples.

Kick Block - Can be used to block Kick or Grapples.

FEINT & WEAVE CARDS

These cards are always included in every deck and behave much like Block cards except they do not have a strength value. Players still draw a card as normal after playing a Feint or Weave card. Weave and Feint cards can be played on any non-Neurochem attack card, regardless of its strength. They are not considered Attack or Neurochem cards.



Weave - The player sidesteps their opponent's incoming attack and pauses the fight like a standard Block card.

Feint - The player tricks their opponent with a false attack and then follows up with another Attack card. The fighter who plays this card must immediately play an Attack card of any value or become Staggered.

NEUROCHEM CARDS

These cards are effectively the highest card of their type and will beat any normal Attack or Block card, however, you do not draw a card after playing a Neurochem card. Players can only respond to these attacks with their own Neurochem cards - this new Neurochem becomes the highest strength card.



Neurochem Punch - Can be played on any Punch or Grapple card, is considered an Attack card.



Neurochem Kick - Can be played on any Kick or Grapple card, is considered an Attack card.



Neurochem Grapple - Can be played on any Attack card, is considered an Attack card.



Neurochem Block - Can be played on any Attack card and pauses the fight like a standard Block card.

GAME END & SCORING

As soon as one player becomes Staggered and has no more cards in their hand, the other player is declared the winner of that fight. When playing more than one round, the winning player then totals up the values of their remaining cards and adds that to their current Fame total. The first player to reach 300 or more Fame points is the winner.

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CARD VALUES



Attack Cards - these cards are worth their strength value in Fame points each.

Block Cards - these cards are worth 25 Fame points each.



Neurochem Cards - these cards are worth 50 Fame points each.

Miscellaneous Cards - these cards are worth zero Fame points.



When playing more than one round, each player keeps the same character deck for any subsequent rounds that game. Any discarded cards should be reshuffled back into each player's decks before the next round begins.

In order to reduce setup time we recommend splitting the cards into the respective types before packing the game away.

EXAMPLE TURN

Alice and Simon are playing a bout to determine which of them is the best fighter. After a quick arm-wrestle, Alice is triumphant and becomes first player. Looking at her hand

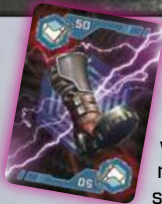
of 7 cards, she sees she has several options of Attack cards to play as her first card.

ALICE'S HAND:



She has a few high cards that would be best to hold onto for now, so she begins by playing KICK 30, ready to respond with her KICK 60. Alice likes to play her low cards first, whilst easily countered the higher cards are worth more if she can keep hold of them. After playing her card, she draws a new one to replace it.

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Simon decides to play his KICK 50 (and draws a replacement card), putting the pressure on, but Alice has her KICK 60 to follow up with and so Simon must now either respond with a card that is equal, stronger or he could block the attack.



Looking at his cards, Simon doesn't have any more Kick cards, but he does have several Punches. He decides to play his KICK BLOCK 80, a high card but necessary to pause the fight because the Kicks are coming in too strong for him. Secretly he hopes that Alice plays a Punch card because he has a PUNCH 80, a nice strong card to follow up with!

Alice starts the fight with her PUNCH 20, just as Simon had hoped and he plays his PUNCH 80 in response. Looking at her cards, Alice only has one option, to play her Neurochem PUNCH. Whilst this is a tough card to beat, she won't get to draw a new card to replace it. She plays the Neurochem card and grins with glee when Simon admits he doesn't have a card to retaliate to something that powerful. Because Simon can't play a card, he becomes Staggered and places one of his cards face down in front of him.

With both players now on 6 cards each, the fight continues with Alice pressing her attack...



ALTERNATIVE RULES

Finding the game too hard? There are a couple of ways you can change the rules to make single round games last a little longer, giving the weaker player a fighting chance! Feel free to add some or all of these into your regular games - or you could even make up your own alternative rules.

BREATHING SPACE:

If the attacking player performs a Rest action, the Staggered player may also rest. These alternate resting actions may continue until one player is unable to rest. This may bring one or both players back to 7 cards. Then the fight must continue as normal. - the crowd doesn't want to see fighters standing around doing nothing.

LAST GASP:

A player who is left with a Neurochem as their final card is allowed to draw a new card after it has been played - this is contradictory to the normal rule when playing Neurochem cards.

DO YOU WANT FAME?:

Short of time, but want to play several rounds? Reduce the number of Fame points required to win to 150 and this should give you two or three quick bouts.



EPIC TOURNAMENT

If you wish to play a longer series of games, you can create a stable of fighters. Players should receive 1 Stack card at the start of the game as normal, but get 3 Sleeve cards. These Sleeves become your stable of fighters, the game continues as normal fighting one-on-one, except when a fighter is eliminated that player picks another Sleeve and creates a draw deck from this new combination of Stack and Sleeve. Fights continue until one player has lost all of their Sleeves.



CREDITS

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