



# **SUPERFIGHT**

The card game that will cost you all of your friendships.

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## **NEW BASIC RULES!**

Shuffle the black cards and keep them separate from the white cards.

One player draws three white cards and three black cards.

The player to his or her left does the same.

The first player chooses one white card and one black card to create a fighter, while the other player does the same. Each player then places their fighter face down on the table.

The rest of his or her hand is put into discard piles, one white pile and one black pile.

The players then turn their cards over to reveal their fighters (again, they have each played one white card and one black card).

The first player then draws a black card from the deck, and adds that black card to his or her fighter.

The second player does the same.

The two players then discuss why they should win the fight.

The entire table then discusses the match. Set a time limit if your group needs that kind of thing.

After the discussion, the table votes on who would win the fight.

In the event of a tie, player one and player two each draw one white card and no black card from the deck. Those two white cards now fight with no attributes. Winner of that match wins the original match.

The winning fighter (the original one white card and now two black cards) stays on the table, and the player who created it earns one point.

The next player to the left draws three white cards and three black cards, and tries to create a fighter to beat the winner of the previous match. Once the fighter is chosen, the top card from the black deck is added to that fighter. The discussion and voting starts over, and a winner is chosen.

If a fighter wins three consecutive rounds it is retired as a Champion, and its creator must draw three new white cards and three new black cards, then create a new fighter to replace that Champion.

Each player always draws three new white cards and three new black cards when their turn begins. If their turn begins with their own fighter already on the table, and that fighter has fewer than three wins, that fighter stays on the table.

Play until you don't want to anymore. The player with the most points wins.

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