



WELCOME TO UFS!

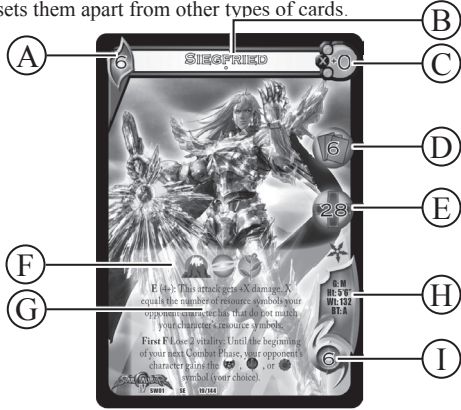
In the Universal Fighting System, two players pit popular adversaries against each other in one-on-one combat. Players can collect, customize, and compete for supremacy in the arena using their character's moves, abilities, and weapons from a multitude of popular fighting games and different settings.

CARD TYPES

There are five basic card types in UFS - Characters, Attacks, Actions, Foundations, and Assets. Each has different roles and abilities in the UFS world.

CHARACTERS

Each player controls one character card. The character is a player's avatar in the arena - the player will have his character attack, block and perform other actions during the fight. A character card has a picture of the character, and contains a swooping text box. Character cards have a distinctive look that sets them apart from other types of cards.



A. Difficulty: The control check required to play the card. All cards have a difficulty.

B. Name: The card's title.

C. Block Symbol: How effective this card is in defending a character from his opponent's attacks. There are three possible block symbols:



A card of any type may have a block symbol on it. Any card with such a symbol is considered a block card.

D. Hand Size: How many cards a player draws up to during the Draw Step. Some card effects may alter a player's hand size during the game.

E. Maximum Vitality: This is how much Vitality the character begins the game with. Vitality is how much damage a character can sustain before he is eliminated from the game and loses. Players will need some method of tracking their character's vitality as it will likely be reduced and increased during the game. A character may never have more vitality than his Maximum Vitality.

F. Resource Symbols: These govern the cards a player can play (see Resource Restrictions and Playing Cards).

G. Text Box: Here are descriptions for any special abilities the character possesses.

H. Vital Statistics: The physical statistics of a character, including Gender (G), Height (Ht), Weight (Wt), and Blood Type (Bt). Other cards may reference a Character's vital statistics. If a vital statistic has a question mark, then the stat is variable (see Undefined Variables under Miscellaneous).

I. Control Value: Every card has a control value. This is used when making control checks (ex. when a player plays cards, see "Control Checks.")

All four of the other card types have similar anatomies. However, each card type has a different colored frame. Players can also read the card's type in the box below the bottom left-hand corner of the card art.

ATTACKS

Attack cards have an orange frame and represent punches, kicks, throws, and other moves a character uses to lower his opponent's vitality and eliminate him during the game.

ACTIONS

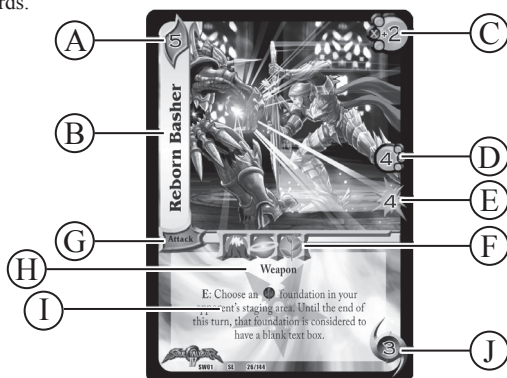
Actions have a blue frame and represent maneuvers and tactics a player uses to either aid his character or disrupt his opponent's character.

FOUNDATIONS

Foundations have a grey frame and represent a character's training and abilities that prepare him for the fight. Foundations will stay on the board once a player plays them. Players can use foundations for their text abilities, or to help play other cards.

ASSETS

Assets have a green frame and represent locations, equipment, or objects that can influence the fight. Like foundations, assets will stay around once a player plays them, and players can use the text abilities on them multiple times. However, unlike foundations, assets cannot help a player play other cards.



- A. Difficulty
- B. Name
- C. Block Symbol
- D. Attack Symbol: How hard it is to block this attack. The number is the speed of the attack, the circles show which zone the attack takes place in. The zones are either high, mid, or low. These symbols only appear on Attack cards
- E. Damage: How much damage the attack deals to an opponent's character. This symbol only appears on Attack cards.
- F. Resource Symbols.
- G. Card Type.
- H. Keywords.
- I. Text Box.
- J. Control Value.

AREAS OF PLAY

During a game, the playing surface is divided into several different areas where cards are placed:



CARD POOL

Any cards a player plays during the current turn are played into his card pool. The first card a player plays is placed in the far left of his card pool. Each time he successfully plays a card, it is placed to the right of the previously played card. At the end of the turn, any cards that stay in play, like foundations or assets, are moved down to the player's staging area. Other cards, such as actions and attacks that do not deal damage, go to the player's discard pile. Attacks that deal damage have the option of going to a player's momentum instead of his discard pile.

MOMENTUM

At the end of a turn where a player's character successfully deals damage to his opponent's character with an attack, the player can add the attack face down next to his Character card. This is momentum. Momentum represents getting the upper hand in the fight. Some of the more powerful abilities in the game require a player to pay momentum as a cost in order to utilize them.

STAGING AREA

At the beginning of the game, a player's Character card starts in his staging area. In addition, any cards that stay in play, such as foundations or assets, are moved to the staging area at the end of the turn they are played.

DISCARD PILE

After a card is destroyed or discarded, it is placed in a player's discard pile. Any time a card is placed in his discard pile, it is placed on top of the pile, face up. Players are free to look at the contents of any discard pile. The order of cards in a player's discard pile may not be altered.

REMOVED FROM GAME PILE

Any cards that have been "removed from the game" are placed in this pile. Cards that are removed from the game are no longer considered part of a player's deck for the remainder of the game, have no effect on the game, and may not return to a player's deck, discard pile, or other location without a specific card effect.

HAND

A player's hand is where he holds cards has not played yet. While a player's hand is not on the playing surface, it is considered an area of play and can be affected by cards and abilities.

DECK

The player's deck of cards. A starter deck contains 60 cards. Randomize it by shuffling and placing it face down at the beginning of the game. A player must always have a minimum deck size of 60 cards and no more than four copies of any one card in his deck.

CARD STATES

Cards have two states in this game: ready and committed. When a card is straightened, it is "ready." Some abilities may require a player to "commit" a card (the card being used or a different card) as part of their cost. To commit a card, turn it ninety degrees, so it is aligned sideways. Abilities on committed cards may not be used unless otherwise stated.



CONTROL CHECKS

Throughout the game, players are required to make control checks. To make a control check, a player turns the top card of his deck face up, notes its control value, then places it in his discard pile. Use the control value to determine the control check. Do this each time a control check is called for.

PLAYING CARDS

Cards played from a player's hand are always played to that player's card pool. To attempt to play a card: a player reveals it from his hand, makes a control check, and pays any additional costs. If the Control Value is equal to or greater than the difficulty rating of the card the player is attempting to play, the player places the card in his card pool, to the right of any other cards in his card pool. He has now successfully played the card and resolves any of that card's effects. If the control check was less than the difficulty of the card he wished to play, the player fails his attempt to play the card, and it goes to the discard pile without effect.

PROGRESSIVE DIFFICULTY

During a player's turn, he may play as many cards as he likes, as long as he continues to pass his control checks. Each card he plays adds to the

difficulty of playing the next card. This is called Progressive Difficulty. When a player plays a card, he counts the number of cards in his card pool (not counting the card he is attempting to play), then adds this number to the difficulty of the card he is trying to play. (For example, if a player already has three cards in his card pool, the next card he will try to play will have +3 added to its difficulty).

WINNING THE GAME

There are two ways to win a game of UFS.

1. Reducing the opposing character's vitality to 0 or less.
2. Exhausting an opponent's entire deck of cards. (See "Cycling" under Miscellaneous)

If either happens, the player who has inflicted this on his opponent wins the game.

STARTING THE GAME

At the start of the game, both players search their deck for a character card, place it face down in their respective staging areas, then reveal them by flipping them face up simultaneously. Afterwards each player shuffles and randomizes his deck, before placing it in his deck area.

Randomly decide (by rolling a die, flipping a coin, etc) who goes first. The player who goes first begins the first turn with his character card committed. If the players are playing a series of games (best 2 out of 3 or some other variant), the person who lost the preceding game decides whether they go first or second.

Each player then draws cards up to his respective hand size. Each character begins at his maximum vitality. Both are indicated on the character cards.

Then, players alternate taking turns, until someone wins the game. Each turn consists of the following phases:

TURN ORDER:

THE READY PHASE

During the Ready Phase, take the following steps in this order:

Ready Step: The player readies all of his committed cards, by turning them upright. A committed card is one that is turned sideways.

Review Step: The player may choose and discard one card from his hand. **Draw Step:** The player compares the number of cards in his hand to his character's hand size. If he has less cards in hand than his hand size, he must draw cards until the cards in hand equal his hand size. If he has more cards in hand than his hand size, he does not draw cards during this step.

Proceed to Combat Phase.

Note: If a player goes first in a game, he skips the Ready Phase entirely during his first turn and goes directly to the Combat Phase.

THE COMBAT PHASE

This is the main phase in the game, where a majority of a player's cards and abilities are played. During a player's combat phase, that player may play any number of forms. As a form, the player may do any of the following:

Play a Character Card, Foundation Card or Asset Card into his card pool.

Play an Action Card with a Form (F) ability from his hand to his card pool. (See "Abilities" on the other side of this sheet).

Play an Attack Card from his hand into his card pool.

Play a Form (F) ability on a card in his staging area. (See "Abilities" on the other side of this sheet).

Pass, indicating that he is finished with his Combat Phase and is proceeding to the End Phase.

A player may perform any number of Forms during his Combat Phase, but if he fails an attempt to play a card from his hand as a Form, his Combat Phase ends immediately and the player must proceed to the End Phase.

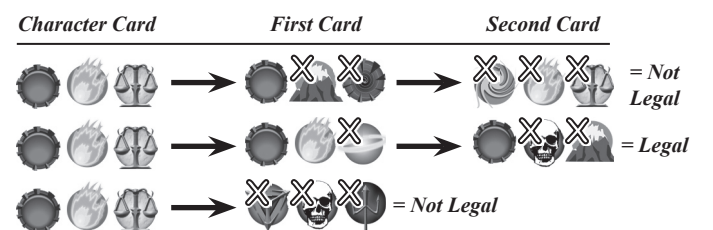
THE END PHASE

To complete a player's turn, he and his opponent must clear their respective card pools. When clearing a card pool, start with the farthest card to the right (the last card played) and work back to the left (the first card played). If the card is a Foundation, Asset, or Character card (with the same name as a player's starting character), the player who controls it moves it, ready, to his staging area. Cards used as blocks, and all other cards in a player's card pool (Attacks, Actions, and face down cards) are placed in his discard pile.

Attacks that have dealt damage to an opposing character during the Combat Phase may be placed face down in the controlling player's momentum instead of being placed in his discard pile. When all players clear their card pools, play passes to the other player, who begins his Ready Phase.

FOUNDATIONS & CHARACTER CARDS

When a player makes a Control Check against a Difficulty, if the revealed Control Value is less than the Difficulty, he may commit a number of ready Foundations in his staging area equal to the Difficulty minus the revealed Control Value to prevent the Control Check from failing. Some cards add bonuses to a control check before or after the check. These bonuses and penalties are applied before foundations are committed. A player's Character Card can be committed as though it were a foundation.



RESOURCE RESTRICTIONS AND PLAYING CARDS

To play a card it must share at least one resource symbol with the player's character card and every other card already in the player's card pool (face down cards without Resource Symbols are ignored). This symbol must appear on all of the cards in a character's card pool. (In the second example below, the character card and the two cards already in the card pool all have on them with no other shared symbols. This means that the next card he can play this turn would have to have on it)

ATTACKS, BLOCKING, & DAMAGE

Attacks are used to lower the vitality of an opponent's character. A player plays attacks from his hand as he would any other card. He reveals the card, makes a control check, pays any costs (for attacks, it is shown in the text box with the phrase, "as an additional cost to play this card"), and commits any Foundations if necessary. Unlike playing other cards, however, playing an Attack card triggers a number of special steps in the following order:

The Enhance Phase: After an attack is successfully played, both players immediately enter the Enhance Phase. During the Enhance Phase, players take turns playing any **E** abilities on their attack, from their hand (action cards with **Es** printed on them), or from cards in their staging area (see “Abilities” below). The player who played the attack makes the first Enhance, and then his opponent makes one. This proceeds until both players decide to not play an Enhance in succession - one player may choose to stop playing Enhances, but the other may continue until he chooses to stop.

Remember, in order to play an **E** ability, a player must pay all costs of the card (any words before the colon of a card). Also, in order to play an action card **E**, the player must reveal it, pass the control check, and pay any additional costs, just like any other card. If a player fails the control check for the action card **E**, it will not end his turn. However, the action card will immediately be placed into the discard pile and the **E** effect will not happen.

Once both players pass playing enhances, the Enhance Phase ends and the players proceed to the Block Step.

THE BLOCK STEP:

During the Block Step, the defender gets an opportunity to block. A block is any card with the block icon in the upper right hand corner. In order to play a block, a player must choose a block with the appropriate zone. A player can use a block to block an attack that is within one zone of the block’s zone.

A high attack can be blocked by either a high block or mid block but not a low block. A mid attack can be blocked by high, mid, or low blocks. A low attack can be blocked by a mid or low block but not a high block.

Once the defending player has chosen a block with the appropriate zone, he must calculate the block difficulty. Add the speed of the attack and the number on the block icon (the block modifier). Progressive difficulty also applies to blocks. He then tries to play the block, making a control check against the block difficulty. He can commit foundations to pass this control check just like any other card.

Example: The attacking player plays a 3 speed low attack. Both players passed the Enhance Phase and now its time to block. The defender has a +2 low block in his hand and tries to play it. First, he calculates the block by adding the speed and the block modifier, which is 3 + 2 = 5. Then he makes a control check against a difficulty of 5.

If the defending player successfully passes this control check, he has successfully blocked the attack. The card is played into his card pool like any other card and remains there for the rest of the turn. Both players then proceed to the Damage Step.

If the player fails this control check to play a block, he places the card he attempted to play as a block in his discard pile. Both players then proceed to the Damage Step.

If the defending player chooses not to play a block during this step, both players immediately proceed to the Damage Step.

3. THE DAMAGE STEP:

If the attack was not blocked during the Block Step, the defender takes full damage, losing vitality equal to the damage of the attack. If the defender played a block during the Block Step, check the attack zone and the block zone. If they match, then the attack is considered completely blocked and the defender takes no damage (losing no vitality). If the block zone does not match the attack zone, the attack is considered partially blocked and the defender takes half of the attack’s damage (losing that amount of vitality), rounded up.

ABILITIES

Abilities are special actions that a card can perform. All abilities follow the same format:

(Ability Type Abbreviation)(Cost): (Effect).

There are three ability types: Forms (**F**), Enhances (**E**), and Responses (**R**). Only the abbreviated initials will be printed on the card. Some abilities require a player to pay a cost before they are played. This cost will be printed after the ability type (i.e. **E**) but before the colon. Only cards in the controlling player’s play area can be used to pay costs, and these cards cannot be in the controlling player’s card pool. The ability’s effect is printed after the colon.

When playing action cards for their abilities, a player must make a control check before paying any additional costs listed on the card before the colon. The Action card’s costs must be paid regardless whether the check was successful or not. Abilities on Action cards only take effect once, immediately after costs are paid. A player may only play abilities that are printed on Characters, Assets, and Foundations in his staging area. In addition, a player may only play abilities on readied cards.

Example: If a player wanted to play the following Form ability.

F Commit 1 foundation: Draw 1 card.

Before drawing 1 card, the player must first commit 1 foundation in his staging area. If he has no ready foundations or his Character card to commit, then he cannot play this ability.

Below is a short explanation of the ability types and when they are played:

Form (F): Forms are played as actions taken during a player’s Combat Phase. If printed on an Action card, a player gets the effect immediately after he has successfully played it into his card pool. A Form printed on a card in a player’s staging area can be played multiple times, as separate actions, as long as the player can keep paying the costs.

Enhance (E): Enhances are played during the Enhance Phase of an attack. During an attack, only Enhances printed on the current attack, printed on cards in a player’s staging area, or Actions with **E** abilities played from the hand can be used. Any copy of an Enhance may only be played once per Enhance Phase.

Response (R): Responses are abilities played in reaction to a specific situation and can be played any time during either player’s turn. The trigger for the response will be printed immediately after the colon and will be separated from the effect by a comma. Action cards with Response abilities are played in the same way as other Action cards. Any copy of a Response may only be played once per trigger. Players alternate playing Responses to any trigger, starting with the player whose turn it is, until both players consecutively pass on playing responses.


OTHER COSTS/RESTRICTIONS

CHARACTER BASED RESTRICTIONS PRECEDING ENHANCE/FORM/RESPONSE/KEYWORD ABILITIES.

Some abilities and keywords are preceded by a character’s name, resource symbol, or other restriction. In order to play these abilities, the

player’s Character card must meet the restriction, otherwise the ability cannot be played.

Examples:  **E Commit 1 foundation: Your attack gets +1 damage.**

In order for a player to play this ability, his character must have the  resource.

Astrid E Commit 1 foundation: Your attack gets +1 damage.

In order for a player to play this ability, his character must be Astrid.

In all other respects, these cards are played in the normal manner for their ability type. If the card has a keyword preceded by a character’s name or other restriction, the card will only count as having that keyword if the player is playing the named character or meets the restriction. (see “Keyword Traits” and “Keyword Abilities” below)

CONTROL CHECKS AS A COST FOR ABILITIES

Some abilities will contain a number in parentheses followed by a “+” preceding the colon.

Example: E Discard 1 card (6+): Draw 1 card.

These are additional control checks that are required to play an ability. After paying all other costs, make a control check against the difficulty listed in the parentheses.

To play the example ability if it were on a foundation, during an Enhance Phase, the player would discard 1 card from his hand, then make a control check against a difficulty of 6 (committing foundations if needed). If he succeeded, then he would draw 1 card from the top of his deck. If he failed, he would not draw any cards.

If a player fails the control check to play an Enhance ability, he may not attempt to play that Enhance again during the current attack’s Enhance Phase.

If a player fails the control check to play a Form ability, he may not attempt that ability again during the current Combat Phase.

If a player fails the control check to play a Response ability, he may not attempt to play that ability again during the current trigger.

DESPERATION ABILITIES

Some abilities will be preceded by the word “**Desperation.**” This means that if a player is going to play this ability, his character’s current vitality must be less than half of his maximum vitality (rounded down).

FIRST FORM/ENHANCE

Some abilities will be preceded by the word “**First.**” This means that if a player is going to play this ability, it must be played as the first ability of the phase it is played in. If a player has played another Form or Enhance before the First Form or First Enhance, then he may no longer play the ability preceded by “**First.**”

COMBO

Some abilities will be preceded by the word “**Combo.**” This means that if a player is going to play this ability, the appropriate combo cards must be in his card pool (See Combo under Keyword Abilities, below).

KEYWORD TRAITS

Keyword Traits are keywords that appear on cards, but do not have any abilities on their own. These traits are used to describe details of the attack. There are several cards in the game that reference keyword traits in their card effects. The following are the more common keyword traits: Kick, Punch, and Weapon.

KEYWORD ABILITIES

Keyword Abilities are keywords that have their own in-game effects. Below is a description of some of these keyword abilities and how they are played. The descriptions that do not appear on the cards appear below in italics.

Breaker: X (Response) - R: *After blocking with this card, your opponent’s next card this turn gets +X difficulty.*

Combo (X) - In order to play the Combo ability written in the card text box, you must have cards with the required traits (noted in the parentheses) in the card pool immediately preceding this card in the listed order. Any references given to zones in the requirements refer to attack zones.

Desperation: X - *When your current vitality is less than half of your maximum vitality (rounded down), this card’s printed difficulty becomes X.*

Multiple: X (Enhance) - E Discard up to X momentum: Place the momentum discarded to pay for this ability face down into your card pool to the right of the Multiple attack. Each of the cards placed into your card pool counts as a copy of the Multiple attack with a blank text box and speed and damage values equal to the printed values of the original attack. No control check is required to play these cards, and each copy has its own Enhance Phase, Block Step, and Damage Step. Players must go from left to right, resolving each attack in turn. If a multiple copy would go to a player’s momentum for any reason, it is discarded instead. If you attempt to create a “multiple copy” of a “multiple copy,” the “copy of the copy” is discarded.

Powerful: X (Enhance) - E Discard any number of momentum: For each momentum discarded to pay for this ability’s cost, this Powerful attack gets +X damage.

Ranged - *This card may be played as a block against any ranged attack as if this card had a mid block of +0.*

Reversal (Response) - R Reveal this card from your hand: After an opponent’s attack has resolved, if a player with this card successfully blocked the attack, he may immediately attempt to play this attack from his hand, proceeding as if he played a regular attack. Once this attack has resolved, his opponent continues with his Combat Phase. A player may only attempt to play one reversal per attack.

Stun: X (Enhance) - E: Your opponent commits X of their foundations.

Terrain - Only one Terrain card may be in either player’s staging area at any one time. If a Terrain is added to either player’s staging area, all other Terrain cards in all staging areas are destroyed.

Throw - If this attack is completely blocked, it still deals half damage (rounded up).

Unique - You may only have one copy of this card in your staging area at a time. If a second copy of the card is in or moved to your staging area, pick one copy to keep and destroy the rest.

CONTINUOUS EFFECTS

Some abilities do not have an F/E/R before their effect. These abilities are called continuous effects. Continuous effects are not played at any

one point, but they are always in effect while the card is in play.

MISCELLANEOUS

CAN’T VS. CAN

When two effects seem to contradict, the effect that restricts effects will take precedence. For instance, if one card prevents a player from adding cards to his hand and another allows him to draw cards, he may not draw cards.

CHARACTER CARDS AND COSTS

When a player is paying a cost, he may commit his Character card in place of a Foundation.

CYCLING

When a player no longer has any cards in his deck, he must immediately shuffle his discard pile and place it in his deck area. He then removes the top 10 cards of his deck from the game. If removing 10 cards would leave a player with no cards in his deck, he is exhausted and loses the game.

DEALT DAMAGE

If an attack’s damage causes a vitality loss of 1 or more to an opponent’s character, it is considered to have “dealt damage.”

EFFECT DURATION

Enhance effects will last until the end of that Enhance Phase, unless contextually contradictory or otherwise stated. Effects from Responses and Forms will last until the end of the turn, unless contextually contradictory or otherwise stated.

GOLDEN RULE

Whenever the text on a card contradicts the rules, the card text takes precedence.

MAXIMUM VITALITY

A character’s vitality can never exceed his Maximum Vitality (which is printed on his character card but may be modified by card effects). If a card or ability would take a character’s vitality above the maximum value, it simply goes to the maximum.

ONLY PLAYABLE

Some cards have the words “Only playable” written in the last line of text in their effect. This line of text is to be regarded as an additional restriction and not part of the card effect.

PAYING COSTS

It is important to note that unless otherwise stated, a player may only pay costs using cards he controls.

For Example: If a player has an ability that said “E Destroy 1 foundation: Draw 1 card.” he cannot destroy his opponent’s foundation in order to fulfill the cost of the Enhance.

UNDEFINED VARIABLES

If one of a player’s cards has a variable that is undefined (usually an “X”), then the player decides what variable is equal to. If he plays a card that references that player’s character’s height and/or weight and they are unknown (marked with one or more question marks) then they will be the worst possible value for that player. If a player plays a card against his opponent and their height and/or weight are unknown, then they will be considered the best possible value for the first player.

GLOSSARY

Bonuses: Any addition to a numerical value.

Card Pool: The area of play where all cards are initially played.

Commit: To change a card from a ready state by turning it sideways, generally when using the card for an effect.

Committed: A descriptor indicating a card that is turned sideways indicating that it has been used. Abilities printed on committed cards cannot be played unless otherwise stated on the card.

Control Check: To reveal, and then place the top card of a player’s deck into his discard pile while referencing the control value on the discarded card. Control checks are used when playing cards and some abilities.

Destroy: To take a card from a staging area and place it in its owner’s discard pile.

Discard: To take a card from an area of play and put it into a discard pile. Effects that reference discarding are referring to discarding from a player’s hand unless otherwise specified.

Enhance: An ability played during the Enhance Phase of an attack.

Form: Any action performed during a player’s Combat Phase (see Combat Phase).

Momentum: The area of play where, during the End Phase, attacks that have dealt damage may be added face down. Card in a player’s momentum can sometimes be used to pay for an effect later in the fight. Momentum both refers to that area as well as the cards in that area.

Penalty: Any subtraction applied to a numerical value.

Re-Check: To make another control check due to a card effect. When a player re-checks, the new check’s value will be used instead of the original check’s value. Only one re-check may be made per control check.

Ready: The description of a card that is in an upright position and able to be used. Also, to change a card from committed to a ready state.

Response: An ability played in reaction to a specific trigger event. Responses can be played during either player’s turn.

Staging Area: The area of play to which, during the End Phase, any cards with lasting effects (Assets, Characters, and Foundations) will be moved. The staging area is considered “in play” for card effects.

You Control: A player controls the cards in play on his side of the playing surface. While a player is the controller of a card, he may use its abilities. Normally the controller of a card will be the player who played it. It is possible for a player to control a card they do not own. When the card is discarded, removed from play, or when the game ends, the card is returned to their owner’s discard pile. Cards a player owns refer to the cards he started the game with.

If you would like an additional demonstration of how the game plays, try the online demo of UFS at: <http://www.jascogames.com>