

# Comical Combat

## Starting

- Choose one player to be the judge; the player to the judge's right will be the villain.
- One card is drawn from the objectives deck and one from the locations deck. These apply to the entire table
- Every player draws a character card for themselves, face up
- Each Hero player draws one Strength Card and one Weakness Card, face up
- The Villain Player draws one Weakness Card, and as many Strength Cards as there are Hero Players, also face up

## Playing

- The Heroes and the Villain must now both make their case to the judge as to why they would beat their opponent in the scenario and location provided by the cards drawn at the beginning of the round
- Once per round, the judge may give out Development Cards to a player if they feel that that player's Hero or Villain is particularly far behind the rest in ability. These cards will change the course of the battle for that player by augmenting their abilities or giving them new abilities
- The judge may also give out a Development Card to both sides at the same time if they feel they need more information to go on in a very close battle.
- After each round is decided, shift the judge and villain one player to the left
- The winner of the game is determined when a certain player wins a certain number of rounds. The number can be determined by the players.

## Cards

### Strength

Strength cards represent the various super powers that your hero possesses. These will be the center of your argument during the round. Remember to get creative, and use teamwork; some powers are weak on their own, but powerful on a team.

### Location

Location cards provide more context for the setting of the scenario. Each different location can work to the advantage or disadvantage of heroes or villains, depending on their strengths and weaknesses. Try to take advantage of any environmental factors

### Weakness

Weakness cards represent the struggles your character faces. When you argue for your side, take advantage of weakness cards by playing up and exaggerating your opponent's weaknesses and downplaying your own weakness.

### Objective

Objective cards provide a goal to the hero team, adding context and variety to each round. Objective cards can work in favor of either team, and certain powers will have a much easier time completing certain objectives than others.

### Character

Character cards add details to each player's hero/villain. Character traits are not explicitly positive or negative, and can be used to your advantage, or against you. The personality of your character will affect how they fight, and how well they work on a team.

### Development

Development cards are cards that the judge can give out to augment the abilities of the players. These are typically given to a character who is particularly weak to balance the playing field, and to inject some more excitement to the round.