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**Super Smash Card Game**

**Goal**

* The goal is to be the first to get three KOs.

**Loss Condition**

* A player will lose if he or she is knocked out three times before the other player or players.

**Player Limit**

* The game is 2 – 4 players, however if there are more than two players an extra deck will be needed to split amongst the two other players.

**Rules**

* Each player will start with half of the deck evenly split so that they each have tow of each card and one of each color.
  + Ex. The player receives a red six and a black six (suits do not matter).
* The Joker card will represent the player’s character card on the “battlefield.”
* Each player begins by choosing a character from the game.
  + Ex. Link, Mario, Kirby, Captain Falcon, etc.
* The player begins his or her turn by drawing three cards from the top of their own deck. They will then proceed to go about their turn by playing a single card whether it be an attack card, an item card, or a final smash card. The player then finishes their turn and lets the other player or players go about their turn. On the next turn the player draws up to three cards.
* Face cards such as jacks, queens, kings, shall be used as item cards to either restore an amount of health or to increase your damage multiplier. In regards to health, face cards have a value of ten and can be used in conjunction with the multiplier to heal more health. The damage multiplier for these cards however will be used with the rolling modifiers stated below, however instead of being x1, x2, x3 they will be x2, x3, x4 respectively. All other cards (2s to 10s) will be used strictly as damage cards. The color of these cards does not affect the roll. Instead the roll will indicate the amount of damage done to the player by multiplying the attack card by the modifier gained by the roll. Rolling 1 – 10 will be a x1 multiplier, 11 – 16 will be a x2 multiplier, and 17 – 20 will be a x3 multiplier.
  + Ex. A player plays a 5 card. They then proceed to roll a 14. This grants them a x2 multiplier so their attack deals 10 damage.
* Cards may be blocked by the targeted player, if he or she has the same number card of the same color and they roll higher than the attacker does.
  + Ex. A player is attacked by a player who uses a black eight and rolls an 11. The player attempting to block plays a black eight and rolls a 15. The attack has been successfully blocked.
* Cards may be countered by the targeted player, if he or she has a higher number card of the same color and they roll higher than the attacker does.
* Aces will be used as final smashes that can be used to KO an opponent. Aces can only be nullified by the targeted player is he or she possesses an Ace of the same color in their hand. Red cards will require an even roll and black cards will require an odd roll. Aces will only KO a player if that player has 50 or more damage otherwise it will only deal 50 damage total. Aces may not be blocked by a player who is not involved in that specific attack.
* Each time a player is attacked they will take damage (unless countered or blocked). Once a player has received 100 or more damage they will be vulnerable to attacks that can KO them. Once a player has 100 or more damage another player can swing in for the “final blow” simply by playing a card and rolling the die. As long as the other player cannot block it the attack will succeed and the player’s character will be KO’d.
* Each card used by a player goes into their own waste pile which can be reshuffled and used as their deck to draw cards from once their original deck has been depleted.
* A player will never have to give up any of their cards to the other player during the course of the game.
* Players will keep track of their characters damages simply by recording them with pen and paper.
* Multiple cards may be played during a players turn so long as they are used for different purposes. A player may not attack twice in one turn even if their first attack is blocked or countered.