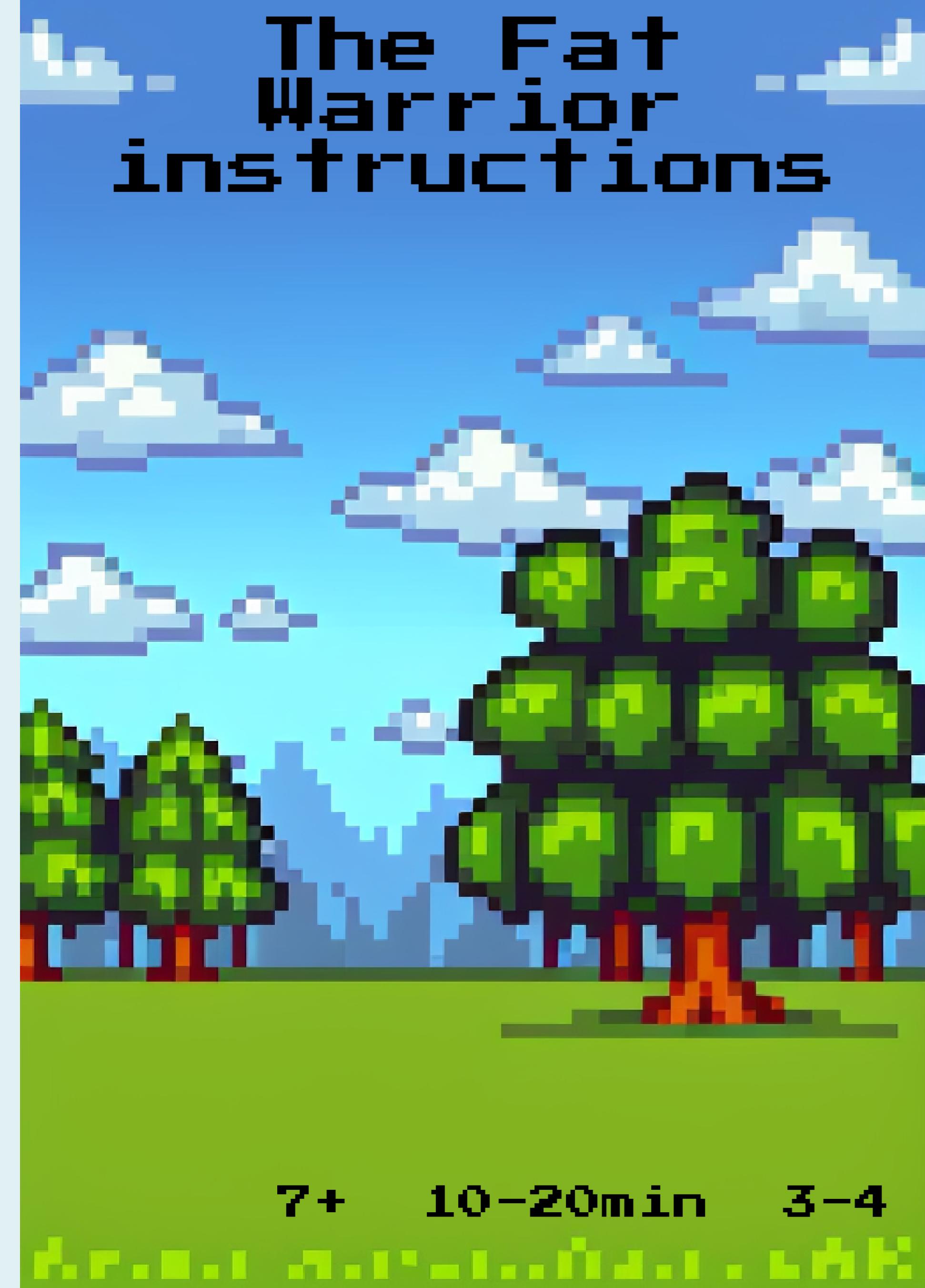


The Fat Warrior instructions



7+ 10-20min 3-4

Background

"A long time ago. There is a team of heroes. They fight with the biggest evil boss. And after a tough fight, they won. And the world is peaceful again. Ten years later, because of the quiet time, the hero is becoming lazier. They seldom exercise. Therefore, they are having obesity. Suddenly, dark clouds fill the sky. The world turns dark again. The dark, evil boss is coming back. These heroes need to save the world again. So, the hero must train again during the journey to the final boss."

Components

- monster cards
- reaction cards
- competition cards
- function cards

monster cards

Score get



When the player draws monster cards, .The player needs to do all the exercises which are shown on the card in thirty seconds. If successfully, the player could get one strengthen point.

Score get



Pose

Description

When the player draws these types of cards, the player should follow the action on card. The first player to do so can get the score on the card.

vs card



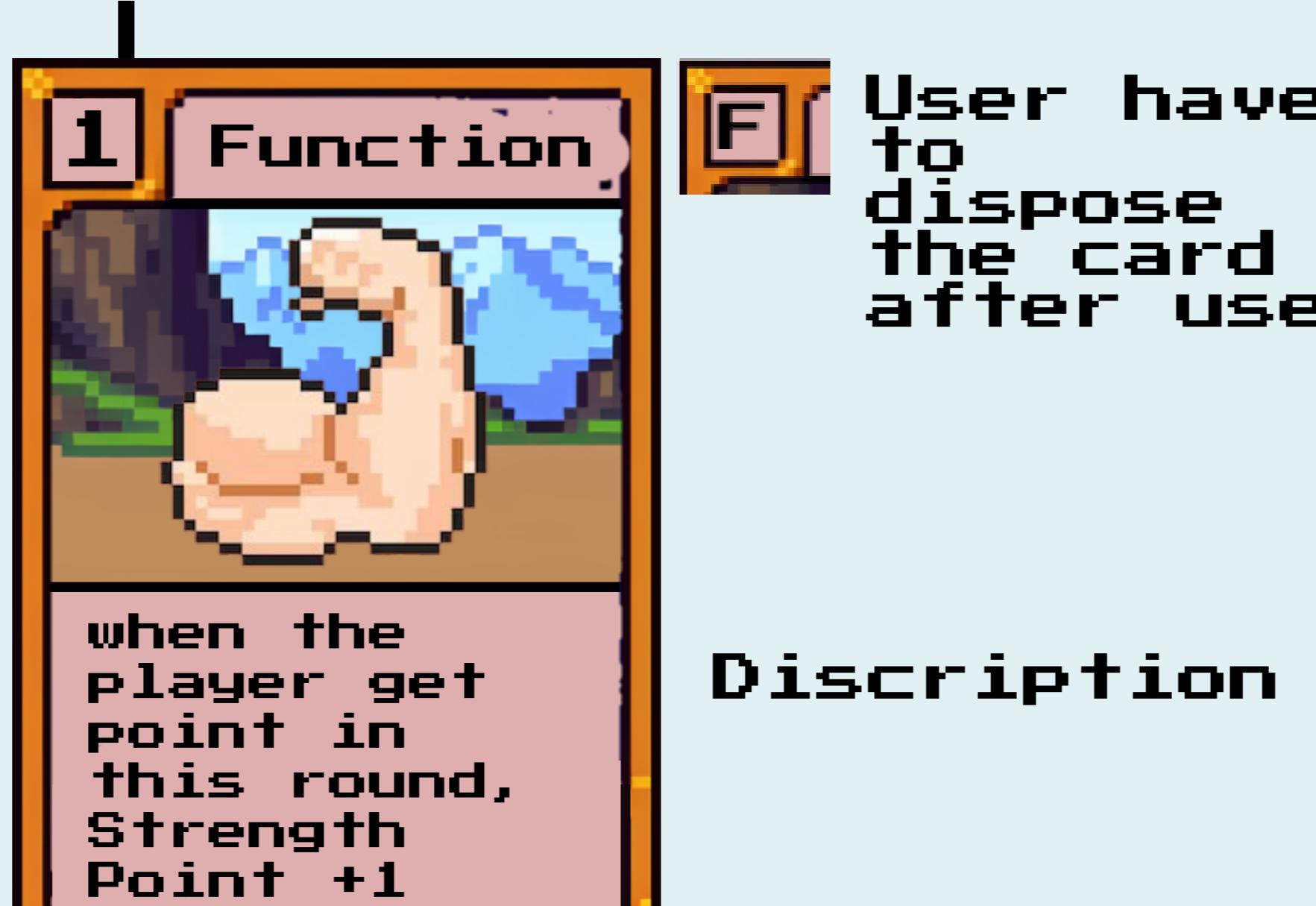
- Exercise
- Target Player
- Time limited

When the player draws these types of cards, the player should follow the instructions on the card to do the competition with another player, either your last player, your next player or all players. The player who do the most exercise in limited time get one score.

Function cards

Each player only has one time to use these three function cards.

Score get



Description

"Strength Point"

After the player draws the card, if the card is competition card or monster card, the player has confidence to get the strengthen point, he can use this card. If he finally gets the strengthen point, he can get an additional 1 strengthen point. and the player should keep the card If not, he cannot get an additional strengthen point and have to dispose the card

"Designate a player for 1v1"

If the card is a competition card, he could specify one player instead of following the instructions on the card.

"Reduce number of exercises by half"

If the card is a monster card, he could reduce the number of exercises by half.

Game Assembly

The player should separate function cards from other cards. The players need to shuffle other cards such as monster cards, reaction cards and competition cards. Place the shuffled cards among all players.

Game Setup

The players need to shuffle other cards such as monster cards, reaction cards and competition cards. Place the shuffled cards among all players. Each player would get three different function cards.

The cards in each player's hand are the same. The game setup would be the same for a different number of players.

Game Play

Players need to use paper scissor rock to decide who starts. Then, the first player decides who will be the second player.

Turn Sequence

The player needs to draw the first card from the shuffled cards, and then place the shuffled cards among all players. Next, the player follows the instruction on the card. When who gets the score, they should keep the card close to them to facilitate final scoring.

Special Conditions

1. Players could not use more than one function card in the same turn.
2. When the player draws a monster card, If the player is giving up doing exercises, he cannot get the score and then it's next player's turn

Winning

After 5 rounds, the player with the highest strength point is the winner.