

AMFIBIBIDO

A DOJO DUEL

Game Manual v1.0

Game Goal

Win **4** rounds to claim victory and become the grand sensei of the dojo. Rounds are fought across **3** dojos. Each round consists of **1 fight per dojo**. You have to **win more fights** than your opponent to win the round.

How to count

You can win a round by:

- Winning **2 or 3** fights, or
- Winning **1** fight and drawing the other **2**.

A round ends in a draw if:

- All **3** fights are draws, or
- Each player wins **1** fight and draws another.

 "John's fighters win in the first dojo, lose in the second dojo, and draw in the third dojo. The fight is considered a draw."

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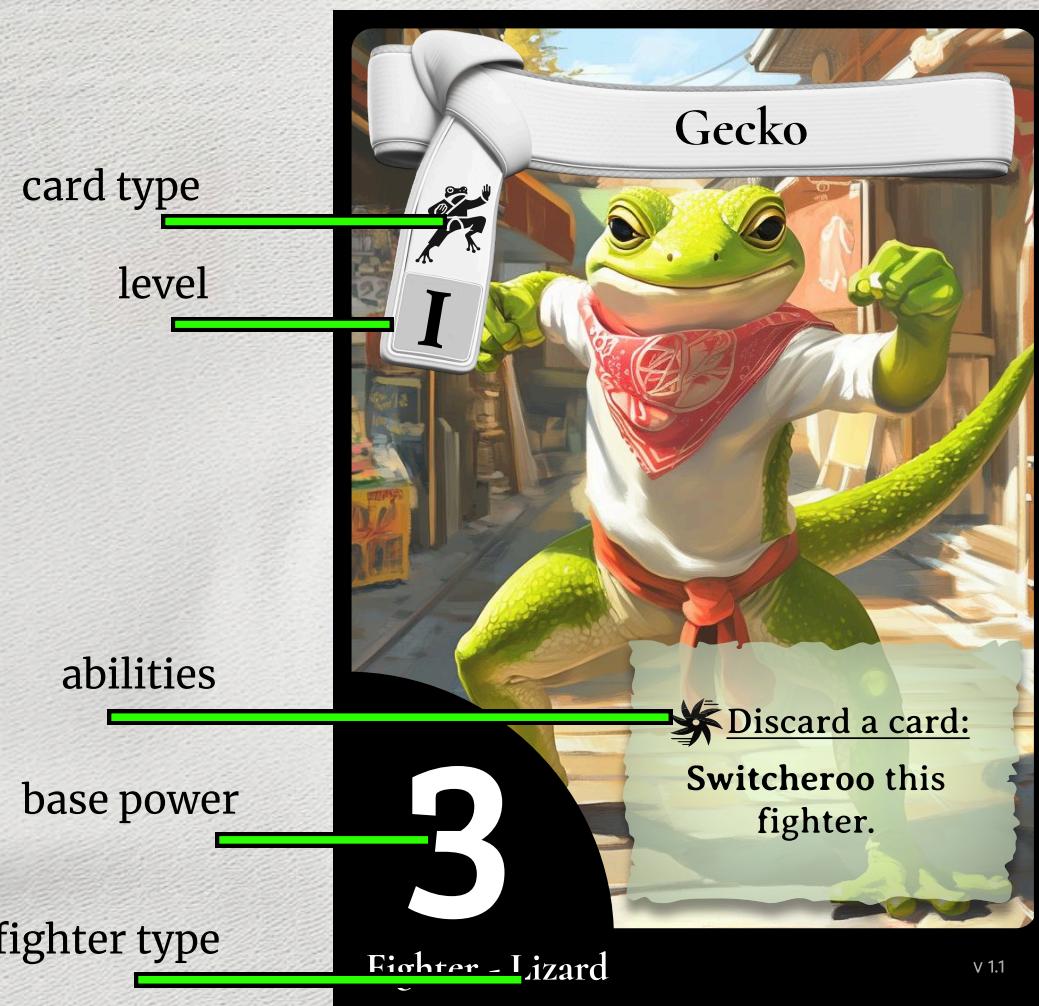


Cards

There are 4 different card types: **fighters**, **equipment**, **actions** and **sensei**. A card also has a level, base power, fighter type and an optional ability.

Levels

- I White Belt - Novice fighters
- II Yellow Belt - Adept fighters
- III Red Belt - Experienced fighters
- IV Black Belt - Elite fighters
- V Pink Belt - Champions



Card Types

Fighters

Put these into your dojo to fight for you. They have a base power, a fighter type and abilities. You have to field a fighter in a dojo to compete in that dojo.

Equipment

A dojo can have one piece of equipment that the fighter can use in the fight. Equipment often gives a power boost that is added to the fighter's base power. In addition, there are many equipment with special abilities.

Actions

Action cards have various powerful effects that will aid you in the game and are discarded after use. Combo moves are a type of action that adds a power bonus and are played on top of a fighter to add their bonus power.

 Combo moves are played on a fighter, and are attached to that fighter until the end of the round. This means that the power boost will also be applicable if the fighter moves to another dojo, or if the fighter is transformed into a different fighter.

Sensei

Choose a sensei to teach your fighter's additional skills.

The sensei ability will be in effect during the entire game. Action abilities on sensei's can be used once each round during the field phase.

 Sensei are an optional addition to the game. When learning to play the game it is recommended to play without them.

Action abilities

Fighters, equipment and sensei can have **action abilities**, indicated by the action icon in their rules box. They can be used during the field phase instead of playing a card from your hand, if you pay the underlined cost.

 It is indicated as "underlined cost:" on the ability of a card.

 Sensei action abilities can only be activated once each round.

Discard Pile

There is a common face down discard pile. Fighters and equipment that get replaced are retired, and are moved to the discard pile.

Cooldown Zone

Each player has a cooldown zone, this keeps track of cards that cannot be used in the next round, but will be added back to your hand after that round.

Setup

1. Sort the 5 Power Level Decks **I** to **V** and shuffle each in a separate deck
2. Each player places dojo cards **1** to **3** and a cooldown zone card in front of them, aligned with the matching dojo cards of their opponent
3. Each player draws 3 cards from the level **I** deck
4. *Shuffle the Sensei deck and deal 3 cards to each player. Each player chooses 1 to keep and places it face-up next to their dojos, and puts the other 2 cards on the bottom of that deck*
5. Place the round marker on round **1**
6. Place a player token on the **0** of both score paths
7. Randomly choose a starting player



Gameplay

The game is played in rounds. The first player to win **4** rounds wins the game.

Each round progresses through the following **4** phases:



1. Draft Phase – Draw & pick new cards



2. Field Phase – Deploy cards into your dojos



3. Fight Phase – Resolve the fights



4. End of Round – Recover & reset

The player who wins the most dojo fights wins the round, and moves up their score marker on the game board.

After **end of round**, the next round begins unless a player has already won **4** rounds.



1 → Draft phase
Draw & pick new cards

At the start of each round, deal **3** cards to each player. The cards dealt are based on the round number shown by the round marker. Starting with the **3** initial cards in your hand, you'll start round **1** with a total of **5** cards. In each following round, you'll draft **2** additional cards.

Each player:

- Draws **3** cards from the indicated levels
- Picks **1** to keep, and adds it to their hand
- Passes the remaining **2** to their opponent
- Picks **1** more from the two received from their opponent
- Places the last card face-down in the discard pile



2 → Field phase

Deploy cards into your dojos

Players alternate turns, starting with the starting player. On your turn, you must choose exactly one action. After you take your action, your turn ends and play passes to your opponent. Turns continue to alternate back and forth in this way.

- **Field a fighter into a dojo**
→ If a fighter is already there, it is retired and put in the discard pile
- **Add an equipment to a dojo**
→ If an equipment is already there, it is retired and put in the discard pile
- **Play an action card**
→ Resolve the card's effect, then place it in the discard pile. If it's a combo move, place the card on top of a fighter instead—it stays in play until the fight is resolved
- **Activate an action ability on a fighter, equipment or sensei**
→ Pay the associated cost of the action ability, then do the effect.
- **Pass**
→ Once you pass, you can't take any more actions this round. The other player is allowed to keep taking actions until they also pass. The fight phase starts when both players have passed.

3 → Fight phase Resolve the fights

After both players pass, resolve the fight in each dojo.

- If a fighter is unopposed in a dojo, they automatically win the fight.
→ However, if neither player has a fighter in that dojo, the result is a draw
- Compare the total power of the two fighters in a dojo.
→ **total power** = base power fighter + base power equipment + power from abilities + combo moves
- The fighter with the highest total power wins the fight
- If both totals are equal, the result is a draw

Then, determine the round winner as described in the **Game Goal**. The player who wins the most fights this round claims victory and advances their score marker one space along the score path. If the round is a draw, no score marker is moved.

 Abilities and Combo Moves are counted when resolving the fight. For example: "Jane has a Tree Frog in her dojo, this gains +3 additional power from a combo move. She played a Roundhouse Kick (+3) on it. The fighter gains +6 power in this phase."

 Tip: Keep track of cards that are discarded with effects that give bonuses to other cards. For example discarding a card to Bloated Toad to give it additional power. This makes it easier to check the state of the game when the fight phase starts.

Total Power

=

Base power fighter

Base power equipment

Power from abilities

Power from combo moves





4 → End of Round

- Some cards have abilities that trigger at the end of the round —such as when a fighter wins a fight. Be sure to resolve these effects
- Players return cards from their **cooldown zone** to their hand
 - Do this first because cards added to the cooldown zone this round should stay there until next round
- **Combo moves** are discarded
 - **Combo moves** with boomerang are placed in the **cooldown zone** instead
- Fighters that lost the fight return to their hand
 - **Knocked out** fighters are placed in the **cooldown zone** instead
- Fighters that won or drew the fight remain in their dojo
- Move the round marker to the next round
- The winner of the round becomes the starting player of the next round.
 - If the round is a draw, the non-starting player of this round becomes the starting player
- If a player has won their **fourth round**, the game ends and that player **wins the game**, otherwise the next round starts



If there is more than one round that was a draw and round **9** starts, keep the round marker on round **8** and keep drawing cards from the level **IV** deck until the game ends.

Keywords

Active deck

The active decks are the level decks currently available for drawing at the start of each round, based on the round marker.

.Transform

Fighters or equipment transform to a random fighter or equipment of the next level.

- Retire the fighter or equipment, then reveal cards from the next level's deck until you reveal a card of the type you are transforming. Put that card into the dojo. Then put the other revealed cards on the bottom of the deck in a random order.

 When you transform a level V card, it will transform into another level V card.

.Boomerang

Boomerang cards are put into the cooldown zone at the end of the round. They can be used again after the next round.

.Knockout

Fighters that are knocked out are placed in the cooldown zone after the fight, and won't be able to fight in the next round.

- Fighters with the knockout ability will knock out the opposing fighter when they win the fight.

.Switcheroo

You may switch the fighter or equipment in a dojo with another fighter or equipment in your dojo's, or move it to an empty spot.

.Neutralize

Neutralized abilities are ignored, including additional power bonuses. This only applies to card abilities, not the base power or fighter type of the card.

Frequently asked questions



Boomerang

I play a combo move with **boomerang** on one of my fighters, then replace it with another fighter, what happens?

Combo moves that are attached to fighters that are retired are immediately discarded to the discard pile.



Switcheroo

What happens when I play a combo move on my fighter when I have a **White Belt** and I then **switcheroo** my fighter to another dojo?

The total power (including additional bonuses) will be checked when the fight is resolved, after both players have passed. In this case the fighter will not get 3 additional power.

I

Sparring Boots

I have a **Sparring Boots** in my dojo and I win the round with a **Snapping Turtle** in the same dojo, what happens?

*You are allowed to determine the order of effects of cards you control. This means you can either have the **Snapping Turtle** retire, or have it returned to your hand.*

III

Twin Sai

I replace or transform my **Twin Sai**, am I still allowed to have a second equipment in my dojo?

IV

Giant Salamander

Yes, the second equipment will always stay in that dojo, even when the effect is neutralized. You may also switcheroo either of the equipment to another dojo.

V

Komodo Dragon

How does **Komodo Dragon** work exactly?

*Additional power gained from combo moves apply to both dojo's because they are played on the **Komodo Dragon**. Power bonus from equipment only applies to the dojo the **Komodo Dragon** is fighting in.*

Frequently asked questions

 Neutralize

I have a Bo Staff in one of my dojo's that neutralizes my opponent's equipment. My opponent then plays Hypnotoad in this dojo, what happens?

 IV Bo Staff

Hypnotoad neutralizes the ability of the Bo Staff, and the equipment abilities of the opponent's equipment are active again.

 II Rebirth

Does Metamorphosis give 3 additional power when played on a fighter that is equipped with White Belt?

 III Metamorphosis

No, if a card has no power value, it does not give additional power with effects. This also counts for Silent Lee with equipment without base power.

 Silent Lee

Credits

Game design: Ron Cadier, Rens Brankeart, Ida Damen

Playtesting: Ben Cadier, Lars Veerman, Walter Vincken, Kees Straates, Leon Rosielle, Ruben Snijdewind

Visit www.amfibido.com or scan the QR code to find the up to date rules, FAQ and other news!



Meet the fighters

Discover the unique fighters of Amfibido, each with their own fighting style and special abilities. Every warrior bears an embroidered crest on their outfit—a symbol of their origin and chosen discipline.

Frogs



Specialty: Karate
Ability: Frogs receive additional bonuses from combo moves due to their expertise in various combat techniques.

Toads



Specialty: Kung Fu
Ability: Toads can channel the willpower of other fighters in your hand, aiding their growth in combat.

Salamanders



Specialty: Ninjitsu
Ability: Salamanders excel at wielding all kinds of weapons. They receive additional bonuses from weapons and sometimes wield multiple weapons.

Crocodiles



Specialty: Boxing
Ability: Crocodiles are trained in strength, packing a powerful punch. Some can even knock out their opponent with a single blow.

Turtles



Specialty: Wrestling
Ability: Turtles are bulky and powerful wrestlers, but their size comes with a disadvantage.

Snakes



Specialty: Jiu-Jitsu
Ability: Snakes are skilled in cooperation and gain strength in numbers.

Lizards



Specialty: Street Fighting
Ability: Lizards, fierce street fighters, will do anything to gain an advantage, having honed their skills through sheer experience.

Spawn



Specialty: Metamorphosis
Ability: Spawns are unstable and ever-changing. They can transform into new forms when triggered.

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2 players



12+



30-45 mins