

Rules Sheet

AMFIBIDO

A DOJO DUEL

From forest temples, battle-scared pits, and the back alleys of cities, they gather. Frogs, Toads, Snakes, Crocodiles, and more — each bearing the proud crest of their guild. Masters of their own unique fighting styles, they've gathered for one purpose: to clash in the Tournament of Champions. Only one guild will rise. The rest will fall.



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Introduction

In **Amfibido**, players draft teams of fighters and compete in head-to-head dojo battles.

The objective is to win 4 rounds before your opponent to become the Grand Sensei.

Each round consists of battles across three lanes, referred to as dojos. To win a round, a player must win battles in two out of the three dojos.

Components



132 playing cards (5 Levels)



8 Dojo cards



15 Sensei cards

Score board tokens



Rules sheet



Score board



Setup

1. Sort the 5 level decks **I** to **V** and shuffle each in a separate deck
2. Each player places dojo cards **1**, **2** and **3** and a **cooldown zone** card in front of them, aligned with the matching dojo cards of their opponent
3. Place the **score board** next to the play area
4. Place the green round marker on round **1** of the score board
5. Place a red and blue player token on the **0** of the matching score path on the score board
6. Randomly choose a starting player
7. Each player draws **3** cards from the level **I** deck
8. **Skip the first game** - Shuffle the Sensei deck and deal **3** cards to each player. Each player chooses **1** to keep and places it face-up on the sensei spot, and puts the other **2** cards on the bottom of that deck. You may look at your starting hand first.



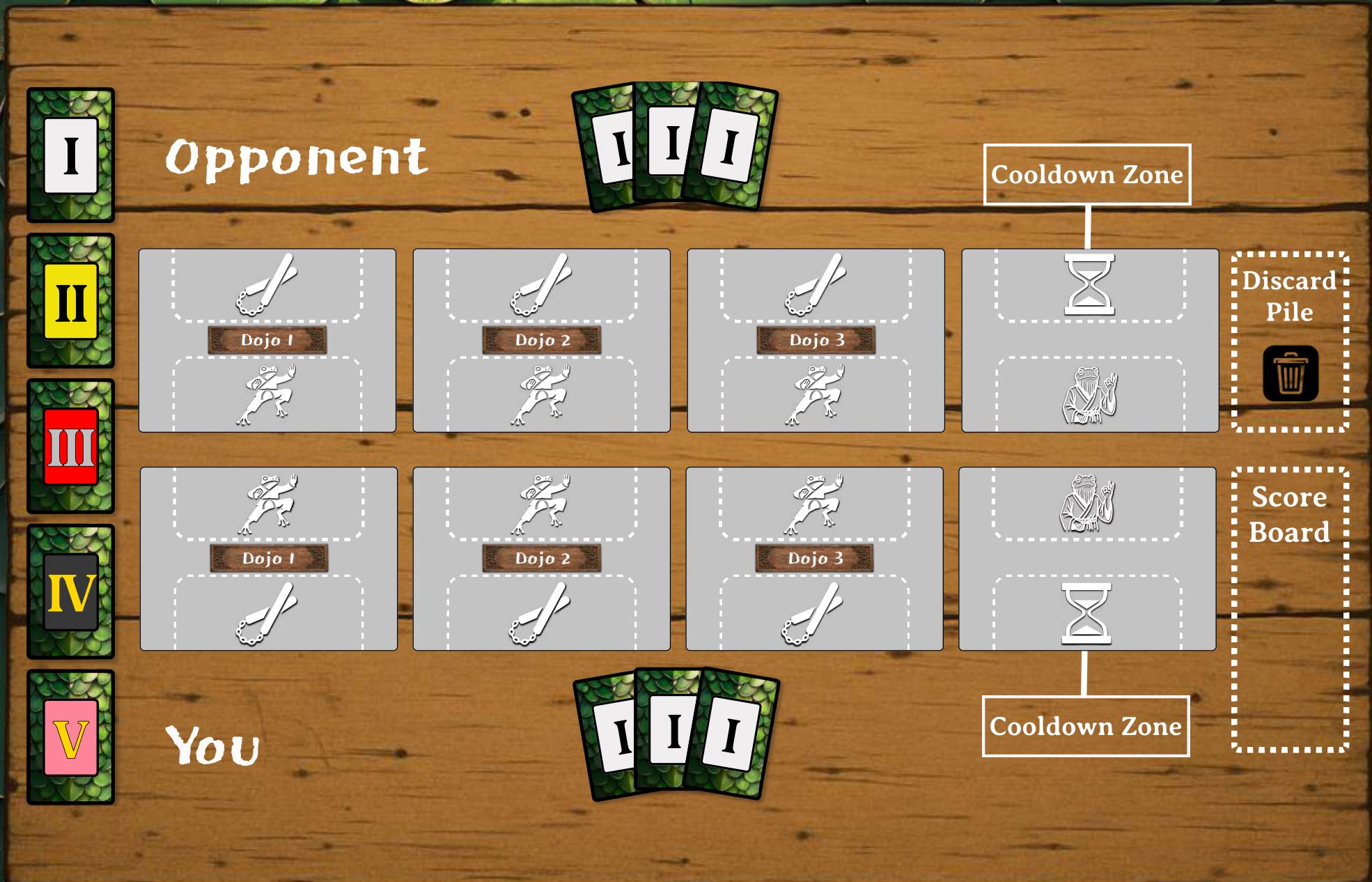
Sensei are an optional addition to the game. When learning to play the game it is recommended to play without them.

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.



Cards

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

Card Levels

The card level indicates the strength of the card, you will get access to higher level cards when the game progresses.

- 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 type

level

base power

fighter type



Cards can have all kinds of abilities. This card has an **action ability**, this can be used during the action phase by paying the underlined cost.

Card Types



Fighters

Put these into your dojo's 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. You can play **multiple** combo moves on a fighter.

Combo moves are played on a fighter, and are attached to that fighter until the end of the round. So 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 action phase.

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

Gameplay

The game is played in rounds. The first player to win **4** rounds wins the game. Each round has **4** phases:



1. Draft Phase – Pick new cards



2. Action Phase – Add cards to 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 *Pick new cards*

At the start of each round players draft cards to add to their hand. The cards dealt are based on the round number shown by the round marker.

Each player simultaneously:

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



Starting with the 3 initial cards you draw in the setup, and drafting 2 additional cards, players start round 1 with a total of 5 cards.



2 → Action phase *Add cards to your dojo*

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 until both players pass. Players can choose from the following actions:



- Play a fighter card
 - Put one of the fighter cards from your hand in one of the three dojos



- Play an equipment card
 - Put one of the equipment cards from your hand in one of the three dojos

→ If a fighter or equipment is already in a dojo, replace it with the new one and move the old one to 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 underlined cost of the **action ability**, then resolve 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 neither player has a fighter in a dojo, the result is a draw.
- If only one player has a fighter in a dojo, they automatically win the fight.

When two fighters are present:

- Compare the **total power** of the two fighters in a dojo
- The fighter with the **highest total power wins the fight**
- If the total power of two fighters is **equal**, the result is a **draw**

You 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.

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, the score marker stays on the same spot.

Total Power =



2
Base power
fighter



+1
Base power
equipment



+2
Power from
abilities



+3
Power from
combo moves



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 combo move (+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 with an effect that gives it additional power. This makes it easier to check the state of the game when the fight phase starts.



4 → End of Round

Example on
the next page

At the end of the round you reset the board following these 4 steps:

Step 1 → 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

Step 2 → Combo moves are discarded

⑦ Combo moves with boomerang are placed in the cooldown zone instead

Step 3 → Return all fighters that lost the fight to the players hand

Fighters that won or drew the fight and equipment remain in the dojo.

⑧ Knocked out fighters are placed in the cooldown zone instead. Fighters can be knocked out with the knockout ability or when it's explicitly mentioned on the card.

Step 4 → Move the round marker to the next round

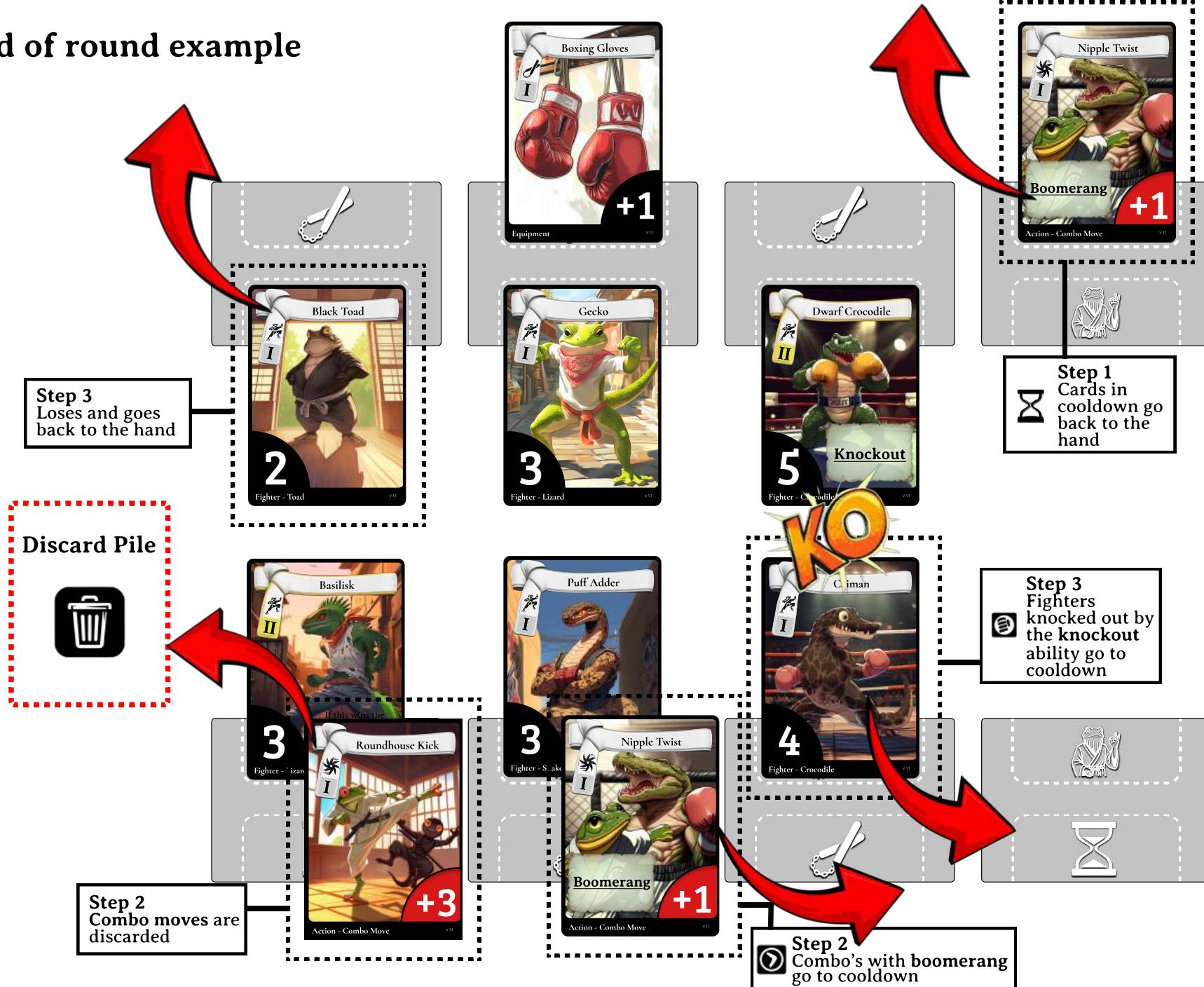
If multiple rounds have ended in a draw and round 9 begins, leave the round marker on round 8. Continue drawing cards from the level IV deck until the game concludes.

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 4th round, the game ends and that player wins the game

End of round example



Keywords

A Active deck

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

B 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.

D Boomerang

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

E Knockout

Fighters that are knocked out are placed in the cooldown zone instead of the going back to the hand 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.

C 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.

X 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 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

II Snapping Turtle

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 return it to your hand.*

III Twin Sai

IV Giant Salamander

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

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.

I Focus

IV Gamble

What happens with revealed cards?

Cards that you reveal from the top of a deck are always put back on the bottom of the deck in a random order.

Frequently asked questions

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.

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

Design input: Rens Brankaert, Ida Damen

Graphic design: Ron Cadier

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

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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.