

BIG BLACK COCK

26

INTIMIDATE:
ALL OPPONENTS MISS NEXT TURN
DUE TO FEAR!

5

MAJOR COCK

23

GO DOWN FIGHTING:
IF HP < 10 GAIN AN EXTRA ACTION
EACH TURN UNTIL HP > 10

5

NEEDLE, RICHARD

25

CROWER, NOT A SHOWER:
+9 DEFENSE FOR 1 ROUND

6

VEINY TRIUMPHANT ONE

26

THROB:
HEAL 50% OF CURRENT HP
ROUNDED DOWN

6

KING OF THE RING

+5

HEAL 5 HP
+1 ATTACK & DEFENSE
THIS IS A BUFF AND STAYS IN PLAY.
CAN'T BE PLAYED WITH ANOTHER BUFF IN PLACE.

+1

COCK OF THE WALK

+5

HEAL 5 HP.
+1 ATTACK, +1 DEFENSE.
THIS IS A BUFF AND STAYS IN PLAY.
CAN'T BE PLAYED IF YOU ALREADY
HAVE A BUFF IN PLACE.

+1

DOUBLE PENETRATION

AFTER TAKING AN ACTION,
DRAW A CARD,
TAKE AN EXTRA ACTION.

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VISIT THAILAND

WHAT'S THE CAPITAL AGAIN?
+5 ATTACK
5 DAMAGE



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VISIT THAILAND

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COCK 'N' BULL

+4 ATTACK
4 DAMAGE




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4 DAMAGE



PUMPED UP!

+5

**DISCREET BROWN PACKAGING!
HEAL SHIP.**

PUMPED UP!

+5

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PUMPED UP!

+5

**DISCREET BROWN PACKAGING!
HEAL SHIP.**

GIVE 'EM THE D!

+2

**+2 DEFENSE UNTIL START OF YOUR
NEXT TURN.
THIS COUNTS AS A BUFF.**

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COCK SLAP

SO HUMILIATING!
+6 ATTACK
2 DAMAGE

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COCK SLAP

SO HUMILIATING!
+6 ATTACK
2 DAMAGE

LITTLE BLUE PILL

HEAL 7 HP.

LITTLE BLUE PILL

HEAL 7 HP.

THUNDERCOCK STRIKE!

10 DAMAGE TO TARGET!
UNBLOCKABLE
UNSTOPPABLE
UNDODGEABLE

THUNDERCOCK STRIKE!

10 DAMAGE TO TARGET!
UNBLOCKABLE
UNSTOPPABLE
UNDODGEABLE

COCK PUNCH!

**IGNORE TARGET'S DEFENSE
4 DAMAGE**



COCK PUNCH!

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**IGNORE TARGET'S DEFENSE
4 DAMAGE**



COCK FIGHT!

**ALL PLAYERS DRAW 1 CARD FROM DRAW PILE,
THE HIGHEST NUMBER LISTED ON THE CARD WINS THE COCK FIGHT!
LOSERS TAKE DAMAGE SPLIT BY THE WINNER:
1 PLAYERS: 4 DAMAGE
2 PLAYERS: 6 DAMAGE
4 PLAYERS: 8 DAMAGE**

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OUTTA THE RING!

**TARGET OPPONENT
MISSES NEXT TURN.
ANY BUFF CARDS THEY HAVE IN PLAY
ARE DISCARDED**

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COCK BLOCK!

**+4 DEFENSE
AGAINST 1 ATTACK.**

COCK BLOCK!

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THE 5 D'S

**DODGE ANY 1 ATTACK
TAKE 0 DAMAGE**

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SLOPPY SECONDS

**SEARCH THE DISCARD PILE FOR ANY CARD
REVEAL IT & PLACE IT INTO YOUR HAND.
THIS COUNTS AS 2 ACTIONS.
END YOUR TURN.**

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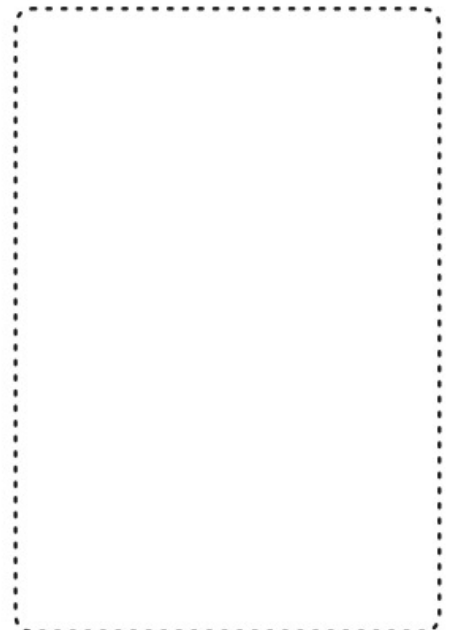
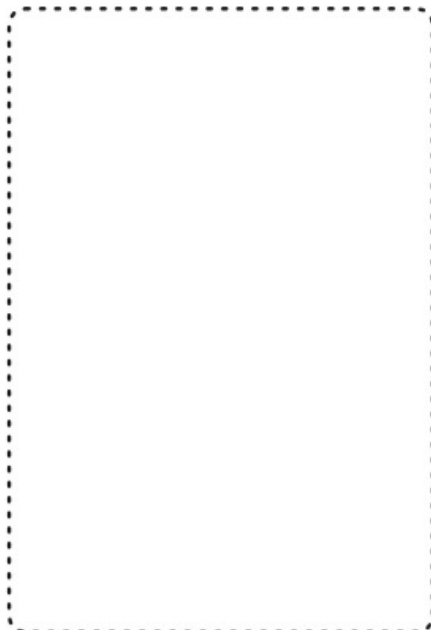
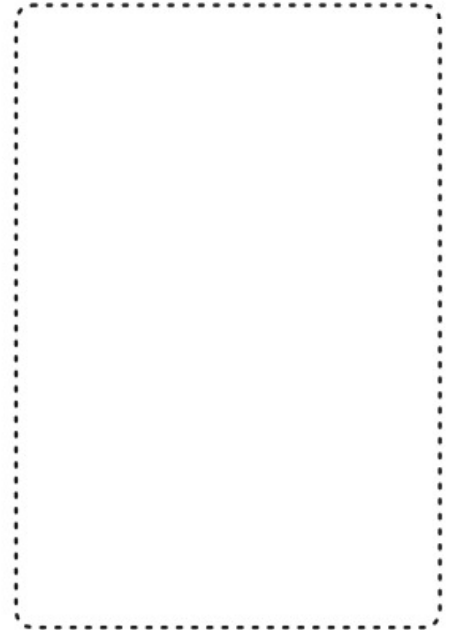
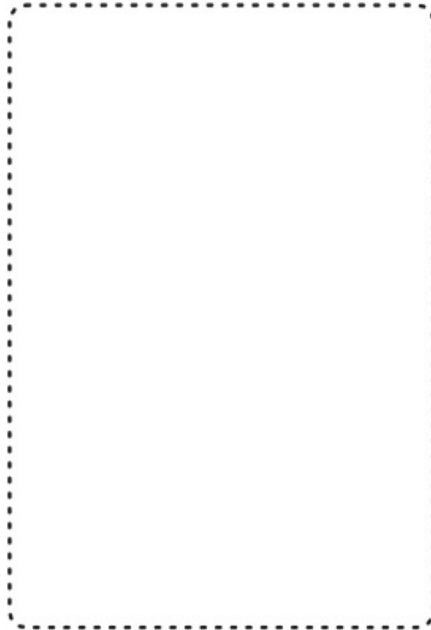


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TAKE 0 DAMAGE**

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Introduction

“CockFIGHT!” Is a stand-alone 2-4 player card game that consists of a deck containing 4 Champions and 50 cards. The objective of the game is to be the last Cock Champion standing at the end of the game.

Warning! Warnung! Advertencia!

A warning with a healthy dose of good intentions: I created “CockFIGHT!” As a funny and inappropriate game that has at the core, humor in mind. It is supposed to be funny, make you feel a little guilty about the content, and allow you to have a good time. I don’t support *actual* cock fights that pit living creatures against each other in a battle to the death. I’m just using roosters to allow me to make a bunch of jokes about genitalia. Have fun, remember it’s just a game and don’t get Cock Slapped too many times!

- Matt Voss, Creator of “CockFIGHT!”

How to play

A 2-3 person game takes between 15 and 30 minutes.

A 4 player game, with varying experience with the game can take between 45 minutes to 1 hour.

Remove the 4 Champions from the “CockFIGHT!” Deck, and randomly deal 1 to each player or allow players to choose Champions. Place the Champion face up in front of you so that it is visible to all players.

Shuffle the remaining cards and place the deck face down in the middle of all players, this is the draw pile.

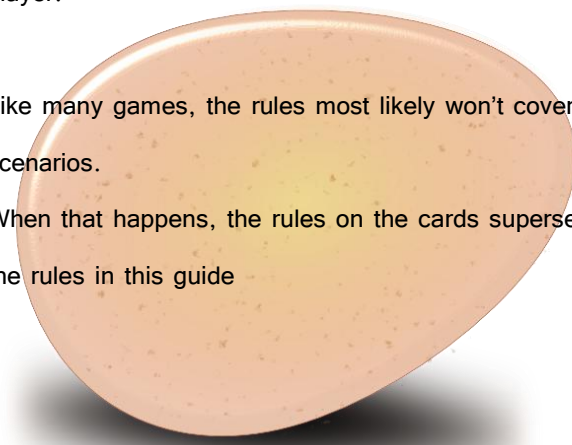
Deal a starting hand to each player according to the table below:

<i>Starting Hand Max Hand Size</i>	
<i>2 Players</i>	<i>5 Cards</i>
<i>3 Players</i>	<i>4 Cards</i>
<i>4 Players</i>	<i>3 Cards</i>

Once you’ve dealt out Champions and starting hands to all players, the first player to yell “CockFIGHT!” Starts play and play continues clockwise from that player.

Like many games, the rules most likely won’t cover all scenarios.

When that happens, the rules on the cards supersede the rules in this guide



A Word About Ties

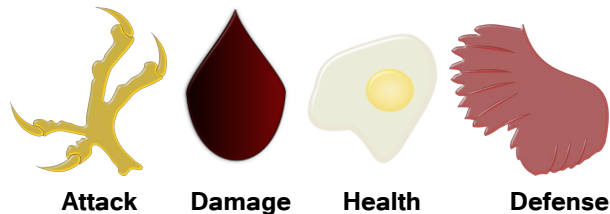
All ties, including yelling COCKFIGHT are broken by playing Rock, Paper, Scissors, for 1 round to determine who is right.

Winning

Winning “CockFIGHT!” Sounds simple, be the last Cock standing at the end of the game. Use various attacks, defensive maneuvers, buffs and heals to stay alive and take out all of your opponents. Once every other Champion has been defeated, you’ve won the game and are the Champion of the Cock Ring.

Card Icons

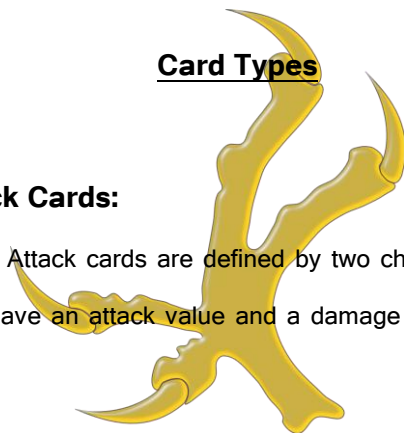
The Icons below are found on cards in the deck and help identify what the card does, and also what stats the card affects. The Claw represents the Attack Stat, the Blood Drop represents the Damage Stat, the Egg represents the Health stat and the Wing represents the Defense stat.



Card Types

Attack Cards:

Attack cards are defined by two characteristics; they have an attack value and a damage value. These



values are located on the Attack and Damage Icons found on the card.

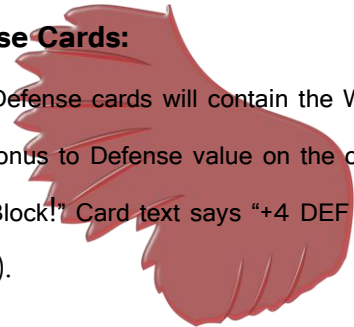
For instance, the “Cock Slap” attack card has “ATTACK 6, 2 Damage”, this means that the card has an attack value of 6 and will overcome a defense less than 6. Attack values must always be greater than defense values or the attack fails.

Healing\Buff Cards:

Healing and Buff cards can contain a variety of card icons depending on the cards effects. The cards contain text that says “Heal” or “+3 Stat” where Stat is defined in the card text (e.g. “The King of the Ring” card is a hybrid Buff\Heal, “Heal 5 HP, +1 ATTACK, +1 DEFENSE” It heals 5 hit points, boosts your attack by 1 and boosts your defense by 1!).

Defense Cards:

Defense cards will contain the Wing Icon and will a bonus to Defense value on the card (e.g. the “Cock Block!” Card text says “+4 DEF against 1 attack”).



Event Cards:

Event cards can have the largest impact on the game, they can allow you to make extra attacks, cause opponents to miss turns or take damage (e.g. The “COCK FIGHT!” Card states “All players draw 1 card from draw pile, highest stat listed wins the COCK FIGHT”, the losers take damage split by the winner.

Actions

Below is a list of Actions that may be taken during your turn.

- Play a Attack Card
- Play a Buff Card
- Play an Event Card
- Discard a Card

Discard Pile

The Discard Pile is placed next to the Battle Deck. Once the Battle Deck is exhausted, reshuffle the Discard pile.

Turn Phases

There are 3 phases to a turn in "CockFIGHT!" A round is completed once all players have taken his/her turns, unless they have been forced to skip his/her turn.

1. **Draw phase:**

1.1. Draw 1 card from the "CockFIGHT!" Battle Deck

2. **Action phase:**

2.1. Take two actions per turn.

2.1.1. The Action Phase allows you to take up to two actions. You may attack other players twice; play attack and a healing card or defensive buffs or discard cards.

3. **End phase:**

3.1. Draw cards back up to the starting hand size.

3.1.1. The End Phase is started after any attacks and heals have been tallied and no other actions are awaiting resolution.

Sample Turn

Chris starts off the round by drawing a card during his Draw Phase. He draws a "Cock Slap" attack card; this card has ("Attack +6, 2 Damage"). Chris is also holding a "Visit Thailand!" attack card ("Attack +5, 5 Damage.")

Chris starts his Action Phase and decides to play his "Visit Thailand!" card first and targets the "Big Black Cock" Champion that Jessie is controlling. The "Big Black Cock" has a Defense of 3 and 26 hit points.

Jessie doesn't have any Defense cards in her hand so her Champion has to take all 5 damage from the "Visit Thailand!" attack.

Next, Chris targets Matt's champion the "Veiny Triumphant One" with his "Cock Slap" attack card since Matt's champion has 30 hit points, but a 0 defense. Luckily, Matt is holding the "Cock Block!" card which allows him to give his champion +4 defense against 1 attack. The "Cock Block!" card gives the "Veiny Triumphant One" +4 defense, his effective defense has risen to 4 but the "Cock Slap" attack succeeds, because it's attack level is still higher than 4.

Chris has taken his two actions and his combat is resolved, so now the End Phase of the turn begins. Chris draws 1 card; because he started his turn with 4 (his starting\max hand size) played 2 cards and was back down to 3 cards in his hand. Play now continues to Jessie.