

# QUICKSTART

Be the last player standing. If your HP hits 0, you're out.



ONE-OUTS

## ⚙️ SETUP

- **Players:** 3+
- **Starting HP:** Choose a starting HP for everyone. A good default is 7 HP.
- **Starting hand:** Deal 4 cards to each player.
- **Draw Pile:** Shuffle and place it in the middle.
- **Turn order:** The player to the left of the dealer goes first. Play goes clockwise.
- **Sudden death mode:** When only 2 players remain, hand size drops to 3 cards.

## 🎮 ON YOUR TURN Choose 1 action:

### 👊 Attack



Play 1 Attack card against a chosen victim. You may add a Buff to that attack if allowed.

### 🔄 Swap



Swap one, some, or all cards from your hand with the top of the draw pile for any reason. You only get one swap action on your turn.

### 🗂️ Play a Utility card



Play 1 Utility card such as:

2min Noodles

Down Trow

### 🛑 Pass



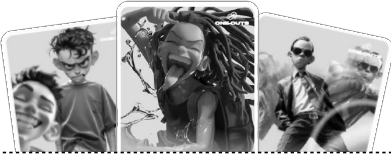
Do nothing and end your turn.

## 🎯 IF YOUR'E ATTACKED

You must either:

- play a defense card (**Dodge, Block, Interrupt**) or
- take the damage

**Down Trow** interrupts the current play immediately



## 🛡️ WHEN ATTACKED

### 👉 Dodges

Dodges avoid an attack with **no contact**.

Dodge

Sidestep

Slippery Gypsy

Slow-mo Dodge

### 🛑 Blocks

Fend

Skateboard

Defending with a **block** usually creates **contact**.

After contact, a **Grab** may be played. The defender gets the first chance to Grab. If they do not, the attacker may.

### 🛑 Interrupt

Down Trow

**Down Trow** may be played anytime to interrupt the current play.

## 🕒 END OF A PLAY

After the full play resolves, each player who played one or more cards during that play draws back up to their hand limit.

### That means

- 4 cards while 3 or more players remain
- 3 cards when only 2 players remain

## 💡 QUICK REMINDERS

- Normally, you play one action on your turn.
- A Buff + Attack counts as one play.
- Eggs and Nark attacks cannot be buffed.
- Slow-mo Dodge avoids all incoming attacks from the current play.
- Skateboard can attack or defend and has 2 total uses.
- You may play Haka or Steroids on their own just to look badass, but they do not buff a later play and have no carry-over effect.

## 📖 CORE RULINGS

### One action on your turn

On your turn, you normally take one action:

- one Attack
- one Swap action
- one Utility action
- or Pass

A Buff may be added to an attack where allowed.

### Contact

Contact mainly comes from: Fend or Skateboard used as a defense

### Drawing back up

After the full play resolves, each player who played one or more cards during that play draws back up to their hand limit.

- 4 cards while 3 or more players remain
- 3 cards when only 2 players remain

### Swap rule

Swap is one action on your turn.

- You may swap one, some, or all cards from your hand.
- You cannot keep re-swapping on the same turn.

## 🎮 EXAMPLE PLAYS

### Skateboard steal

- Max has already used Skateboard once and is holding it visibly flipped in his hand.
- Nova targets that Skateboard with Grab on her turn.
- Max fails to defend the Grab with another defense card.
- Nova takes the Skateboard as a fresh 2-use card and Max also takes -1 HP from the successful Grab.

### Fend into Grab

- Charlie attacks Dave with Crane Kick.
- Dave plays Fend.
- Contact is made.
- Dave plays Grab.
- Charlie cannot defend the Grab.
- Dave follows with Noogie.

# \* SPECIAL CARD RULINGS

## Grab + Skateboard interactions

### 1. Grab on your turn

- Play Grab as an attack on your turn.
- If defended, nothing happens.
- If successful, it deals -1 HP.
- After a successful Grab, you may immediately play Noogie or Bite.
- That follow-up may be defended normally.

### 2. Grab after contact

- Fend or Skateboard used as defense creates contact.
- After contact, the defender gets first chance to play Grab.
- If they do not, the attacker may play Grab.

### 3. Stealing a Skateboard

- If a player uses Skateboard to defend, or is holding a visibly used flipped Skateboard, another player may target it with Grab.
- The holder must defend with another defense card or lose the Skateboard.
- The same Skateboard being grabbed cannot defend itself.
- If the Grab succeeds, the attacker takes the Skateboard and deals -1 HP.

### 4. If stolen

- The Skateboard transfers to the new player.
- It becomes a fresh 2-use Skateboard.
- The previous owner is down a card until draw-up.

## Down Trow

Down Trow is an interrupt and a show-stopper.

### Rules

- It may be played at any time.
- It immediately stops the current play in progress.
- Choose a victim and blind-draw one Attack card from their hand.
- If you play Down Trow on your turn, that is your one action.
- Down Trow does not combo into another attack.

## Hacky Sack

Hacky Sack is an Attack card that creates a pass-around attack chain.

### How it works:

- A player starts Hacky Sack.
- Going around the circle, each player must play one Attack card to keep Hacky Sack going if able to.
- The first player who cannot continue takes -1 HP, then the play ends.

### Important:

- If you have an Attack card, you must play one.
- You cannot choose to take the hit instead just to save your Attack card.
- Hacky Sack may be used during Nark because it is still an Attack card.

## Nark

Nark is a group attack modifier.

### How it works:

- A player plays Nark on a victim.
- The player who played Nark must follow it with one Attack card.
- Going around the circle, each other player must play one Attack card against the narked victim if able to.
- The victim must defend each incoming attack or take that damage.

### Important:

- Nark attacks cannot be buffed.
- 4 Eggs may be used during Nark, but each egg still counts as its own -1 HP attack.
- A defense that stops only one incoming attack only stops one of those attacks.
- Slow-mo Dodge can avoid all incoming attacks from the narked play.

## 4 Eggs

4 Eggs creates four separate -1 HP attacks.

### Rules

- All 4 eggs may be thrown at one player, or split among multiple players.
- Each egg is treated as its own -1 HP attack.
- A defense that stops one attack only stops one egg, unless the defense says it stops all incoming attacks.
- 4 Eggs cannot be buffed.

# 📄 CARD REFERENCE

## Defenses



<b>Dodge</b>	Avoids one incoming attack. No contact.
<b>Fend</b>	Stops one incoming attack and creates contact.
<b>Sidestep</b>	Avoids one incoming attack. No contact.
<b>Slippery Gypsy</b>	Avoids one incoming attack. No contact.
<b>Slow-mo Dodge</b>	Avoids all incoming attacks from the current play. No contact.
<b>Skateboard</b>	Can be used as a defense. Creates contact when used this way. Has 2 total uses across attack and defense. See Grab + Skateboard interactions.

## Bufs



<b>Haka</b>	Play before an allowed attack to add +2 HP damage.
<b>Steroids</b>	Play before an allowed attack to add +1 HP damage.

- Bufs apply only where allowed.
- Nark attacks cannot be buffed.
- 4 Eggs cannot be buffed.

## Utility



<b>2min Noodles</b>	Heal +3 HP on your turn.
<b>Down Trow</b>	Interrupt at any time. Stop the current play and steal one random Attack card from a chosen player.
<b>Grab</b>	Can be played on your turn as a -1 HP attack, or after contact. May be followed by Noogie or Bite. See Grab + Skateboard interactions.

## Attacks



<b>4 Eggs</b>	Four separate -1 HP attacks. May be split between players or focused on one player. Cannot be buffed.
<b>Bite</b>	-1 HP. Must follow a successful Grab. Can be blocked, evaded, or countered.
<b>Crane Kick</b>	-2 HP. Can be blocked, evaded, or countered.
<b>Hacky Sack</b>	-1 HP. Group attack chain. See 'Special Card Rulings'.
<b>Haymaker</b>	-4 HP. If dodged, it passes to the next player in the circle and loses 1 damage each time it is dodged.
<b>Hopoate</b>	-3 HP. Can be blocked, evaded, or countered.
<b>Jab</b>	-2 HP. Can be blocked, evaded, or countered.
<b>King Hit</b>	-6 HP. Can be blocked, evaded, or countered.
<b>Lunch Box</b>	-2 HP. Can be blocked or evaded.
<b>Nark</b>	Group attack modifier. Must be followed by one attack from the player who played it. See Hotspot rulings.
<b>Nipple Gripple</b>	-1 HP. Can be blocked, evaded, or countered.
<b>Noogie</b>	-1 HP. Must follow a successful Grab. Can be blocked, evaded, or countered.
<b>Sack Tap</b>	-2 HP. Can be blocked, evaded, or countered.
<b>Skateboard</b>	-3 HP when used as an attack. Also functions as a defense card. Has 2 total uses. See Grab + Skateboard interactions.
<b>Tail Whip</b>	-4 HP. Can be blocked or evaded.



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