

# Overview

*Note: this is the rough draft of the rulebook. The layout, images, and graphics are all placeholders. The final version will look much prettier, but we would love feedback on the **clarity** of the rules themselves!*

## Introduction

In **Fight Sequence**, players take the roles of two psychics *thinking* about fighting! Using their psychic powers, they project mental images of themselves to act out what would happen in a theoretical fight between them.

The cards in your deck represent your **Actions** [*which are either **attacks** or **responses***] that come to mind throughout the mental bout. You and your opponent collectively build **sequences** of Actions that describe the ebb and flow of the match, and the first player who renders the other too exhausted to maintain the projection is the winner!

## How to Win

Be the first player to **deal any amount of damage to your opponent when their deck is already empty** to win the game!

**Attacks** are used to deal **damage** to your opponent, which is represented by **cards being discarded from a player's deck**. It's important to keep in mind that your deck is not only the pool of resources you draw from, it's also your health!

## Mod Contents:

- 2 **Academy** Decks [*40 cards each*]
- 6 **Armor** Tokens
- 6 **Resistance** Tokens
- 1 **Initiative** marker
- 2 **Build/Resolve Direction** markers
- 1 **5th/7th Action** marker
- 8 **rules reference** cards, 4 for each player

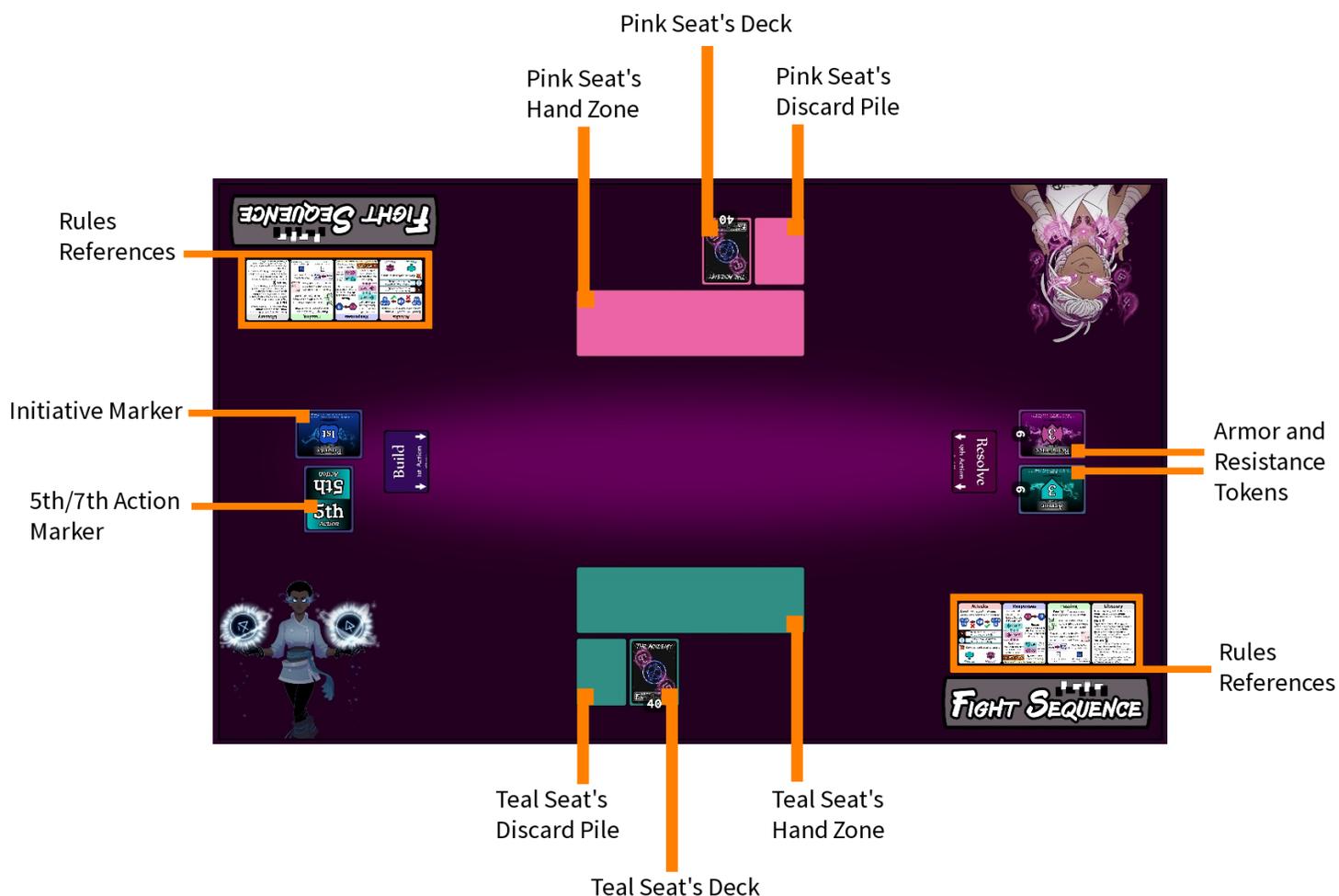
# Fight Sequence: Academy Deck Rules

We recommend all new players start playing *Fight Sequence* with the more streamlined **Academy decks** in this mod before moving on to the **Character decks**, which introduce a few more complex rules, card types, and effects.

The mod for the Character decks is in development!

## Setup

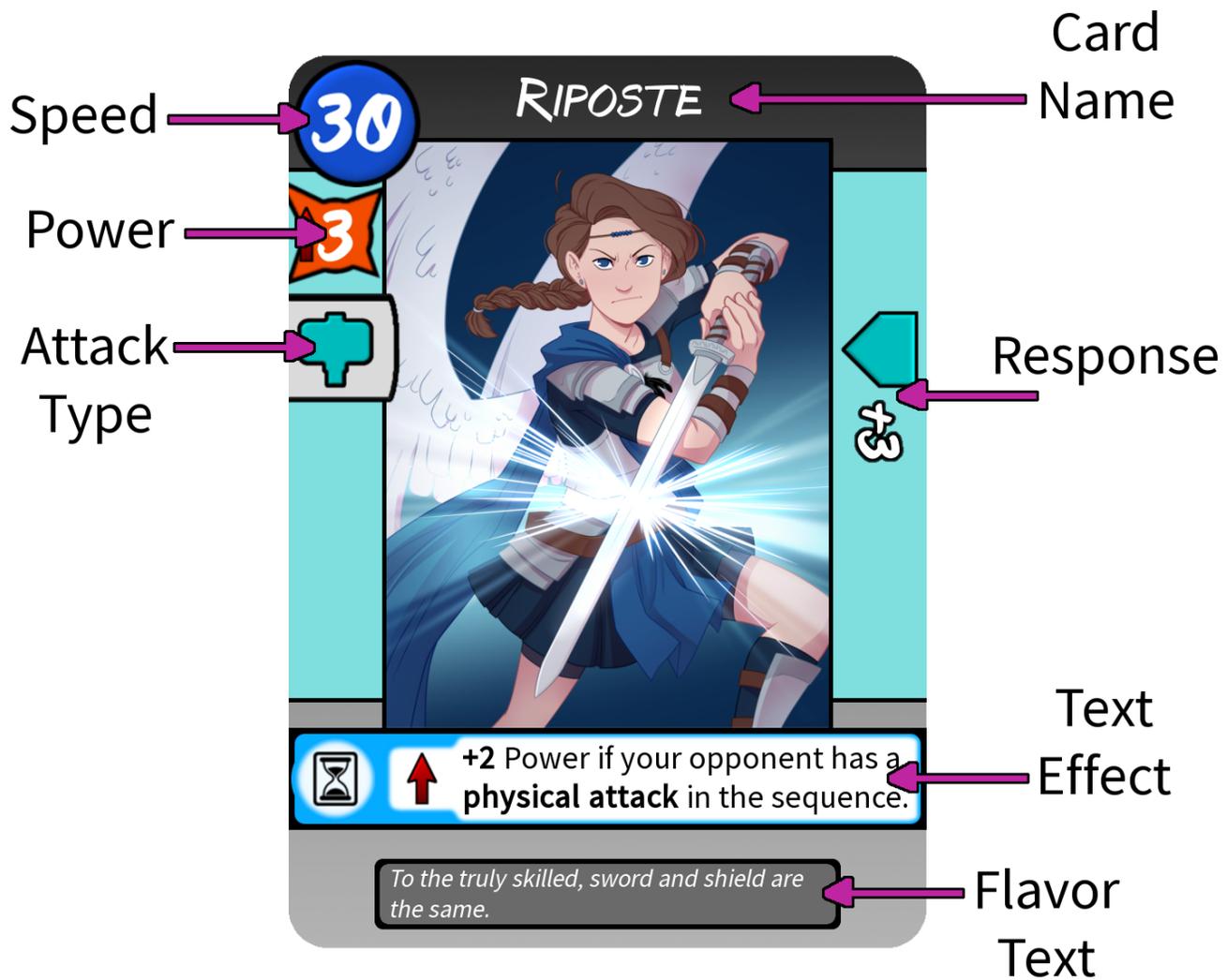
Since this is the [Screentop.gg](https://www.screentop.gg) version of *Fight Sequence*, the game is already set up on the table. Nice! Here's the anatomy of the mod:



To begin the game, players shuffle their decks and draw **5** cards. Randomly determine who will go first; they'll build the first **Action** into the first sequence.

*Note: hands in **Fight Sequence** are **hidden information**! You may look at your own hand at any time, but not your opponent's. Though the characters are powerful psychics, none of them are strong enough to read EVERY thought their opponent has!*

# Anatomy of a Card



**Card Name** - The name of the card

**Speed** - Determines when this **attack** can be played [\[page 5\]](#)

**Power** - The amount of damage this attack deals

**Attack Type** - Determines which **responses** can affect this attack

**Response** - The defensive Action this card can be played as [\[page 8\]](#)

**Text Effect** - An additional effect when this attack is played or resolves

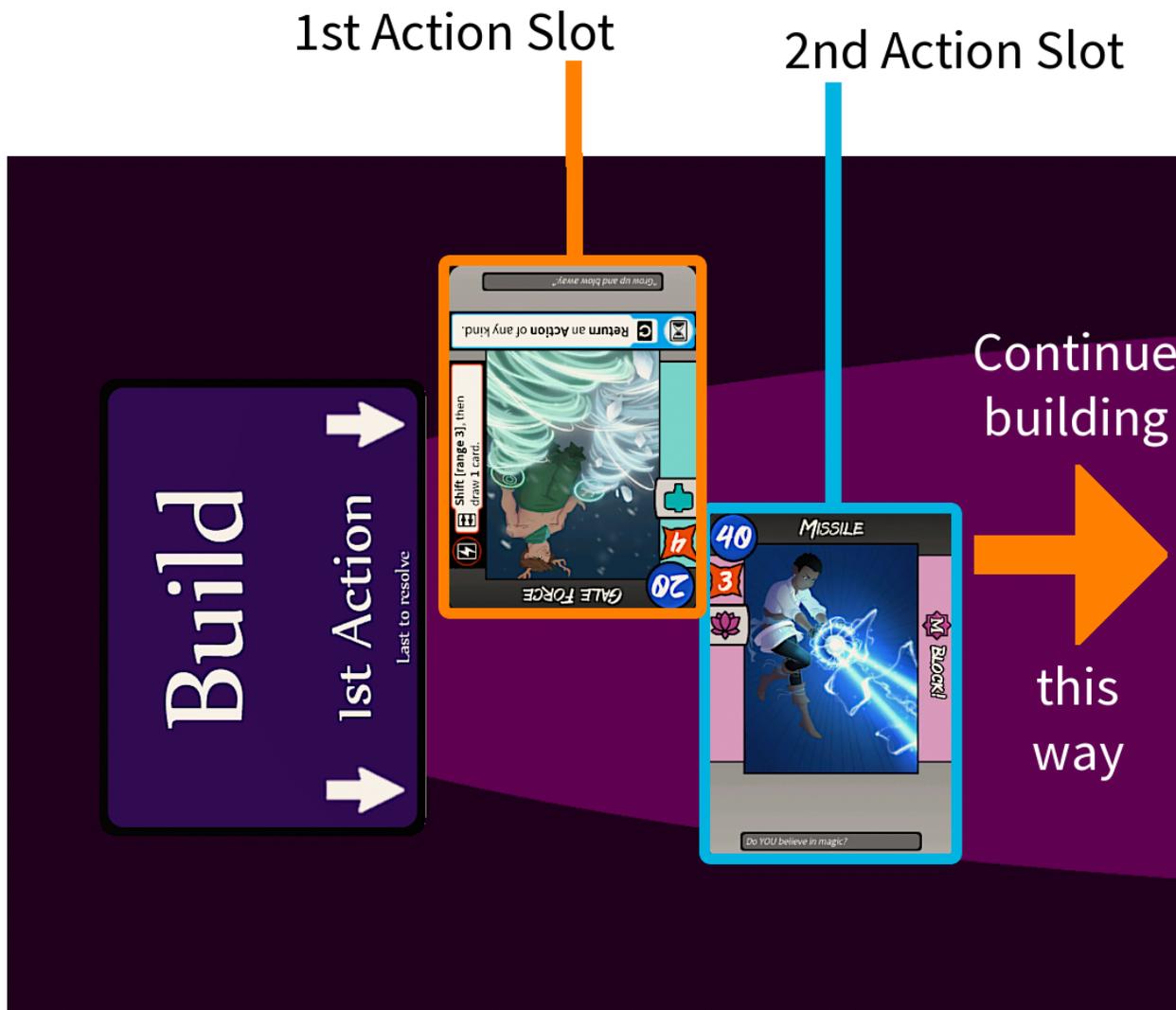
**Flavor Text** - Story and lore text that doesn't affect gameplay

# Gameplay

*Fight Sequence* is played over a series of rounds, known as **sequences**, until one player is defeated by taking any damage when their deck is already empty. Each sequence is one series of **Actions** collectively built by both players, who take alternating turns either adding to the sequence or passing until both players pass consecutively.

## Building a Sequence

On each turn, you will **attack**, **respond**, or **pass**. Attacks and responses are **Actions** that build the sequence, while passing indicates you don't build an Action into the sequence this turn and instead draw a card. Sequences begin being built in the **first Action slot**, adjacent to the Build Direction reference card, as pictured here:



The sequence is finished being built and **begins resolving in reverse order** when there are **two consecutive passes**, either voluntarily or because the sequence reached the **nine-Action limit** and forced

both players to pass. This means you **build the sequence in its entirety** before *anything* in the sequence resolves!

*Note: Placing the double-sided “5th/7th Action” marker cards above or below the appropriate Action can help you keep track of how many Actions are in the sequence as you build!*



The following sections will describe attacking, responding, and passing in detail.

## Attack

Actions built by playing cards in the **vertical/portrait** orientation are **attacks**, and are how you **damage** your opponent and win the game.

### *Speed:*

**Speed** is the number in the blue circle in the upper-left corner of a card. In order to build an attack into the next available slot in the sequence, it must **meet or exceed the Speed** of the Action most recently built. *[The Speed of any previous Actions don't factor in, only the most recent one!]*



Cards will always have a Speed value of **10, 20, 30, 40, 50, or 60**. A higher number denotes a greater Speed.

When a card is played as an attack, ignore the **response bar** on the right - everything else is relevant information. *[Essentially, everything oriented the same way as the card is played is what matters.]*

### *Power:*

When an attack **resolves** in the sequence, it will deal damage to your opponent equal to its **Power** *[the number in the orange icon directly below the Speed]*.



A player will discard one card from the top of their deck for each point of damage they take.

### *Attack Types:*

The two **attack types** are **physical**, represented by a blue hammer icon, and **magical**, represented by a purple lotus icon. They primarily dictate what **responses** work against them *[the two most common response types are also either **physical** or **magical**]*, and some text effects interact with or reference other cards of specific attack types.



**Physical**



**Magical**

### Text Effects:

There are two different timing windows for text effects: **timed** effects and **immediate** effects.



**Timed effects** are in blue-bordered textboxes and have an hourglass icon on the left side. Like virtually everything else in *Fight Sequence*, timed effects of any attack resolve when that attack **resolves** in the sequence.

Timed effects always resolve *before* an attack deals its damage; for example, when resolving the attack *Gale Force*, you'll first resolve its "Return an Action of any kind" effect before it deals 4 damage to your opponent.

**Immediate effects**, however, resolve **as soon as they're built** into the sequence! They're in the red-bordered textboxes and have a lightning bolt icon on the left side. Once you build any Action that has an immediate effect, resolve the effect right away, before your opponent takes their next turn.

Any attacks with immediate effects still deal their damage when they **resolve**, like any other attack.



### Shift:

**Shifting** Actions is one of the primary ways to manipulate the sequence and disrupt your opponent's plans. To resolve a **shift**, **target** any Action in the sequence **within range**, then move the targeted Action left or right **one** slot in the sequence. The Action in the slot that the target is moving into takes the target's old spot. Effectively, you're making **two adjacent Actions switch places**.

The **range** of a shift is always written out in the effect. For example, on the card *Divert*, it reads "Shift [range 1]". The Action with the shift effect itself is always **range 0**, so in *Divert's* case, it can target either itself [*range 0*] or the Action it's built next to [*range 1*], then have the target switch places with one of the Actions neighboring it on either side.



In this example, your opponent has followed your **Pressure** with their **Flare**, which gets a Power boost if it sees the opponent has a magical attack in the sequence. You decide to play **Divert** to disrupt their plans with a **shift!**

**Divert** has a shift range of **1**, so it can target itself [range 0] or the **Flare** adjacent to it [range 1]. **Pressure** can't be the **target** of the shift, as it's too far away [range 2].



You target the **Flare** with your shift, which will move it one Action slot to the left or right, switching places with what is currently in that slot.



By moving **Flare** to the left, your **Pressure** will now resolve **before Flare**, so **Flare** won't see it in the sequence and get a Power boost from it! You can't target the **Pressure** directly because it's too far away from **Divert**, but it can still be moved by targeting the preceding Action and choosing to move it in that direction.

*Note: regardless of the range of the shift effect, a single shift effect can only ever move a card **one** slot!*

### **Return:**

**Returning** removes a **target Action** from the sequence and puts it back into the hand of the player who built it. Each Action after the returned one slides down one slot to fill in any gaps in the sequence.

Unlike shifts, returns can target an Action **at any range**. However, they often have their own built-in limitations that must be followed, such as **Ice Blast** only being able to target attacks and not responses with its return effect.

### **Respond**

**Responses** are cards played in the **horizontal/landscape** orientation, and are how you protect yourself from your opponent's damage and effects. When building a response, the *only* part of the card that matters is the **response bar** - you ignore all other parts of the card, *including Speed!*

Responses don't care about Speed at all: **any response** of any card can be built **adjacent to any Speed**. However, since they have no Speed themselves, it's effectively **0** - they "reset" the Speed of a sequence. Thus, whenever you respond, your opponent can follow up with any Action of any Speed they wish.



In this example, you've played **Thrust**, one of the fastest attacks. Your opponent has no attack in hand that can meet or exceed the Speed of **Thrust**; instead of passing here, they decide to play a **response** to defend themselves from **Thrust** and "reset" the Speed of the sequence.

The **Slash** that they used to respond with couldn't be built as an attack here because it's slower than **Thrust**, but **any response can always be played into the sequence**, since they ignore Speed!



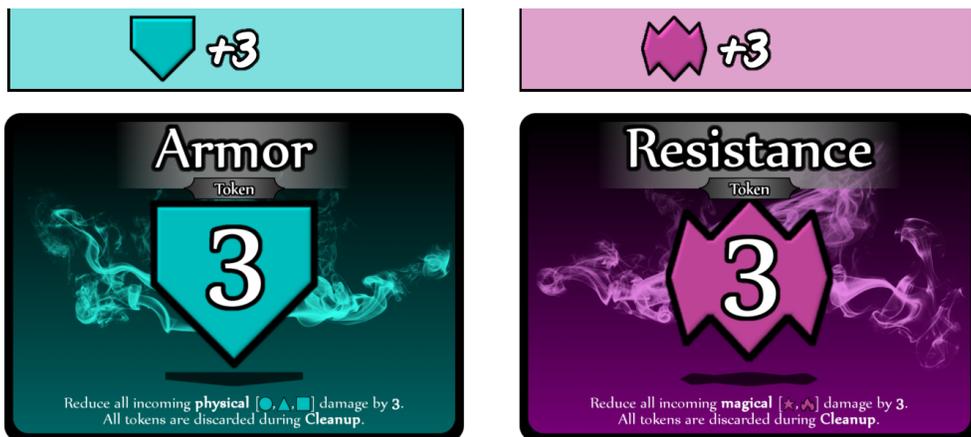
Now it's back to your turn, and since your opponent was kind enough to reset the Speed of the sequence with a response, you have the opportunity to follow up with your slower, stronger **Downswing** since responses have 0 Speed!

## Types of Responses

There are four types of responses - **defenses**, **blocks**, **Willpower**, and **text responses**.

### Defense:

**Defenses** are responses that provide a special **Token** when they resolve, which you keep for the rest of the sequence. There are two types of defense Tokens: **Armor** [which reduces physical damage] and **Resistance** [which reduces magical damage].



Once you have an Armor or Resistance Token, you reduce EACH incoming damage of the matching type by the amount of Armor/Resistance you have **for the rest of the sequence!**

The diagram illustrates how an Armor token works in a sequence of attacks. It shows three attack cards: **LUNGE** (30 cost, 4 damage, physical), **SLASH** (40 cost, 3 damage, physical), and **THRUST** (50 cost, 2 damage, physical). A **MISSILE** card (40 cost, 3 damage, magical) is also shown. A **Downswing** card (20 cost, 5 damage, physical) is shown with a +3 Armor token. The diagram shows that the Armor token reduces the damage from the three physical attacks (4, 3, and 2) to 1, 0, and 0 respectively. The text "Armor reduces physical damage" is shown with an arrow pointing to the reduced damage values.

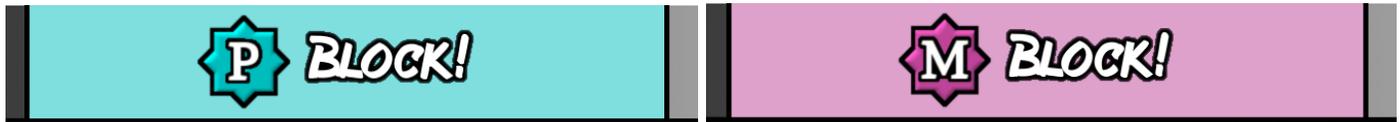
**Armor** and **Resistance** reduce *all* matching damage you would take for the rest of the sequence.

In this example, the **+3 Armor** response of **Downswing** is stopping **3** damage from three different attacks; that's **8** damage total, stopped by one response!

Note: you don't get your Armor/Resistance Token until the response that provides it **resolves**, so it won't reduce any damage from attacks resolved **before** it.

### Block:

Just like attacks and defenses, blocks are also either **physical** or **magical**.

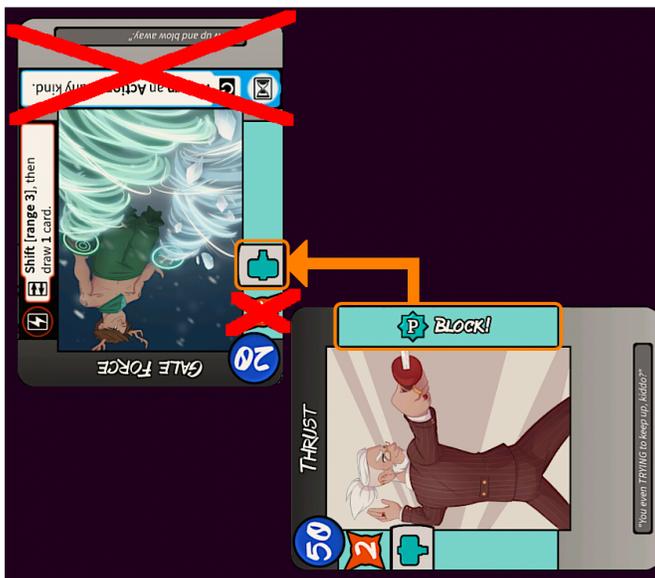


A **physical block** [left] and **magical block** [right].

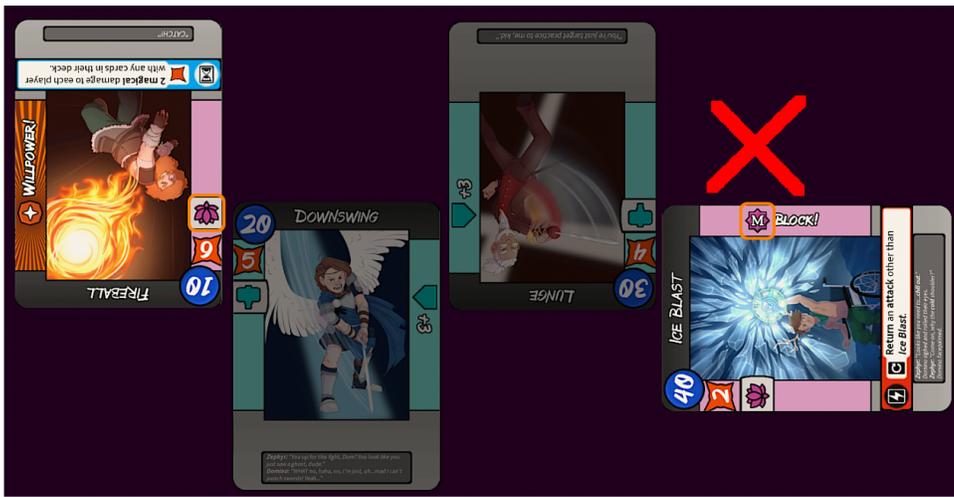
When you resolve a block, it will **discard your opponent's adjacent Action** if it's the same type as your block [physical or magical], removing it from the sequence entirely before it gets the chance to resolve!

There are a few things to keep in mind regarding blocks:

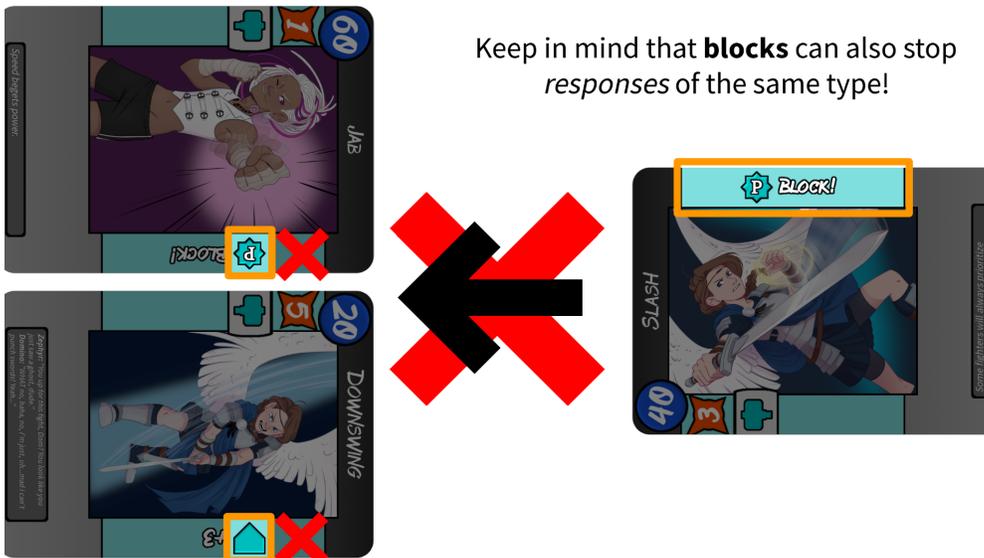
- Blocks prevent **timed** effects from resolving, since they discard the blocked card from the sequence entirely. However, they do nothing against **immediate** effects since those have already happened.
- Blocks only work on the **adjacent** Action, so they can't affect something further down the sequence.
- Blocks don't discard your *own* Actions; blocks only work on your opponent's cards.
- **Blocks can discard responses** as well as attacks - even other blocks!



A Block will discard your opponent's adjacent card out of the sequence before it resolves, if the types match. Neither the damage nor the text effects of the discarded card will resolve, since it's removed from the sequence.



Blocks only work on **adjacent** cards; they don't have "range" so they won't work on anything farther along in the sequence.

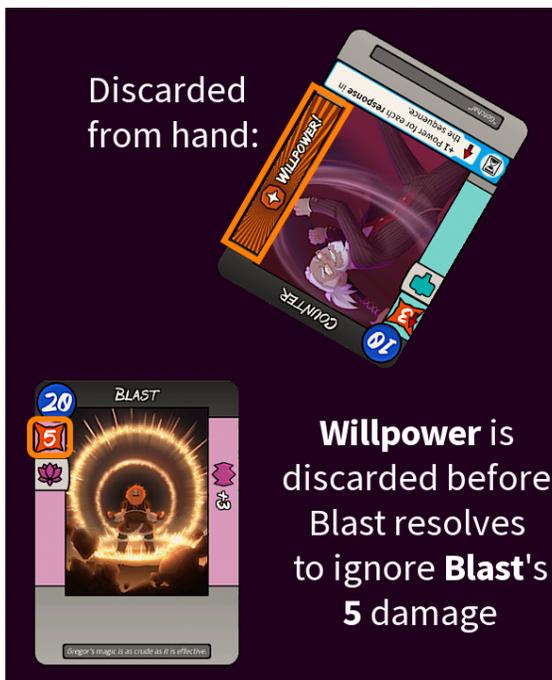


Keep in mind that **blocks** can also stop responses of the same type!

### Willpower:

**Willpower** is a unique response in that you can build it into the sequence as an Action, or you can **interrupt the resolution of a sequence** by discarding a Willpower from your hand to resolve it immediately!

When you resolve a Willpower *[via either method]*, you **ignore the next instance of damage** you would take in the sequence. This can be physical OR magical damage, but like defenses, they do nothing against text effects *[such as Gale Force's Return effect]* or other responses.



### *Text Responses:*

Occasionally, you'll see responses that look like text effects, such as on *Push*. Resolve these the same way you would an attack's text effect.

### Pass

**Passing** indicates you build no Action this turn. Whenever you pass, you **draw one card** from your deck. The **first** time either player passes each sequence, they get **initiative**, indicating they'll build the first Action in the *next* sequence. *[The player with initiative cannot pass on their first turn in the new sequence; they must build an Action into the sequence on their first turn.]*

The sequence **resolves** when there are **two consecutive passes**, one from each player. No more Actions will be built into the sequence at this point. *[Details for resolving the sequence are on the next page.]*

If you pass and your opponent follows it by building an Action into the sequence, you can attack, respond, OR pass again. Passing **does NOT lock you out** of taking future turns in a sequence.

The **maximum** number of Actions any sequence can hold is **9**. Thus, if there are already 9 Actions in the sequence when it's your turn, you're **forced to pass**, drawing a card *[and taking initiative if it hasn't been claimed yet]*. Your opponent must pass as well, which will force the sequence to resolve.

Keep in mind that players can pass before this limit is reached, so not every sequence will be 9 Actions!

## Resolving a Sequence

Sequences resolve **in the reverse order** they're built in. This means that the **last** Action played will be **first** to resolve. After each Action resolves, it moves to its player's discard pile.



When you resolve an **attack**, you first resolve any timed effects in its textboxes. Then, your opponent takes damage equal to its Power, discarding one card from the top of their deck for each point of damage taken.



Your **Jab** here is the last Action in the sequence, so it's the first to resolve. It deals your opponent 1 damage, meaning they discard 1 card from the top of their deck. Then their **Missile** resolves, dealing you 3 damage.

When you resolve a **block**, you'll discard the adjacent attack or response if it's your opponent's card **and** the types match *[otherwise, the block is discarded with no effect]*. No part of the blocked Action will do anything. *[Any **immediate** effects on the blocked card will have already happened, so they're unaffected by the block.]*

When you resolve a **defense** *[Armor +3 or Resistance +3]* response, you'll take the appropriate Token and keep it until this sequence finishes resolving. While you have the Token, all damage you would take of the matching type is reduced by the amount on the Token[s].

If you collect multiple Tokens of the same type, their effects are cumulative; for example, if you resolved a second Armor +3 response to get a second Armor Token, you would take 6 less damage from all physical attacks for the rest of the sequence!

The diagram illustrates a sequence of events in a game. At the top, three cards are shown from left to right: **BLAST** (20 power, 5 cost, 1 mana), **DVERT** (30 power, 3 cost, 1 mana, with a 'Shift [range 1]' ability), and **FLARE** (30 power, 3 cost, 1 mana, with a '+2 Power if your opponent has a magical attack in the sequence' effect). Orange arrows point from the Blast and Dvert cards towards the Flare card. Above the Flare card is a box labeled '7th Action'. A large black arrow points down from the Flare card to a **Resistance Token** (3). The text below the diagram reads: 'You take this Resistance Token when your Resistance +3 response resolves'.

Next, your **Resistance +3** response resolves, giving you a Resistance Token that you keep for the rest of the sequence. The next Action is your opponent's magical block, which discards the adjacent response - your other **Resistance +3** response.

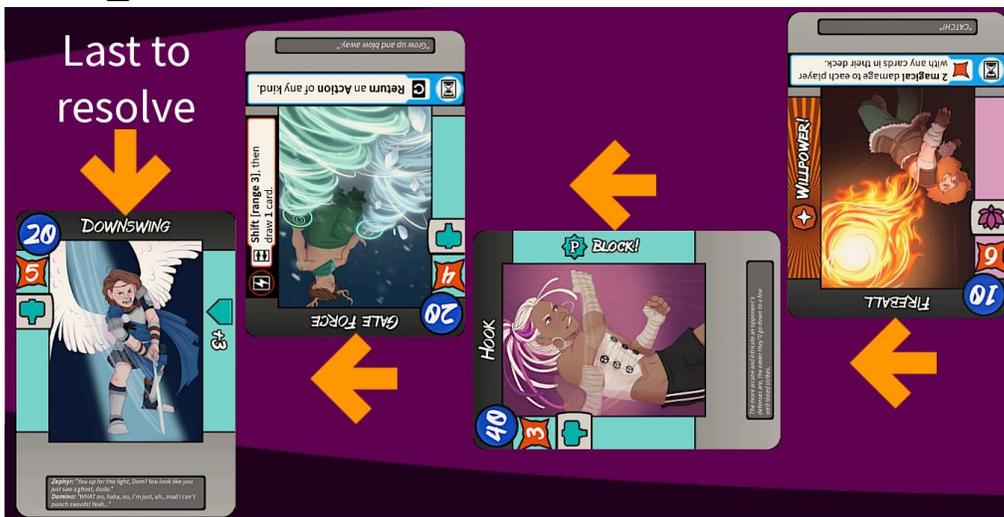
Since this response is **blocked**, it's discarded out of the sequence before it resolves, so you don't get a second Resistance Token.

Resolving a **Willpower** response is similar to resolving a block, in that you ignore the next instance of damage you'd take from the adjacent Action. Any text effects on the attack you ignore the damage of will still happen, though.

Remember that you can resolve a Willpower response by discarding it from your hand as the sequence resolves! This allows you to surprise your opponent by taking less damage than they anticipated, as well as get around the restrictions that playing Willpower as a response comes with.



As your **Downswing** is about to resolve, your opponent discards a card with a **Willpower** response from their hand, allowing them to ignore this instance of damage!



Your 3 Resistance reduces ALL instances of magical damage you would take by 3, so you don't take the 2 magical damage from **Fireball's** text effect, and you stop 3 out of 6 damage from its Power!



The next Action to resolve is your opponent's **Fireball**, which deals 2 magical damage to both players via its text effect, then 6 magical damage to you. However, your 3 Resistance stops all of the damage you'd take from the text effect [your opponent still takes 2!] AND 3 of the 6 damage you'd take from Fireball's Power, since Armor and Resistance last for the entire sequence!

Next is your physical block, which discards your opponent's **Gale Force** from the sequence. Neither its damage nor its timed effect will happen, so your opponent won't get to return anything with it.

The last Action in the sequence is your Downswing, set to deal your opponent **5** damage - unfortunately, they had a Willpower in hand to discard as your Downswing resolved, so they ignore that damage!

## Cleanup:

After all of the Actions in the sequence fully resolve, the **Cleanup** phase begins. Both players complete the following steps in order:

1. Discard all Tokens, returning them to their appropriate locations to the side of the play area.
2. Draw cards until you have **5** cards in hand.

*[If you have **more than 5 cards** in hand at Cleanup, you'll instead "un-draw" cards: put cards from your hand on top of your deck until you have exactly 5 cards in hand.]*

Once these steps are completed by both players, the next sequence begins! The player with initiative *[acquired by being the first to pass in the previous sequence]* will build this sequence's first Action. Keep in mind that the first turn of a new sequence can't be used to pass.

## End of the Game:

To win the game, you must deal your opponent any amount of damage **when their deck is already empty**. This means that if you deal any damage while your opponent has **at least one card** in their deck, it won't defeat them - even if the damage you deal *exceeds* the number of cards in their deck! It will simply reduce them to 0 health *[0 cards in deck]*, and you need to deal them at least 1 damage one more time to defeat them.

Similarly, if a player must draw a card *[from passing, Cleanup, or otherwise]* but can't, they're still in the game! Their only penalty is not being able to draw the card[s].