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Important Safety Note!!!

Absolutely do not actually physically attempt the mixed martial arts techniques portrayed within this game (or on tv or anywhere for that matter.) Such techniques are ONLY to be performed by trained athletes. Performing these techniques could cause serious, crippling, or even mortal injury.

Parents! : Be informed. Though martial arts are wonderful disciplines for both adults and children to learn, and mixed martial arts is an exciting and fascinating sport; many martial arts techniques exploit the human body's weaknesses to certain pressures and leverages that are extremely dangerous to "play" with. Be certain your children do not harm themselves or others by emulating any martial art technique they may have ever seen. Anyone that ignores this warning does so at their own risk. Also, Keep the plastic packaging and small pieces like dice and game markers away from small children.

Number of Players

Note that if you only own one game, only two players will be able to fight at one time. You may still have a multiplayer tournament, but matches will have to be done one at a time in whatever round robin, elimination, etc... tournament style you choose. Matches between experienced players are often finished in less than ten minutes, and many players find the game almost as much fun to watch as it is to play, but it is recommended that you have one Knockouts and Tapouts game for every pair of players. The choice, of course, is yours.

First Time Setup

Take all 8 of the Rules Cards and put them in order. (You're reading Rule Card #1 right now.) Next, find the card containing both the Stat Markers and the Position Marker. It's the card covered with 31 small, blank, grey squares and a single larger black square marked 'Position'. Cut out these markers with a pair of scissors. (Or if you prefer, you may use something else as Stat Markers. Use bingo chips, craft supplies, or a handful of beans etc... virtually anything that is about 1cm in diameter will do.)

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Move the Position Marker to Long Range. (Slide the Position Marker along the gap between each player's Playchart until it is in-between the squares on your Playcharts marked 'Long Range' with the arrows on the Position Marker each pointing at these respective squares.)

Next find the Stat Cards. There are six of them. Two are marked 'Experience', two are marked 'Heart/Striking/Grappling', and two are marked 'Conditioning'. Each player takes one of each type. Place your three Stat Cards in a row below your Playchart. (Again, refer to the picture.)

Find the two 'Great Style Description' cards and give one to each player (put them where you can read them.) Find and read the two 'Quick Reference Card for Order of Play' cards. Give one to each player. This card is extremely important. It will soon allow you to play the game at a blistering pace simply by referring to 3 simple steps. It is also a great tool for quickly teaching somebody how to play.

The remaining 61 cards make up the playing deck. Cards within the playing deck each have a large photo depicting the various actions that may occur during the fight.

Finally, each player must create a fighter. (Note: Who must create their fighter first? If you have already just finished a match, the player who won, must keep their fighter as it is (players must get a chance to beat the champ.) If the last game was a multi-player tournament, the champion must keep their fighter as it is for the next tournament, the second place player must now create their fighter, followed by the third place finisher and so on. This gives the players that were less fortunate in the last game a chance to see what they are up against and custom design a fighter that they hope to be the next champion. However, anyone may choose to use the same kind of fighter every time they play, but where's the fun in that?

Fighters have five different Stats. They are Experience, Heart, Striking, Grappling, and Conditioning. To create a fighter, take nine Stat Markers and place them one at a time on any of the Ready squares on any or all of your Stat Cards. Only one Stat Marker may be placed per Ready square, and no more

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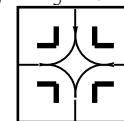
You must have six normal six-sided dice (not included) to play. It is recommended that you get an inexpensive, clear plastic box from a sports trading card store or a small plastic resealable sandwich bag to hold your cards and Markers. This will allow you to fit the entire game easily into your pocket. Then you can challenge your friends at any time.

Game Setup

First, give each player three dice. Next, put the Stat Markers out of the way, but where both players can reach them. Place the Position Marker in the centre of the table between you. Now you must separate the cards. Note that not all cards are part of the deck with which you play the game. Find the Colour Cover and Bar Code cards that were on the top and bottom of the pack before you opened it. Set these two cards aside, you don't need them to play. However, the Bar Code card contains a photo of a game in progress. Refer to this photo when unsure that you are setting up the game correctly.

Next, find the colour Playchart cards. There are eight of them. These are the only remaining cards that are printed in colour. Each of these cards has a tiny green or yellow "L"-shaped mark on one corner of the card. One player takes the four cards that contain a yellow mark, and one takes the remaining four green ones.

Now, assemble your Playcharts by placing all four of your Playchart cards together so that the coloured "L"-shaped marks all point to each other. The coloured "L"-shaped marks will be near the centre of where your four cards touch each other. See the diagram to the right.



Each of you now slides your assembled Playchart towards your opponent. Make them almost meet at the Position Marker (you placed it in the centre of the table earlier) so as to create a gap between the two charts, within which the Position Marker may easily slide from side to side on the table's surface. This gap is called the Position Track. (Remember to look at the photo if you aren't sure what to do.)

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than three Stat Markers on each one of the five different Stats.

Remember: Even though there are 15 different Styles to choose from on the Experience Stat card, Experience is a Stat, therefore you must limit yourself to no more than three Stat Markers there. (The Ready squares on the Experience Stat card are simply the blank squares under each Style name.) Notice that one card contains the three separate Stats: Heart, Striking, and Grappling. (Hint: You should probably put three of your nine Stat Markers into either your Striking or Grappling or you will find it difficult under most circumstances to mount an effective offence. New players disregarding this warning will almost always lose!)

Once you have placed all nine of your Stat Markers, you may take two extra bonus Stat Markers for each Stat Marker that you have already put into your Conditioning Stat. These bonus Markers MUST go ONLY into the Ready squares on your Conditioning Stat card. (You will later discover how these bonus Conditioning Markers greatly protect and insulate you from non-critical hits.)

Each player now draws a hand of five cards plus one extra card for each of your Experience Stat Markers. (So, if you put two Stat Markers on your Experience card, you will always have seven cards in your hand at the end of the Heart Phase.)

Players must now agree on which of them the black side of the Position Marker will represent and which of them the other side of the Position Marker will represent. There is no advantage either way. Whether the Position Marker is face-up or face-down is simply a way to show which fighter is on the top and which player is on the bottom if fighters end up in a Position on the Ground.

Now, "touch gloves" with the other player to show that you're ready to fight.

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Order of Play

Mobility Phase:

This Phase determines where the Position Marker will be for the duration of the current game turn. This represents where the fighters are in relation to one another. It shows both distance and posture.

Each player rolls a single die and adds it to their Grappling Stat. (The number of Stat Markers that you currently have Ready in your Grappling Stat. Never count Hurt Stat Markers for anything.) However, if the fighters are Standing (Position Marker is in the blue area) either player may use their Striking Stat for this instead. The player with the greater total is now considered to be Mobile and has a number of Mobility Points equal to the difference between the two. (So if your total is 5 and your foe's total is 2, you have 3 Mobility Points for this phase and are declared the Mobile fighter for this turn. Simple.)

The Mobile player may move the Position Marker left or right one Position by subtracting the Mobility of their current Position (the numbers within the yellow stripe on your Playchart.) from their Mobility Points, but only if they have enough Mobility Points to spend. They may continue moving as long as they continue having left over Mobility Points to spend on the Mobility of each Position they wish to move FROM. Unspent Mobility Points are gone and not saved for a future turn.

If you enter the Ground, the Mobile player moving the Position Marker chooses and announces whether they are on the top or the bottom. The fighter on top will stay on top until Position leaves the Ground. Place the Position Marker face-up or face-down (as agreed earlier) to show whom is on top. The numbers above the slash on the Playchart apply to you. The numbers below the slash on the Playchart apply to the player on the bottom. (Therefore, if you are on the Ground, and you wish to switch from the top to the bottom or vice versa, you will need to become Mobile enough during a subsequent turn or turns to get the Position Marker to the Close Position, then move it back to the Ground again. The only exception being a Special card called "Reversal".)

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Example of a Mobility Phase: The fighters are at Long Range Position. Eric has a Grappling of 3 and rolls a 2 for a total of 5 for this turn. Chris has a Grappling of 1, but a Striking of 3. He chooses to use the 3 instead of the 1 (because Long Range is a Standing Position.) He rolls a 5 for a total of 8. They compare each other's totals. $8 - 5 = 3$. So, Chris is the Mobile fighter and now has a 3 Mobility Points.

This allows him to move the Position Marker to Mid, Short, or Clinch Position. He could even choose to leave the Position Marker at Long Range, but seeing that he plans to play a knee attack card during the Action Phase, he moves the Position Marker to the Clinch Position.

Special Note: Notice that the fighter on top in the Full Guard Position has two Mobility Factor numbers. This simply indicates that he needs to spend 3 of his Mobility Points to move to Half Guard Position or 2 to move to Close Position.

Whenever the Position Marker is moved, the player moving it should always announce to what Position they are moving so that both players are clear as to what the Position is.

Action Phase:

The Mobile player may now discard up to two cards of their choice or play one. Then, the other player exercises the same option. When executing an attack card, roll a number of dice equal to your Striking or Grappling Stat (depending on the action). Consult the Playchart. Each die that meets or beats the corresponding number on the chart is a success. (Note that you DO NOT add the dice together!) For each success that you achieve, your opponent must choose any Stat Marker and move it from the Ready column to the corresponding Hurt column on a Stat Card. Notice that Experience and Heart Stat Markers can never be Hurt. Hurt Stat Markers are useless and will have a chance to be restored to the Ready column during the Heart Phase. You may declare a Critical if you scored more than one success on a single attack. Simply forfeit one of the successes (doing one damage instead of two) for the right to choose which of your opponent's Stats gets Hurt.

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Special Note: A Critical Hold ends the match instantly with a Tapout. Scoring three successes in one Strike or Throw ends the match instantly in a Knockout.

Each attack card you play that Hurts your foe is set aside in front of you instead of being discarded. Make 2 face-up piles, one for successful Strikes and one for successful Grapples. These cards will be used later for scoring the round. Do not include any other cards such as Boost cards in these piles. Style cards used as any of your "Likes..." attacks are scored with your other successful strikes or holds, according to how you used each one. Played cards that don't go into scoring piles are discarded.

Heart Phase:

You must draw cards into your hand until your hand totals five plus your Experience. Roll a number of dice equal to your Heart. Each six restores any one Stat Marker from its Hurt column to its corresponding Ready column. Return now to the Mobility Phase.

Continue repeating these three Phases in order until the round ends.

Ending a Round:

The round ends the instant that the last card is taken from the playing deck. Players restore one Stat Marker of their choice to its corresponding Ready position. Regard the attack cards you set aside for scoring. Score one point for each successful Strike and two for each successful Grapple. The player with the most points wins the round. A tie means you've tied the round. Scoring cards, discards, and your hands are all shuffled back into the deck between rounds.

Ending a Match:

The match ends after two rounds. Fight one or more overtime rounds to break a tie. A match can end immediately at any time due to a knockout, a tapout, or by referee stoppage if he determines that a fighter is unable to intelligently defend himself (if at any time all of a fighter's Striking, Grappling, and Conditioning Markers are Hurt.) Fighters completely recover between matches.

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Other Rules and Clarifications:

Note that game deck cards have boxes containing text and photos; the photos and white text are merely there for your information and do not affect gameplay. However, black text is crucial to read.

If the Mobility Phase is a tie, the player who had Mobility last turn retains Mobility (they will get to act first during the Action Phase.) If Mobility is tied during the very first Mobility Phase of a round, nobody is Mobile, the Position Marker does not move, and the players continue on to the Action Phase (Where all that will likely happen is some voluntary discarding as the fighters are too far away.)

Unless stated otherwise, cards are played before the dice roll that they modify. Boost cards are played with the attack card they enhance before you roll the dice. Identical Boost cards may only be played one at a time, one per attack card. (i.e. you can't get a +2 by playing two sink Boost cards on one Neck Hold card) and you only play one attack card per Action Phase. Attacks under the current Position that have a corresponding blank box on the Playchart may not be played until the Position Marker moves to a Position where the attack has a box containing a number to meet or beat. So, during the Action Phase you must either play a valid attack card or discard zero, 1, or 2 cards.

The asterisk on the Playchart represents that the top player in a Full Mount may choose to move the Position Marker to Side Control, or Long Range if they win Mobility.

For those fighters that take the Style called "Likes to Throw" for your convenience here is the game text written on the "Throw" card {"If this throw hurts, do the following... After the next mobility phase, if the position marker is not on the ground, move it to full guard. (The mobile fighter chooses top or bottom as usual.) Note that the Throw is a Grapple but not a Hold. Therefore it can cause a knockout but not a tapout."} **Knockouts and Tapouts ® is a registered trademark of Heath Mark Gertridge. All game contents including, but not limited to, all text, charts, and photographs are copyright and the intellectual property of Heath Mark Gertridge. All rights reserved.**

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