

If the fighter is exhausted he can reshuffle the full discard pile into the fight deck.  
In the ring break the victory points are rewarded as stated in the victory point area on the fight plan. If victory points are rewarded the hit and knockdown area is cleaned by turning the cards backside up and placing them on the dotted area.

The rules up to this point represent the basic game. Further rules are following down below.

### Questions?

For questions about the rules or other questions concerning the game in German and English language please refer to the FlyingGames Forum: <http://forum.FlyingGames.de>

### Advanced rules

In the basic rules two black belt fighters of identical weight are fighting each other. Furthermore the complete fight deck of 60 cards is used.

The following tables give advanced players the possibility to simulate fights with kickboxers of other grades of mastery or with asymmetrical fighters, e.g. one with a higher belt but less weight.

In the belt grade table you can read how many cards the fight deck has (Deck), how many cards the fighter draws when attacking and regenerating (A/R), how much the fighter regenerates in the ringbreak (RB) and the maximum of cards in hand (Hand).

The recommended number of rounds a game should last for a fighter of this grade is (RD). White belt and yellow belt fighters are very rare in championships and are not recommended for this game due to the lack of tactical play.

Belt	Deck	A/R/RB	Hand	RD
white	20	1/2/10	3	-
yellow	30	1/2/11	4	-
orange	35	1/3/12	5	1
green	40	1/3/13	6	2
blue	45	1/3/14	6	3
brown	50	1/3/15	7	4
black	55	1/4/16	7	5
1. Dan	56	1/4/17	7	6
2. Dan	57	1/4/18	8	6
3. Dan	58	1/4/19	8	6
4. Dan	59	1/5/20	8	6
5. Dan	60	1/5/21	8	6
6. Dan	60	1/5/22	9	6
7. Dan	60	1/5/23	9	6
8. Dan	60	1/5/24	9	6
9. Dan	60	1/5/25	9	6

There are the following weight classes:

Bantam Weight	(- 54 kg)
Feather Weight	(- 57 kg)
Light Weight	(- 60 kg)
Light Welter Weight	(- 64 kg)
Welter Weight	(- 67 kg)
Light Middle Weight	(- 71 kg)
Middle Weight	(- 75 kg)
Light Heavy Weight	(- 81 kg)
Cruiser Weight	(- 86 kg)
Heavy Weight	(- 91 kg)
Super Heavy Weight	(91 kg +)

Per difference of one weight class the lighter fighter must sort out one Power card from his fight deck. If there are not enough Power cards, he must reduce his regeneration in the ringbreak by the surplus number of classes.

### WKA - World Karate and Kickboxing Association

The WKA is the biggest Kickboxing Association in the world and present in more than 130 countries.

[www.Kickboxing.de](http://www.Kickboxing.de)

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FlyingGames Spieleverlag - Markus Still  
Im Oberviertel 10  
76 229 Karlsruhe - Germany

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<http://forum.FlyingGames.de>

## Klaus Nonnemacher's Kickbox Champion

Two masters of Kickboxing are facing each other in a hard but fair fight for the world championship. The winner of the fight will be the new Kickbox-Champion.

The course of the game is akin to realistic WKA kickboxing. It communicates useful knowledge for kickboxing beginners and is fun for advanced fighters. The rules are easy to comprehend and create a tactical and exciting kickboxing experience.

The game is recommended by Klaus Nonnemacher, eight times world champion in kickboxing and other martial arts. Furthermore he is Master of Art in sport science and education. Since november 2008 he is leading the WKA as World President.

### Content

Fight Deck Red Corner (60 cards)  
Fight Deck Blue Corner (60 cards)  
1 Fight Plan (Din-A-3)  
1 Round Die  
1 Instruction Sheet (this one)

### The cards

There are playing cards with outlines in four different colours:

red	attack
green	defence
orange	combo
blue	enhancement

Some cards have two colours (red and green). They can be used as attack or as defence.

In the lower right corner of each card is the initiative number for determining the starting player. In the lower left corner is the card's matching belt colour.

### Starting the Game

Both players draw a hand of 7 cards from their well shuffled fight deck. A hand of 7 cards is the maximum each player may hold. If a player draws more than 7 cards, he must choose to discard the surplus before he is allowed to play his next card.

If a player has no red or green cards at the beginning, he may draw 7 new cards and reshuffle the disliked hand back into the fight deck.

### Victory by knockout or victory points

When a fighter knocks down an exhausted opponent, or when knocking down an unexhausted opponent and scores a further combo hit, he knocks him out and wins the fight. If nobody is knocked out, the game takes 6 rounds with 15 phases each. In this case the player with the most victory points at the end of the game wins.

At the end of each round the fighters gain victory points (vp). If a fighter scored more hits onto his opponent in this round he gains 1 vp. If he scored 7 or more hits he gains 2 vp. The fighter which scored more knockdowns gains 1 vp. So in each round, a maximum of 3 vps can be gained by both fighters.

### The fight plan

The fight plan has different areas. The **round clock** with a white starting field and 15 yellow phase fields is located in the center. The round die is moved one field along the clock by the active player at the start of his turn. If the round die is at the end of the round clock, the round shown on the die is finished.

In the lower right is the **fight deck** which shows the endurance and fighting abilities of a fighter. At the beginning the complete fight deck is shuffled well and placed backside up on this area.

Left of the fight deck is the **discard pile** where all played cards are discarded face up during the game. In the ring break between two rounds a number of cards is reshuffled into the fight deck.



This corresponds to the recreation of the fighter's endurance during the break.

In the lower left is the **hit area**. Here all cards are placed face up a player gets drawn off his hand by the opponent as consequence of an undefended hit, as well as all cards which are drawn off the fight deck as consequence of a knockdown.

All cards placed here are out of play. At the end of each round the face up hit cards are compared to determine victory points. Thereafter they are placed crossways face down onto the dotted hit area.

On the **knockdown area** a card is placed each time a fighter gets knocked down. The card is taken from the hit area.

On the **victory point area** one card is placed for each victory point gained at the end of each round. These victory point cards are taken from the opponent's hit or knockdown area.

If no fighter is knocked out during the fight, the victory points decide who is the winner. If the number is equal, the fight is a draw and has to be replayed as soon as possible.

### The hand

The hand with a maximum of 7 cards is the strength of a fighter. The number of cards shows how many actions he can take, how much hits he can compensate before going down and how complex his tactical moves can be.

If a fighter performs an action he has to play the appropriate card from his hand. The played cards are placed face up on the discard pile at the end of each phase.

### Starting player

At the start of the fight the starting player is determined by both fighters playing one of their cards from hand face down and then revealing it simultaneously. The fighter with the higher initiative number wins and takes the first turn. The revealed card is discarded and both players can redraw one card from the fight deck. If the initiative number is equal the process has to be repeated.

The starting player is determined every time after a knockdown or if it's written on a played card. If a player has no cards in hand, he must take the top card of his fight deck instead, but then he is not allowed to redraw.

### Rounds and phases

A full fight takes 6 rounds of 15 phases each. In each phase a player can take his turn by attacking or regenerating. Between each round is a ring-break where fighters regenerate their fight deck. The starting player begins in phase one with his first turn as attacker. Then the players alternately take their turns until one is knocked down or a special card is played (e.g. Backstep, Clinch or Back-Kick) telling 'determine starting player'. Then the game proceeds with the new starting player.

At the start of an attacker's turn he must move the round die one step forward on the round clock. If he forgets to move the die, the opponent may draw one card from his hand and put it onto the discard pile.

After moving the round die the attacker may draw a card and has two options. He may attack by playing cards from his hand or he can regenerate his hand and draw up to three more cards. Drawing cards is always optional. A player may draw all of the cards he is allowed to or only some of them. Because of this a player may never draw cards at a later point of play if he has forgotten to draw.

One player's turn of attacking or regenerating is one phase. 15 phases are one round. A standard fight takes 6 rounds.

### Attacking and defending

The attacker starts always with a red attack card (boxing or kicking attack).

The opponent may defend himself against this card by playing a green defence card (e.g. Block). If he doesn't defend he is hit by the attack.

The attacker may add up to two blue enhancement cards to a red attack card. This leads to more hits or the elimination of a defence card. The defender may play further defence cards or enhancements to his defence card as well to strengthen his defence.

Each attack or defence may only have up to two enhancement cards. This includes normal cards which must be played together with some attack cards (e.g. to increase the hits).

The defender may play a second Block if the first one is discarded by a Gap.

Any two cards can always be played as a Block but they may not get an enhancement.

If the defence is successful the attack does no hit. If the defence is unsuccessful the attack causes a number of hits shown in red on the yellow star on the attack card. The hit number can be increased by Power or other cards if told by the card text.

The successful attacker draws one card for each hit from the defender's hand and puts it onto the defender's hit area.

If the attacker causes more hits than the defender has cards in hand, the defender is knocked down but not necessarily knocked out. Surplus hits are drawn three times from the fight deck.

A fighter is exhausted if he has emptied his fight deck the first time. If an exhausted fighter gets knocked down, he is automatically knocked out and has lost the fight.

Example: Attacker plays Sidekick. Defender plays Block. Attacker enhances Sidekick with Blitz. Defender has no Blitz, so the Sidekick is successful. Attacker enhances Sidekick with Power and delivers 2 + 1 hits. Defender has only one card left in hand and places it on the hit area. The two surplus hits are drawn three times from defenders fight deck (6 cards!) and he is knocked down. Defender's fight deck only has 5 cards left, so he is exhausted and doesn't get up again. Attacker wins the game by knockout.

### Attack-Combo

If a fighter has finished an attack, he can play a Combo card and a further attack, even if the first attack was blocked. The two attacks have to be linked by a Combo card.

With Box Combo only two boxing attacks can be combined, with Combo any attack can be combined. With Double Kick Combo only two kick attacks can be combined.

Exception: For the basic Jab-Punch-Combination no Combo card is needed.



### Exhaustion

If there are no more cards in the fight deck and the fighter draws a card the complete discard pile is reshuffled as a new fight deck. Now the fighter is exhausted for the rest of the game and receives one card less at the start of his turn (0 instead of 1 if attacking and 3 instead of 4 if regenerating).

If an exhausted fighter is knocked down, he is automatically knocked out and has lost the game.

### Hits and knockdowns

If a fighter scores one or more hits, he may draw as many cards from the hand of his opponent as he scored hits. E.g. a Jab scores one hit. If the Jab isn't defended, the attacker draws 1 card from the opponent's hand and puts it face up onto the hit area.

If a fighter hasn't enough cards on his hand so that his opponent can draw all hits, he is knocked down and the opponent removes the surplus hits three times from the fighter's fight deck instead. Now he is down for the count by the referee and if he is not exhausted he regenerates to 7 cards minus the surplus hits he received. The attacker regenerates in the neutral corner up to 7 cards.

### Victory by knockout

There are three possibilities to win the game by knockout.

A fighter being knocked down getting a further hit by a Combo attack draws a reflex defence card from the fight deck. If the reflex defence card isn't a defence or the defence is neutralized by Blitz or Defense Gap, he is being hit twice while being knocked down and knocked out.

A fighter receiving 4 surplus hits for knockdown is knocked out.

An exhausted fighter receiving a knockdown is knocked out.

### Ring break

At the end of each round is a ring break, in which the fighters regenerate for the next round. Each fighter can take 16 cards from his discard pile and reshuffle it into his fight deck. Then he draws up to 7 cards for a full hand.

