



Welcome to the world's first non-violent party game. Let's start out with the thing that we really shouldn't have to say, but will, in big type, highlighted in red:

Do NOT, at any point, attempt to ACTUALLY physically attack or injure anyone during this game!

This is just a game. A non-violent one.

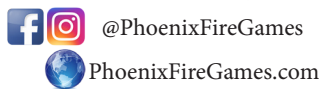
If you'd rather watch a video to learn how to play, scan here or go to: cardlords.com



What's in the Box?

Make sure you've got everything that came in the box! You should have:

- 61 **Attack** Cards
- 12 **Special** Cards
- 63 **Counter** Cards
- 44 **Injury** Cards



With that out of the way, let's go over what you really came here for; how to hurt your friends!

Objective

Attack and injure the other players while avoiding being attacked and injured yourself. When a player receives 5 injuries, the game ends, and the least injured player wins.

Game Setup

There are two types of cards in Pass-a-Fist:



Fight Cards



Injury Cards

Separate and shuffle each type of cards into their own piles in the center of the table, then deal out 5 **Fight** cards to each player.

The first player to say, "Wanna fight about it?" gets to go first.

Now that you're ready, flip this page over and follow along!

Had fun beating up your friends? Check out these and more games from CardLords:



Playing a Turn

To start a turn, always draw a new **Fight** card.

Attacking

Next, you will play an **Attack** card on another player. **Attack** cards will specify who you can attack on them.

Attack cards say "Attack" and have the target icon in the top right.

ATTACK



Read your **Attack** card out loud so everyone knows what's about to go down, then pass the **Attack** card to the player being attacked.

The bottom of every card has *italicized* flavor text for your enjoyment and doesn't affect play.

The ancient art of WHACHA!

No Attack Cards in Hand?

If you have no **Attack** cards in hand, discard your entire hand and draw 3 new **Fight** cards. If you still have no **Attack** cards, your turn ends.

Countering

You didn't think they were just going to sit there and take it, did you? After being attacked, a player should play a **Counter** card.

Counter cards say "Counter" and have a shield icon in the top right.

COUNTER



Counter cards let you stop or redirect an **Attack**.

Just like **Attacks**, **Counters** say where the **Attack** gets redirected to, so be sure to read each card.

When you **Counter** an **Attack**, pass the **Attack** card to the player you redirected the **Attack** to. If you simply stopped the **Attack**, move the **Attack** card to the discard pile, along with any **Counter** cards played that turn.

Countering a Counter

That's right, it's not over yet! Players may **Counter** as many times as they're able to until the **Attack** either lands successfully, resulting in an **Injury**, or is stopped and discarded.

Injuries

If an **Attack** isn't stopped or redirected, the player who was attacked will draw an **Injury** card and place it in front of them.



Injuries come in all shapes and sizes. Some hurt more than others, and some can even help! All **Injury** cards have special instructions on them, so read each one out loud as you get them.

Some **Injury** cards say "Ongoing" which means their effects are lasting, and continue until the game ends, or the card says otherwise.

Once an **Attack** either results in an **Injury** or is stopped, play moves to the next player's turn.

Specials

There are also a few rare **Special** cards.

Special cards say "Special" and have a star icon.

SPECIAL



Special cards may be played at any time, on any player's turn. They take place immediately, and don't count as **Attack** or **Counter** cards.

Low on Cards?

At the end of every player's turn, all players who have fewer than 3 cards left in hand will draw back up to 3 **Fight** cards. If the **Fight** deck runs out, shuffle the discard pile into a new draw deck.

Game End

The game ends when a player has 5 injuries in front of them, and the least injured player wins.

If the **Injury** card deck runs out, the game ends and the least injured player wins!

Ties?!

Often times there are no winners at the end of a fight. If multiple players have the fewest injuries, they may brawl it out using their final cards, or they may walk away friends, thinking over all the poor decisions that got them here.