

KO Championship Boxing Instructions

Recommended for Ages 10+

Content

6 Punch Cards, and 1 Dodge Card for the Red Player, and 6 Punch Cards, and 1 Dodge Card for the Blue Player.

2 Championship Belt Markers.

3 Hit Tokens/Counters/Trackers

1 Game "Title Card" Insert and 1 Information Card Insert. For more information on "Game Rules" and Instructions please visit our website on the Information Insert at www.Inlivination.net.

Punch Cards consist of 1 **Jab**, 1 **Hook**, 1 **Uppercut**, and 3 **Super Punch**

Game Rules.

How to Play

Players Choses a Color, Red or Blue, and holds the cards in their hands keeping them secret from their opponent. They should have 6 Punch Cards, and 1 Dodge Card. The Champion's Belt Card is not required for game play unless playing a "**Tournament Style**" **Game Mode**.

A **Match** Begins with Round One (1) and continues until a winner has been declared or 12 Rounds have been completed. Each round consists of 3 **Punches** to score a Hit. A Hit is Scored when a player selects a card that beats their opponents Chosen Card. After 3 Punches have been made, the round is over. If by the end of the round, neither player has Won the Match, then a new round begins. You can win the match by scoring a **Knockout (KO)**, a **Technical Knock Out (TKO)**, or **Win by Majority Decision**.

If after 12 rounds, no winner has been declared, the players may end the Match in a Draw.

How a Round is Played and Hit is Scored.

Play begins with each player Choosing One (1) Card to play from their hand secretly from their opponent and placing it face down in front of them with their hand covering the back of the card. You may shuffle your cards to help keep your choice a secret if you choose too. Once both players have chosen their cards, count to three and reveal the cards by flipping them over and reading the cards to see who scores the Hit. The Cards will say who scored a Hit. You may use the **Hit Tokens** to track this number or Write it down to help.

Players can use a piece of paper or note to help track rounds, and who won each round.

Blocking

A **Block** occurs when both players choose a Card that is the same **Type**, this is a Tie and No Hit is Scored.

There are only Four Punch Types, **Jab**, **Hook**, **Uppercut**, and **Super Punch**. There are Three Different **Super Punch** Combos, but all three are still considered Type “**Super Punch**”. The Combos do not have to Match, only the “**Punch Type**”.

Example.

Player A chooses “**Jab**”, and player B chooses “**Jab**”. Since both players choose the same Punch Type, no hit is Scored.

Player A chooses type “**Super Punch**” with Combo “**Super Punch** Beats **Jab** & **Hook** but loses too **Uppercut**”, while Player B chooses type “**Super Punch**” with Combo “**Super Punch** Beats **Hook** & **Uppercut** but Loses to **Jab**”, Neither Player scores a Hit because both choose a “**Super Punch**”.

How to Score a Round.

You Score a round by earning More Hits than your opponent during the current active round being played without scoring a “**KO**”. If a round ends in a Tie, neither player gets Credit for it. You should use a piece of paper or note to keep track of who won each round.

Example.

Write

Round 1: Red

Round 2: Red

Round 3: Blue

Round 4: Tie

How to Win the Match.

You win the Match by either beating your opponent by Scoring a **Knockout (KO)**, Scoring a **Technical Knock Out (T.K.O)**, or you can **Win by Majority Decision**, whichever comes first.

Win by Knock Out or (KO).

You win the Match with a “**Knock Out**” if you successfully get all 3 Consecutive Hits on your opponent during the same round currently in play.

Win by Majority Decision

You Win by **Decision** if you Win more Total Rounds than your opponent after at least 12 Rounds have been played with Neither Player scoring a Knockout, or a Technical Knockout.

Win by Technical Knock Out or TKO.

You win the Match by **Technical Knockout**, if you Win 3 Consecutive Rounds in a Row when no player has been Knocked Out. All three rounds MUST be 3 in a Row.

Example.

Player A Wins Round 1, and Round 2 with neither Player scoring a Knockout yet. Player A can win the Match by TKO if they Win Round 3 as well, that's 3 rounds in a Row. If player B wins round 3, but not by Knockout, then game continues. If Player A also wins round 4, even though Player A has won 3 rounds, because they were not in a Row, Play continues to the next round.

How to use The Super Punch Card

The **Super Punch card** is a special Punch Type that can be used to beat 2 Regular **Punch Types** at one time. It can be used during the Card Selection of the Round like any other Punch to score a hit.

The **Super Punch** comes in 3 Different combinations. All three are still considered of Type "**Super Punch**". So When "**Blocking**", if both Players use a "**Super Punch**", it's a tie, and neither Player scores a hit. It does not matter if they are the exact same Combos, they are still the Same Punch "**Type**".

During regular **Standard Game Play** the **Super Punch** can only be used Once per Round. After a Player plays a **Super Punch** Card and results are determined, it is placed face up off to the Side of the Play Area of the Player who used it. It is now on the "**Ring Out**" stack. This means the used card cannot be played again till the Match is over.

How to use the Dodge Card

The Dodge Card allows the player to avoid being Hit by any Punches. Dodging does **NOT** score a hit when used, nor does it "Beat" any kind of Card in the game. It only prevents the opposing player from scoring a hit regardless of the Punch Type they use. Once used, the Dodge Card is immediately placed face up on the Player's **Ring Out** stack off to the side and cannot be used again till the end of the Match.

Game Modes

There are up to Four different Game Modes.

Standard Game, Championship Tournament, All out Brawl, and First to Three.

Standard Game play is the Default, but you and your opponent can declare another Mode of game play at the beginning of the game using the "Alternative Rules"

CHAMPIONSHIP TOURNAMENT

In a **Championship Tournament**, one person is declared the “Champion” and can hold onto the “**Champion’s Belt**” card.

The Champion, and only the Champion, can **Super Punch** Twice in a single round instead of the one-time limit in a **Standard Game Mode**. A single **Super Punch** card can still only be used once and must still be “**Ringed Out**” once it’s been used and cannot be used again till the end of the match, but a different **Super Punch** Card can be used during the same round.

Example.

Player A is declared the Champion and uses “**Super Punch**” with Combo “**Super Punch** Beats **Jab & Hook** but loses too **Uppercut**”. For their first punch. This **Super Punch** is immediately “Ringed Out” face up off to the side and cannot be used again till the end of the match. However, as the Champion, Player A can use another, different, Super Punch Type for their second or third Punch during the same round if they choose too.

All other players are “**Contenders**” and must defeat the current “Champion” to become the new Champion. Once defeated, the losing Champion passes the “Belt Card” over to the Player who defeated them, and that person becomes the New Champion. This mode can have different challengers to the Champion. Person who defeats the Most opponents as “Reigning Champion” Wins.

FIRST TO THREE

You use all the **Standard Game Mode** Rules except instead of scoring a **TKO** by winning three Consecutive Rounds in a row, you can score a **TKO** by being the first-person to win three rounds, regardless of order or consecutive place.

Example.

Player B Wins Round 1, and Round 2 with neither Player scoring a Knockout. Player B can win the Match by **TKO** if they Win any more Rounds before Player A does. If player A wins round 3, but not by Knockout, then game continues. If Player B also wins round 4, the game ends with Player B as the winner for being the First to win 3 rounds.

ALL OUT BRAWL

In an All-Out Brawl all **Standard Game** Rules apply except you can only win by KO, scoring 3 Hits in a Row.

There are No Rounds, there is no Winning by TKO, and you cannot win by Majority Decision. Super Punch and Dodge cards can still only be used once during the game and must be “**Ringed Out**” after being used until the end of the fight.