

# The CIRCUIT

**THE CIRCUIT** is an interplanetary, intergalactic, and interdimensional fighting championship series. For eons, the CIRCUIT has brought the wildest live-action spectacle to audiences across the multiverse and given prospective fighters the chance at eternal glory and universal fame.



Matches are fought between two or three teams of fighters. Each team's goal is to win the match and progress to the next stage of the tournament, but the fighters must also win the favor of the crowd.

Fighters that can win matches and draw a crowd while they do it are selected to travel along to the next destination – the rest are left behind. Fighters enter the ring with the promise of great reward, but also with great risk.



The stakes are high in **THE CIRCUIT** and the action is even higher. Assemble your team and see if they have what it takes!

# The CIRCUIT

## Rules

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# 1 Getting started

In The CIRCUIT, you control a team of four fighters battling for glory, fame, and to entertain an audience. Defeat enemy fighters and hype up the crowd using unique combat abilities. The first team to use three **Finishing Moves** wins!

## 1.1 The ring

Matches are played on a ring made up of hexagonal spaces. Most of the spaces represent open patches of ground, but some have special effects. A **Ring Rules** card will show you how to set up the special zones for the ring and where to deploy your fighters for the match.

## 1.2 Your team

Each fighter has a card that describes that fighter's **Stats**, **Traits**, and **Abilities**. The fighters on your team must share at least one **Identity**.

When you select your team of fighters, you will also select a hazard. Each hazard's card explains whether you can choose it for your team or not.

You are required to use the same team for all matches in a tournament.

*Choose your fighters and hazard carefully to make the most potent combat combination for your team.*

## 1.3 Combat cards

Each player has a deck of 52 combat cards. Each card has one or more card types. You will play cards during combat to use the abilities of your fighters.

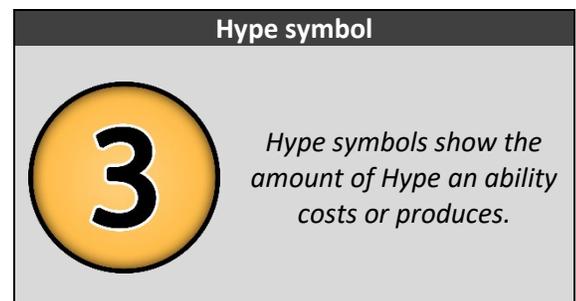
When you **draw** combat cards, take them from the top of your deck and put them in your hand. When you **discard** cards, put them in a face-up discard pile.

If your deck is empty when you draw a combat card, shuffle your discard pile and add it to your deck first. If your deck and discard pile are both empty, you cannot draw cards.



## 1.4 Hype

In addition to winning the match, each fighter's goal is to win the favor of the crowd. When one of your fighters uses an ability or defeats an enemy fighter, it generates **Hype** for your team. Hype can help pay for regular combat abilities and is used to pay for **Finishing Moves**.



## 1.5 Starting a match

Once each player has selected their team, you can set up the ring and begin a match. Randomly determine which player will go first (Player 1) and which will go second (Player 2).

### Set up the ring

**Choose the Ring Rules** – Randomly select a Ring Rules card to use for the match.

**Deploy hazards** – Player 1 places their hazard in any empty special zone. Player 2 then does the same.

**Choose deployment zones** – Player 1 places their deployment zone in any empty special zone. Player 2 then places their deployment zone in any empty special zone that doesn't neighbor Player 1's deployment zone. Zone 0 (gray) may not be used as a deployment zone by either player.

**Deploy fighters** – Starting with Player 1, each player places three of their fighters within their deployment zone. The remaining fighter from each team sits on the **Bench**.

### Take turns

After setting up the ring, players alternate taking turns, beginning with Player 1. During your turn, choose one of your fighters to activate. You must choose to activate a different fighter than you activated during your last turn.

## 1.6 Winning a match

Each fighter has a **Finishing Move**. These abilities immediately defeat an enemy fighter in addition to any other effects listed. The first player to use **three** Finishing Moves wins a match.

### Defeating enemy fighters

When an enemy fighter is defeated during your turn, you gain 3 **Hype**. You can defeat an enemy fighter in one of four ways:

**Knock Out** – Apply damage to an enemy fighter equal to its **STA**.

**Ring Out** – Push an enemy fighter out of the ring.

**Tap Out** – Pin an enemy fighter to a count of 3.

**Finishing Move** – Use your fighter's **Finishing Move** on an enemy fighter.

When one of your fighters is defeated, remove any damage, Stun tokens, states, or other effects from the fighter and place it on the **Bench**. Deploy another friendly fighter from the Bench to your **deployment zone** at the beginning of your next turn.

*Fighters cannot voluntarily leave the ring during a match.*

## 2 The ring

THE CIRCUIT is played on a ring of hexagonal spaces.

### 2.1 Special zones

The ring includes seven special zones that may be used as deployment zones or hazards your fighters can interact with. Ring rules, hazards, and fighter cards may refer to specific zones using the following numbers:

<b>Zone 0</b>	<b>Gray</b>
<b>Zone 1</b>	<b>Orange</b>
<b>Zone 2</b>	<b>Yellow</b>
<b>Zone 3</b>	<b>Green</b>
<b>Zone 4</b>	<b>Blue</b>
<b>Zone 5</b>	<b>Purple</b>
<b>Zone 6</b>	<b>Red</b>



### 2.2 Ring Rules

At the beginning of each match, a Ring Rules card will be chosen at random. This card explains any restrictions on where to place the hazards and deployment zones and if the ring has any other special rules for that match.

### 2.3 Hazards

When you select your team, you will also select a hazard. Each hazard's card explains how fighters interact with it while in the ring and the restrictions for choosing that hazard for your team.

Each hazard is placed into a special zone at the beginning of the match. Some Ring Rules move hazards around the ring. When a hazard is moved to a new special zone, treat any fighters within the hazard's old location as if they just left the hazard and any fighters in the new location as if they just entered the hazard.

### 2.4 Deployment zones

Your fighters enter the ring in a deployment zone chosen at the start of the match. Treat deployment zones as open spaces at any other time. When one of your fighters is defeated, place another fighter from the Bench into your deployment zone at the beginning of your next turn. Zone 0 (gray) may never be used as a deployment zone.

### 2.5 The Bench

Fighters not currently in the ring wait on the Bench for their piece of the action. Fighters on the Bench cannot activate or interact with the ring in any way. *(Place fighters on the Bench on top of their fighter cards or near the ring.)*

## 3 Your turn

Your turn includes five phases. Each phase takes place every turn, although some phases may pass without anything happening.

- If you are instructed to perform an action at the **beginning** of a phase, perform that action before all other actions of that phase.
- If you are instructed to perform an action at the **end** of a phase, perform that action after all other actions of that phase.
- If you are instructed to perform more than one action at the same time, you choose the order in which to perform those actions.
- If two players are instructed to perform actions at the same time, the active player performs their action(s) first.

### 3.1 Beginning phase

Choose one of your fighters to activate. You must activate a fighter other than the last fighter you activated.

**Tag Out** – If none of your fighters may activate, choose one of them. That fighter is immediately defeated and you must activate the fighter that replaces it in the ring. You lose 3 Hype.

### 3.2 First movement phase

Your active fighter may move a distance up to its **MOV**.

### 3.3 Combat phase

- 1) Draw combat cards equal to your active fighter's **COM**.
- 2) Use any number of your active fighter's **abilities**.
- 3) Discard all remaining combat cards.

### 3.4 Second movement phase

If your active fighter did not move during the first movement phase, it may move a distance up to its **MOV**.

### 3.5 Ending phase

Your fighter's activation and your turn end.

If your active fighter has any states without a specified removal time, remove them now.

## 4 Fighters

You can find all the information required to play a fighter on that fighter's card, including its name, identities, stats, traits, and abilities.

### 4.1 Name

A fighter's name is shown at the top of its card. A team may not include more than one fighter with the same name.

Some fighters also have a tag line, nickname, or sub-title shown below their name - these do not count as part of the fighter's name but are there for story purposes or to differentiate two versions of the same character.

### 4.2 Stats

A fighter's base stats are shown in a bar beneath the card's artwork.

<b>SPD</b>	Speed	Your fighter may move up to this distance during a movement phase.
<b>STA</b>	Stamina	A fighter can withstand this much damage before it suffers a <b>Knock Out</b> .
<b>COM</b>	Combat skill	Your fighter's general fighting skill. Draw this many Combat Cards at the beginning of the combat phase.
<b>PIN</b>	Pinning skill	Your fighter's skill at breaking pins. An enemy must apply this many Stun tokens to this fighter in order to put it in a <b>pin</b> .

### 4.3 Traits and abilities

A fighter's special traits and abilities are shown below its stat bar.

#### Traits

Traits affect how a fighter moves, fights, and otherwise interacts in the ring. They can be either active (you choose when to use them) or passive (their effects are always on).

#### Named traits

Some traits are common and may appear on multiple fighters. Named traits are displayed as a bold word or phrase and have a defined effect that usually appears after the name italicized and in parentheses. Named traits always have the same effect, even if the rules text is not shown.

#### Class traits

Some classes of fighters share similar traits that are themed for the fighting style of that class. These are displayed as an italicized title followed by the trait's effect. The title is there to help identify similar traits but has no effect on its own.

#### Abilities

You may use any number of abilities available to your active fighter during the combat phase of your turn. See the **Combat** section for more information on how to use combat abilities.

## 4.4 Engagement

**Adjacent** – A fighter is adjacent to all spaces around it and any fighters, zones, or hazards in those spaces.

**Engaged** – A fighter normally **engages** and is **engaged by** each adjacent enemy fighter. Traits and abilities can cause a fighter's engagement range to extend.

**Tag team** – A fighter gets **+1 COM** when adjacent to at least one ally.

*A fighter with the **Extended Range** trait engages enemy fighters up to two spaces away.*

## 4.5 Identities

Each fighter's three **identities** are indicated by symbols on its card.

### Class

A fighter's race, homeworld, or other class attributes can impact how it fights. Fighters that share a class tend to work well together and have similar fighting tactics.

### Utility

**Aggressive** – Offensive, angry, and hasty. Aggressive fighters make powerful attacks but have weak defenses. They usually try to win a match as quickly as possible by overwhelming their enemies.

**Defensive** – Resilient, relentless, and dominating. Defensive fighters have strong defenses but make weaker attacks. They usually try to outlast their enemies and win by attrition and determination.

**Supportive** – Coordinated, concerted, and reliable. Supportive fighters have traits and abilities that synergize and boost the power of their allies. They usually try to defeat their enemies by outsmarting them.

### Style

**Strikers** – Classic upright fighters - boxers, kickboxers, and other martial artists that strike powerful blows with their hands and feet. These fighters pound their enemies senseless and defeat them by **Knock Out**.

**Throwers** – Masters of crowd control and self-defense. They push their enemies around the ring and excel at redirecting incoming attacks. These fighters move swiftly during combat and defeat their enemies by **Ring Out**.

**Grapplers** – Wrestlers, brawlers, and back-alley tricksters. They use pins, takedowns, and low blows to keep their enemies from fighting back. These fighters lock their enemies down and defeat them by **Tap Out**.

### Utility



**Aggressive**



**Defensive**



**Supportive**

### Style



**Striker**



**Thrower**



**Grappler**

## 5 Combat

During the combat phase of your turn, you will draw combat cards and use your active fighter's abilities.

### 5.1 Abilities

Abilities are displayed in three columns from left to right: the ability's cost, its name and effect, and the amount of Hype that ability generates when used.

#### Cost

To use an ability, you must play combat cards from your hand that match the symbols in the ability's cost.

- The **Generic** symbol can be paid by playing a card of any type.
- A **Hype** symbol in an ability's cost represents the amount of Hype that must be spent to use the ability.
- Any unused symbols on the cards you play are lost. They cannot be saved for the next ability.

**Convert** – Once per ability, you may pay 1 Hype to convert any **Body**, **Foot**, or **Hand** symbol into a **Generic** symbol.



#### Effect

The description of an ability's effect may include written text, symbols, or a combination of both.

The word "then" separates effect groups. You can choose the order in which to apply effects within a group, but you must apply each effect in one group before moving on to the next group.

#### Hype

Most abilities generate Hype when they are used. The ability's Hype symbol shows how much is generated.

### 5.2 Finishing Moves

Each fighter has a **Finishing Move**. These special abilities typically cost a large amount of Hype and instantly defeat an enemy fighter. A Finishing Move also has some additional affect that may either have a large immediate impact on the match or a lasting effect on how that fighter behaves.

Each Finishing Move can only be used once, so plan them carefully. Use **three** Finishing Moves and you win!

## 5.3 Standard combat effects

The **standard combat effect** symbols appear in many abilities and represent the standard effects that fighters can use during combat. When you see one of these symbols, treat as if its full text appears in the symbol's place.

## 5.4 Stun tokens & pinning

Stun tokens mark the gradual wearing down of a fighter's defenses. When a fighter is stunned enough, it can be **pinned**.

### Pinning an enemy

If an enemy engaged by your active fighter has **Stun** tokens equal to or greater than its PIN, your fighter attempts to pin that enemy.

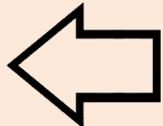
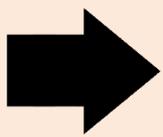
### Your fighter is pinned

When your fighter is **pinned**, reveal up to three cards from your combat card deck.

**Struggle** – Some combat cards have effects that are triggered during a pin. Follow the instructions on those cards as you reveal them.

**Failed pin** – If you reveal a **pin break** card, your fighter escapes the pin. Remove two of its Stun tokens.

**Successful pin** – If a pin break does not appear on any of the three cards, the pin is successful and your fighter must **Tap Out**.

Standard combat effects	
	<b>Dodge</b> Move your fighter one space in any direction. ( <i>Dodges are optional.</i> )
	<b>Damage</b> Apply one damage to the target.
	<b>Stun</b> The target gains a <b>Stun</b> token.
	<b>Push</b> Move the target one space in any direction.

## 6 States

There are several **states** that can be applied to a fighter during a match. When a state is applied to a fighter, place a token on the fighter's card to mark it.

Unless otherwise specified, each of a fighter's states is removed at the **end** of that fighter's activation.

State	Effect
<b>Immobilized</b>	<b>SPD</b> is reduced to 0.
<b>Knocked Down</b>	<b>PIN</b> is reduced to half (rounded up). <b>SPD</b> reduced to 0. The fighter cannot <b>Dodge</b> . Remove at the <b>beginning</b> of the fighter's activation.
<b>Taunted</b>	The fighter <b>must</b> activate next.
<b>Dazzled</b>	The fighter <b>may not</b> activate. Remove when an ally begins an activation.
<b>Burning</b>	The fighter suffers <b>1 damage</b> at the beginning of <b>each</b> activation.
<b>Pumped Up</b>	The fighter gets <b>+2 COM</b> . If the active fighter is Pumped Up after it draws combat cards, it immediately draws 2 additional cards.
<b>Accelerated</b>	The fighter gets <b>+2 SPD</b> . If the active fighter is Accelerated after it begins moving during a movement phase, it may move an extra two spaces.