

# Amfibido

A dojo duel

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Become the master of the dojo and king of the ring.

Game Manual v1.0



**Amfibido** is a 2-player card game where amphibians and reptiles collide in epic duels.

Strategize your moves, transform your fighters into powerful new forms, and knock out your opponent's warriors.

After each round, gain access to more powerful cards. Discover ways to unleash the legendary level 5 champion cards, turning the tide of battle in your favor.

The first to claim victory in a best of 7 round series becomes the ultimate sensei master.

## Game Goal

Win 4 rounds to claim victory and become the Grand Sensei of the dojo.

Rounds are fought across **3 Dojos**. Each round consists of **1 fight per Dojo**. You have to **win more fights** than your opponent to win the round.

You can win a round by:

- Winning **2** or **3 fights**, or
- Winning **1 fight** and drawing the other 2.

A round ends in a **draw** if:

- All 3 fights are draws, or
- Each player wins 1 fight and draws another.

*Example: "John's fighters win in the first Dojo, lose in the second Dojo, and draw in the third Dojo. The fight is considered a draw."*

## Card levels

Each card has a **level**.

- **Level I** – *White Belt*: Novice fighters
- **Level II** – *Yellow Belt*: Adept fighters
- **Level III** – *Red Belt*: Experienced fighters
- **Level IV** – *Black Belt*: Elite fighters
- **Level V** – *Pink Belt*: Champions

# Card types



## Fighters

Put these into your Dojo to fight for you. They have a base power, a creature type and abilities. You have to have a fighter in your **Dojo** to compete in that Dojo.




## Equipment

A Dojo can have one piece of equipment that the fighter can use in the fight. Equipment often gives a power boost that is added to the fighter's base power. In addition, there are many equipment with special abilities.



## Actions

Action cards have various powerful effects that will aid you in the game and are discarded after use. Combo moves are a type of action that adds a power bonus and they are played on top of a fighter to add their bonus power.


 *Combo moves are played on a fighter, and are attached to that fighter until the end of the round. This means that the power boost will also be applicable if the fighter moves to another Dojo, or if the fighter is transformed into a different fighter.*



## Sensei

Choose a sensei to teach your fighter's additional skills.

The sensei ability will be in effect during the entire game. **Action abilities** on sensei's can be used during the field phase.

 *Sensei are an optional addition to the game. When learning to play the game it is recommended to play without them.*

## Action abilities

Fighter's, equipment and sensei can have action abilities, indicated by the action icon in their rules box. They can be used during the **field phase** if you pay the underlined cost.

You can only use these actions **once** per round.

## Discard & Knockout Piles

There is a common face down discard pile. Each player has a knockout pile, this keeps track of cards that cannot be used in the next round, but will be added back to your hand after that round.

Fighters and equipment that get replaced are retired, and are moved to the discard pile.

## Setup

- Sort the 5 Power Level Decks (Level **I-V**) and shuffle each in a separate deck.
- Each player draws 3 cards from the level **I** pile.
- *SKIP FOR THE FIRST GAME: Shuffle the Sensei deck and deal 3 cards to each player. Each player chooses 1 to keep and places it face-up next to their Dojos, and puts the other 2 cards on the bottom of the deck.*
- Place the round marker on round 1.
- Place a player token on the 0 of both score paths.
- Randomly choose a starting player.

# Gameplay

The game is played over multiple rounds. The first player to win 4 rounds is victorious. Each round consists of four phases:

1. **Draft Phase**  *Draw & Pick new cards*
2. **Field Phase**  *Deploy & Prepare cards*
3. **Fight Phase**  *Resolve the fights in all 3 dojos*
4. **End of Round**  *Recover & Reset*

## 1 → Draft phase: **Draft Your Fighters**

At the start of each round, deal 3 cards to each player. The cards dealt are based on the round number shown by the round marker.

Each player:

- **Draws 3** cards from the indicated levels
- **Picks 1** to keep
- Passes the **remaining 2** to their opponent
- **Picks 1** more from the two received
- Places the last card face-down in the discard pile

## 2 → Field phase: **Prepare Your Fighters**

Players take turns starting with the first player. On your turn, you may take one of the following actions:


- **Field a fighter** into a Dojo  
→ If a fighter is already there, it is retired and put in the discard pile
- **Add an equipment** to a Dojo  
→ If an equipment is already there, it is retired and put in the discard pile
- **Play an action card**  
→ Resolve the card's effect, then place it in the discard pile. If it's a combo move, place the card on top of a fighter instead—it stays in play until the fight is resolved
- **Activate an action ability** on a fighter, equipment, or Sensei  
→ Each action can be used only once per round
- **Pass**  
→ Once you pass, you can't take any more actions this round. The other player is allowed to keep playing cards until they pass

### 3 → Fight phase: **Resolving the Fight**

After both players pass, resolve the fight in each Dojo.

- If a fighter is unopposed in a Dojo, they automatically win the fight.  
→ *However, if neither player has a fighter in that Dojo, the result is a draw.*
- Compare the total power of the two fighters in a Dojo.  
→ *Total power = Base Power + Equipment + Abilities + Combo Moves*
- The fighter with the highest total power wins the fight.
- If both totals are equal, the result is a draw.

Then, determine the round winner as described in the **Game Goal**. The player who wins the most fights this round claims victory and advances their score marker one space along the score path. If the round is a draw, no score marker is moved.

 *Abilities and Combo Moves are counted when resolving the fight. For example:*

*"Jane has a Tree Frog in her Dojo, this gains +3 additional power from a combo move. She played a Roundhouse Kick (+3) on it. The fighter gains +6 power in this phase."*

### 4 → **End of Round**

If a player wins their fourth round, the game ends and that player wins the game. If not:

- Some cards have abilities that trigger at the end of the round—such as when a fighter wins a fight. Be sure to resolve these effects.
- Players return cards from their knockout pile to their hand.
- Combo moves are discarded.  
→ Combo moves with boomerang are placed in the knockout pile instead.
- Fighters that **lost** the fight return to their hand.  
→ Knocked out fighters are placed in the knockout pile instead.
- Fighters that **won** or **drew** remain in their Dojo.
- Move the round marker to the next round.
- The winner of the round becomes the starting player of the next round.  
→ If the round is a draw, the non-starting player of this round becomes the starting player.
- The next round starts.

# Keywords

## Active deck


The active decks are the level decks currently available for drawing at the start of each round, based on the round marker.

## Transform

Fighters or equipment transform to a random fighter or equipment of the next level.

- Retire the fighter or equipment, then reveal cards from the next level's deck until you reveal a card of the type you are transforming. Put that card into the Dojo. Then put the other revealed cards on the bottom of the deck in a random order.

 *Transformed fighters do not enter the Dojo, but are considered the same fighter in another form.*

 *When you transform a level **V** card, it will transform into another level **V** card.*

## Knockout

Fighters that are knocked out are placed in the knockout pile after the fight, and won't be able to fight in the next round.


- Fighters with the knockout ability will knock out the opposing fighter when they win the fight.

## Boomerang

Boomerang cards are put into the knockout pile at the end of the round. They can be used again after the next round.

## Switcheroo

You may switch the fighter or equipment in a Dojo with another fighter or equipment in your Dojo's, or move it to an empty spot.

 *Fighters that move to another Dojo with Switcheroo trigger enter the Dojo abilities.*

## Neutralize

Neutralized abilities are ignored, including additional power bonuses. This only applies to card abilities, not the base power of the card.





# Fighter Types

## Frog

- Specialty: Karate
- Ability: Frogs receive additional bonuses from combo moves due to their expertise in various combat techniques.

## Toad

- Specialty: Kung Fu
- Ability: Toads can channel the willpower of other fighters in your hand, aiding their growth in combat.

## Salamander

- Specialty: Ninjitsu
- Ability: Salamanders excel at wielding all kinds of weapons. They receive additional bonuses from weapons and sometimes wield multiple weapons.

## Crocodile

- Specialty: Boxing
- Ability: Crocodiles are trained in endurance and strength, packing a powerful punch. Some can even knock out their opponent with a single blow.

## Turtle

- Specialty: Wrestling
- Ability: Turtles are bulky and powerful wrestlers, but their size comes with a disadvantage.

## Snake

- Specialty: Jiu-Jitsu
- Ability: Snakes are skilled in cooperation and gain strength in numbers.

## Lizard

- Specialty: Street Fighting
- Ability: Lizards, fierce street fighters, will do anything to gain an advantage, having honed their skills through sheer experience.

# Frequently asked questions

1. I have a **Sparring Boots** in my dojo and I win the round and fight with a **Snapping Turtle** in the same Dojo, what happens?

*You are allowed to determine the order of effects of cards you control. This means you can either have the **Snapping Turtle** retire, or have it returned to your hand.*

2. What happens when I play a Combo Move on my fighter when I have a **White Belt** and I then **Switcheroo** my fighter to another Dojo?

*The total power (including additional bonuses) will be checked when the fight is resolved, after both players have passed. In this case the fighter will not get 3 additional power.*

3. I play a **Metamorphosis** on my fighter, and it transforms into a **Painted Turtle**. Do I have to discard a card?

*Transformed fighters do not enter a Dojo, so you don't have to discard a card. This also means it remembers what combo moves were played on it.*

4. I have a **Komodo Dragon** and one empty Dojo. In both of these Dojo's I have equipment, and I play an **Uppercut** on it. How big is the **Komodo Dragon** in these Dojo's?

*Additional power gained from combo moves apply to both Dojo's because they are played on the **Komodo Dragon**. Power bonus from equipment only applies to the Dojo the **Komodo Dragon** is fighting in.*

5. I have a **Bo Staff** in one of my Dojo's that neutralizes my opponent's equipment. My opponent then plays **Hypnotoad** in this Dojo, what happens?

***Hypnotoad** neutralizes the ability of the **Bo Staff**, and the equipment abilities of the opponent's equipment are active again.*

# Thank you!

The game is still in development and I would very much appreciate it if you would leave some feedback.

Scan the QR code on the right or go to [www.amfibido.com/feedback](http://www.amfibido.com/feedback) to leave feedback.

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