

fiht game card game yeah!!!!

To start with, choose the deck for the character of your choice, and add all of its cards to your hand, placing your character on one of the two starting spaces marked by the sword icon. From here, you can use the rest of your cards to attack or perform some other kind of action, the game ending when one player runs out of health. Each turn, when you're ready to play your card, place it face-down in the middle of the board, and once your opponent has done the same, you both flip your cards over.



Let's say two players are battling, and player 1 plays the card on the left, and player 2 plays the card on the right; the first thing to note is the green arrow in the middle, which represents the frame each move comes out on. In other words, it defines when each card's effect activates first, the lower the number, the faster the card is. If both players were standing right in front of each other, player 1's Light Attack card would be activated before player 2's Dead Spike would have the chance to come out. The red spiky thing on the left shows how much damage the attack deals, the blue symbol represents block frames (more on that later), and the red rectangle in the attack image shows the attack's range. In the Light Attack's case, this means it deals 1 damage, is 0 on block, and hits directly in front of the user. Additionally, since the text at the bottom states that it can be cancelled into the heavy or crouching normal attack cards on hit or block, hitting the opponent with the Light Attack opens them up for a full combo (more on this later too). However, if both player were two spaces away from each other, player 1's Light Attack would fail to connect, and player 2's Dead Spike would hit successfully. In the event that both players' cards come out at the same time, then both effects are triggered simultaneously. Some cards, such as Dead Spike, will also knock the opponent down when they hit. When this happens, they can't act for the next turn, but can't be attacked either, and on the turn they get up, all of their possible options, excluding cards that come out on frame 0, will come out 2 frames slower than usual. If a card doesn't have a

green arrow indicating startup frames, then its effect is triggered before any cards with starting frames, unless the opponent is just getting up from a knockdown, in which case these cards come out on frame 2.

Once a card has been used, you can either put it on cooldown, or use it as meter fuel. If you wish to put a card on cooldown, place it in the space on your side of the board with the hourglass icon directly above it. Then, at the start of each turn after this one, move it down into the space directly below; once it moves out of the lowest of the three spaces, it goes back into your hand. If you choose to use it as meter fuel, however, place it instead in the space on your side of the board with the lightning icon above it; this means that card counts as one “bar” of your meter. You can have up to four cards in this space at a time, and once you play a card that costs a certain amount of meter, you must move an equal number of cards out of the meter pile and onto cooldown.



For example, if you were to play the Dash Cancel card on the left, you would move two cards from the meter pile onto cooldown. If you didn't have two cards in the meter pile to spend on this card, you would be unable to use it.

Some cards, like Seth's Dual Piercing Vengeance, have “EX versions” with additional effects described at the end of their descriptions. If you want to use the EX version of a card, instead of the base version, simply spend 2 bars of meter after playing the card and flipping it face-up, and you can use the EX effect. Additionally, every character in the base roster except Gordeau has access to one or two cards with glowing, gold names; these are Supers, which require you to spend all 4 bars of meter in order to use.

Once you've played a Super, instead of putting it on cooldown or using it as meter fuel, it's discarded for the rest of the game. In essence, the decision between using a card as meter fuel or putting it on cooldown is between getting access to it more quickly, and being able to build meter. One important thing to note is that if, like in the Dead Spike example from earlier, you get hit out of a move before you can use it due to your opponent's card having better frame data, instead of being able to put the card you played on cooldown or use it as meter fuel, you're required to simply put it back in your hand. Additionally, the Movement and Block cards don't go on cooldown on use, they just go right back into your hand after you use them.

Uniquely, the Block card has no description whatsoever, so it requires additional explanation; put simply, it's the card that lets you block. Playing it face up counts as high blocking, and playing it face down counts as low blocking. Blocking an attack means you don't take damage from it, although low attacks need to be blocked low, overhead attacks need to be blocked high, and command grabs can't be blocked at all, although they also can't be used in combos unless otherwise specified. If an attack is blocked successfully, its card's block frames indicate what happens next; if it's 0, both players can act on the next turn, + means the attacker gets a certain number of extra actions where the defender is stuck blocking, and - means the defender has a number of extra actions where the former attacker can't do anything. The amount of extra actions available on block is always equal to the last attack that was blocked; for example, if you use an attack that's +3 on block, and it gets blocked, but then use another attack that's 0 on block, your opponent will be free to act on the next turn if they block successfully, even though the first attack was +3.

If you manage to hit the opponent, then a few things can happen; first, let's talk about cancelling. Cancelling one card into another allows you to use both cards, one after another, within the same turn, and is something you can do in a few ways. For one, all of your normal attacks (excluding crouching attacks if they're blocked) can be cancelled into any special move if they hit or are blocked by the opponent, and light attacks specifically can be cancelled into either heavy or crouching attacks. Additionally, everything, including special moves, can be cancelled into EX specials and Supers, and every base roster character except Tager has access to the Dash Cancel card shown earlier, which likewise can be cancelled into out of anything. Certain characters will also have special moves that cancel into each other, but these are specified on the cards' descriptions.

Hitting your opponent multiple times by cancelling cards into each other is referred to as a combo, and doing this while they're blocking is a blockstring. Certain special moves will also cause "hitstun" on hit, meaning the opponent cannot act at all, allowing you to further extend a combo, and if you cancel one blocked attack into another, even if the first attack was minus on block, your opponent has no choice but to keep blocking.

During a blockstring, each time you want to cancel into a card, you need to play it face-down first, and ask your opponent if they want to block high or low. Since the opponent is forced to block during blockstrings, you cannot use cards labelled as “command grabs” or “unblockable attacks” (basically the same thing honestly), unless specified otherwise on the card. During both combos and blockstrings, you should lay out each card used in a row in front of yourself, which is done for two reasons; one, to ensure that once the combo/blockstring ends, every card used goes into the cooldown space right at the top, preventing you from regaining cards mid-combo, and also because it’s just more satisfying to pull off a 10-hit combo and have every card you used laid out in a row in front of you.

A few more unordered notes on combos and blockstrings: certain special moves will say in their description that they “launch the opponent into the air on hit”. What this means is that, on the next turn after hitting the opponent with these, they’re placed in the air and unable to do anything. If you don’t hit them during this turn, they come back down to the ground, still unable to do anything, and if you still don’t hit them after that, they enter a knockdown state. Speaking of knockdown, if a card says it “knocks down on hit” or some variation of that, then you can’t combo off it any further, even by cancelling it into an EX or Super move. Also, the rules for what happens if you hit an airborne opponent are slightly different; unless a card has specific rules for what happens when you hit the opponent out of the air with it, if you hit an airborne opponent with a special move, they always get knocked back by one space, and then are immediately grounded and sent into a knockdown state. If you hit them with a jumping normal attack, however, then they stay where they are, and if you have any special moves that can be used from the air, you can cancel into them.

Back to the ground, certain special moves will say on the card that they knock the opponent back a certain amount of spaces on hit; if you hit the opponent with three attacks in a row that **don’t** do this, then they get knocked back by one space anyway. I’ll be honest, that rule is fairly recent, and I haven’t had much of a chance to test it in actual gameplay yet, so if three feels too strict, feel free to change it to four or five when you’re playing the game yourself. The good thing about games like these is that the rules are inherently more flexible, so if you don’t like something, you can simply change it yourself, and see what happens.

Now that you know the rules, time to get silly with it >:)