

KNOCK OUT PUNCH

Twenty thousand screaming fans chanted for their favorite fighter. Some were on the ropes, some were over-confident, and some were sneaky and blackmailing their way to victory. But one thing was sure, all the fighters in the Gabby Wright Arena had one thing in common: they were all fighting to be crowned "KING OF THE RING!"

OBJECTIVE

The player that collects the most points wins the game. A player does so by

- 1) Collecting prized fighters by knocking weaker fighters out of the ring,
- 2) Winning the King of the Ring (KOTR) token, and
- 3) Throwing punches to dethrone the King - players literally throw a boxing glove at each other!

SETUP

1. Place the game board in the middle of all the players.
2. Remove all *Contender Showdown*, *Throw a Punch*, and *Crowd* cards from the deck.
3. Shuffle the remaining cards and deal each player 4 cards.
4. Each player also receives the following: Two *Crowd* cards dealt randomly (a player may get two of the same *Crowd*) and a *Contender Showdown* card (make sure the King of the Ring belt symbol is on one of the *Contender Showdown* cards that is dealt).
5. The players place their *Crowd* cards facedown for later use and the *Contender Showdown* card goes into their hand. Each player should now have a total of 5 cards in their hand.
6. The player that receives the *Contender Showdown* card that has the King of the Ring belt starts as the King and receives the KOTR token.
7. Once the cards are dealt, add the *Throw a Punch* cards and the remaining *Contender Showdown* cards back into the deck, and then shuffle the deck. This deck makes the draw pile.
8. Remove any extra *Crowd* cards and place them into the game box.
9. Start play left of the dealer, and game play follows in clockwise order.

Designate the *Throw a Punch* area for the glove throwing portion of the game and clear away any breakables. (More explained in *Throw a Punch* Section.)

For a 2-player game, remove all *Crowd* cards and 3 *Contender Showdown* cards from the deck and place them in the game box; they won't be used.

For a 4 & 3-player game, remove 2 *Contender Showdown* cards from the deck.

For a 5-Player game, remove 1 *Contender Showdown* card from the deck.

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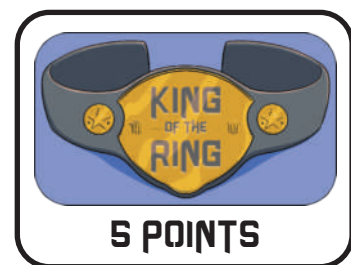
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We want to hear
from you!
-Wes

Designer Note: As a game variation in a 3-5 player game, you may play with the extra *Crowd* cards by dealing them out to have more opportunities to bet!

CONTENTS

- 94 Cards
 - 64 Fighter Cards - 8 Cards Per Fighter (5 "One Punch", 2 "Two Punches", 1 Three Punches")
 - 30 Special Cards - 6 Contender Showdowns, 4 Throw a Punch cards, 12 Crowd cards, 2 Block Punches, 3 Wilds, 3 Throw in the Towel cards
- 1 Game Board
- 1 King of The Ring Token (KOTR Token)
- 3 King's Challenge Tokens
- 1 Foam Glove
- 1 Rulebook



KOTR TOKEN



GAME PLAY

URNS

On a player's turn they must play one of either action:

- 1) Place Fighter(s) into the ring, or
- 2) Play a Special Card

Replenish Hand:

After a player's turn is over, all players that have less than 5 cards in their hand will draw back up to 5 cards, starting with the current player and continuing clockwise. If someone draws a Throw a Punch card, stop replenishing and resolve the punch before continuing to draw.

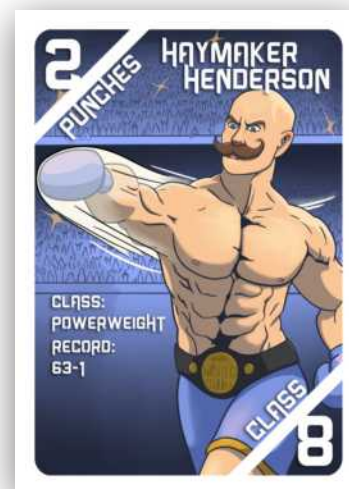
1. PLACE FIGHTERS INTO THE RING

During each turn, players place boxers/fighters in the ring for their chance to punch other fighters out of the ring (explanation in Knockout Punch). The fighters that are knocked out are then collected for scoring at the end of the game.

Each fighter has:

- a) Varying punching strengths (1-3) and
- b) A Class Level numbered from 8 to 1.

OF PUNCHES



CLASS LEVEL

The strongest fighter Haymaker Henderson is Class 8.

He can knock all of the other fighters out of the ring.

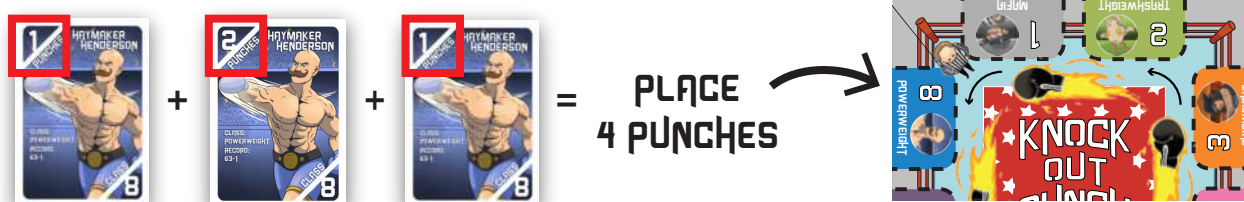
Chubby Chester (7) can beat all of the boxers that are Class 6 and below, and so forth. While Haymaker Henderson (8) is the strongest fighter, he has one weakness: Chet Smallwood (Class 1) who knows Haymaker's secrets. Chet can sneak past the referee in the ring and blackmail Haymaker to force him out of the ring.

A player may only place 1 type of fighter in the ring per turn, however there is no limit to the number of fighters a player may place as long as they are the same fighter. E.g. if a player has 3 Chubby Chester cards, that player may place them all in at the same time.

Designer Note: You may put less than 4 punches down in a location on your turn. You may place a single punch/fighter in a location even if you have more punch cards of that fighter; you can do this to strategically set up a future Knockout.

KNOCKOUT PUNCH

To knock another fighter out of the ring, a player will need to place down enough cards to equal 4 or more punches on one location. As the player places a fighter on its matching location/Class on the game board, the number of punches will increase to form stacks of fighters.

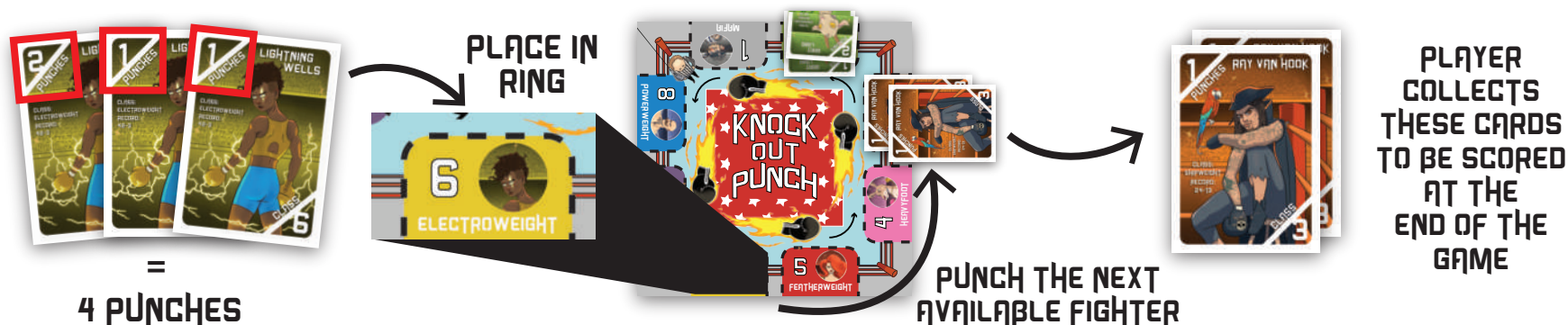


As soon as a total of 4 punches from the same fighter are placed in the ring, only the next smallest available fighter is punched out of the ring. When a player does this, he or she collects the fighters that are knocked out. If a player plays punches and there are no weaker boxers available to knock out, then they do not collect any fighters. When knocking others out, no one can pass the referee besides Chet Smallwood.



GAME SCENARIO - Part 1

Let's say that 3 Lightning Wells (Class 6) boxers are placed into the ring; one card has 2 punches and the other two cards with 1 punch, which in total equals 4 punches. The next fighter available in the ring is Ray Van Hook. In this case, Lightning (6) knocks out Ray Van Hook (3) and the player adds those cards to their collection pile.

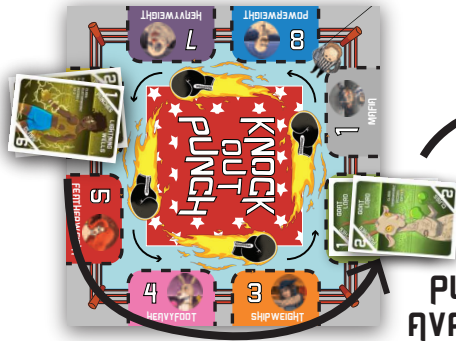


GAME SCENARIO - Part 2

As play continues to the next player, let's say he or she has another Lightning Wells card, and they add it to the pile on that location. Because there are more than 4 punches, the player laying the most recent Lightning card knocks out the two Goat Lord (2) cards from the ring and collects those cards into their own collection pile. With this scenario explained, players should be able to get an easy start on basic gameplay.



PLACE IN RING



PUNCH THE NEXT AVAILABLE FIGHTER



PLAYER COLLECTS THESE CARDS TO BE SCORED AT THE END OF THE GAME

=
4+ PUNCHES ON THE LOCATION

2. PLAY A SPECIAL CARD

CONTENDER SHOWDOWN

When this card is played, the player may choose to challenge the player who has the King of the Ring token and attempt to steal it from them. When played, a player will perform the **Throw a Punch** action (rules below). **In some cases**, players may not desire or have the space to throw a punch; instead, players may play *Highest Card Wins* to replace *Throw a Punch*.



HIGHEST CARD WINS

In this scenario, each player selects one of their cards to lay face down in front of them. The cards are then flipped over simultaneously. The player who laid the card with the highest Class wins (or keeps) both 1) the *Contender Showdown* card used to start the fight and 2) the KOTR token. The player then adds the *Contender Showdown* card to his/her collection pile to score at the end of the game. The exception to highest card wins is when Chet Smallwood is played. Similar to

the rules for knocking fighters out of the ring, he can only beat Haymaker Henderson. Wild cards and other special cards cannot be used in the *Highest Card Wins*. If a player has no available fighters to play, they forfeit the showdown. **In case of a tie**, the number of punches on the card are then compared, 3 punches beats 2 punches. If they are still tied, the challenging player uses the boxing glove to *Throw a Punch*. For those who are unable to throw punches to resolve a tie, the player who played the *Contender Showdown* card wins. Same rules in *Throw a Punch* apply to the winner. **Important:** The two cards that are laid down during the challenge are added to the game board in the fighter's location and both players replenish their hand. If the cards added to the board create 4 punches or more on that location, there is no benefit to the players and play is continued as normal.

Designer Note: Sometimes using your *Contender Showdown* early is a good strategy to free up space in your hand.

THE KING'S CHALLENGE

If a player is the King, they may still use a *Contender Showdown* card. If that player wins (either *Throw a Punch* or *Highest Card Wins*) they gain a King's Challenge Token worth 2 Points; they also win the *Contender Showdown* card to add to their collection pile. If they lose, they lose the KOTR Token and the *Contender Showdown* to the other player. A King's Challenge token can be won when the King draws a *Throw a Punch* card and wins!



Designer Note: The King's Challenge tokens are limited, so decide strategically when to challenge as King. And don't worry, there are other opportunities to win the KOTR title back if you lose.

THROW A PUNCH

When a player draws the *Throw a Punch* card, they **immediately** play it on the table. That player (known as the Puncher) then chooses one other player (the Defender) at whom they would like to throw a punch. In most cases, the players want to throw it at the person holding the KOTR token because if the player is successful in hitting the King, the Puncher takes the KOTR token and claims their rightful King title!



Now it's time to box and throw the glove! Once an opponent is selected, the Puncher (the player who throws the punch) takes the squishy foam glove and both players go to the designated space to square off. This space should be about 10-12 feet long (~3 meters) or 8-10 average steps away in a straight line for throwing. The Defender must go to the other end of the space and must stay in that space until the glove is thrown. Once both players are ready, the Puncher throws the glove at the Defender.



THROW A PUNCH CONTINUED

If the Puncher:

- Lands the punch (hits the Defender with the glove), they collect the *Throw a Punch* card (or *Contender Showdown* card) and the KOTR token if applicable.
- Is the current King, and does not land the punch, they lose the KOTR token to the Defender.

If the Defender:

- Dodges the punch, they receive the *Throw a Punch* or *Contender Showdown* card
- Catches the punch, they receive the *Throw a Punch* or *Contender Showdown* card
- Is competing against the King, and dodges/catches the punch, they win the KOTR Token.
- Is the current King and is hit by the glove, then they lose their title (KOTR Token) to the Puncher.

Warning: Do not aim at the head, fragile things, or to cause harm; we do not assume any responsibility for damages, injury, or negligence. We only claim the fun that comes with punching your friends.



Designer Note: As explained previously, if you do not have space in your home or any other reason would impede throwing the punch, you may treat all punching scenarios as a *Contender Showdown* "Highest Card Wins".

OTHER SPECIAL CARDS

Wild Cards - These cards take the place of any fighter in the deck. They are worth one punch. They may be played with any other fighter or on their own. They may not be used during a *Contender Showdown*.

Uppercut (Reverse) Cards - Playing this type of fighter card means that they landed an uppercut against fighters of a higher class! These cards reverse the direction of attack for that specific stack of fighters.

Scenario: A player places an *Uppercut Kickity Split* (Class 4) card on the board. This action creates 4 punches on that location so it will defeat a boxing foe, but in this case because of the uppercut card, the punches will go up the ring to the **next strongest fighter** instead of going counter clockwise as usual to the next weakest fighter. The punching direction for this location in the ring stays reversed until the card is knocked out or removed. If another uppercut card is played on top of a current uppercut, then the direction is again reversed back to its original direction. *Uppercut* cards have black borders. Uppercut punches cannot pass the referee.

Crowd Cards - These cards are given to each player at the beginning game to bet for points.

When a player plays a *Throw a Punch* or *Contender Showdown* card, each player who is not involved in the punch or showdown is allowed to bet on the outcome

of one of the players who are participating. This is done by placing a *Crowd* card facedown on the table while announcing which player they are betting on before the fight. Players place bets discretely, so no one knows if they are betting for or against a player (booing/cheering). If a player places a Booing Crowd card down for Player 1, they are betting that Player 1 will **lose** the fight. A Cheering Crowd placed on Player 2 means they think Player 2 will **win** the fight. If a player wins the bet (guesses correctly), they collect the Crowd card they bet with for points at the end. If they lose the bet, they trash that card. Players may only bet 1 Crowd card per *Contender Showdown/Throw a Punch* action. Cheering for participants is encouraged!

Throw in the Towel Cards - This card allows a player to choose a single card from anywhere on the board and remove it from the board to the trash pile. Once the player removes that card, he or she is then allowed to play an extra action from their hand. The player does not replenish their hand before using the extra action.

Block Punches - When a player lays down cards to knock fighters out of the ring, another player may play their Block Punch card. This card prohibits the player who laid the fighters down from knocking other fighters out of the ring and collecting the cards. The blocked player may not cancel the with another block card. The cards stay in the ring.

END OF GAME

Once there are no longer any cards in the draw pile, continue play until one player runs out of his or her cards; at that point the game is immediately over.

The player with the most points is crowned King of the Ring! In case of a tie, resolve it with a punch; the younger player of the two throws the punch.

But wait! That's only Round 1! Just like boxing, replay and rematches are encouraged to reclaim your title!

SCORING

Add up each player's scores by counting points from their collection pile as follows:

- Each Punch on a Fighter Card (or Wild) = 1 Point (e.g. 3 punches is 3 points)
- Contender Showdown Card = 1 or 2 points
- Throw a Punch Card = 1 or 2 points
- The King of The Ring Token = 5 points
- Each King's Challenge Token = 2 points
- Booing/Cheering Crowd = 2 points



Designer Note: There aren't any uppercut cards for Haymaker Henderson (8), since he is the strongest fighter.

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