

# ROWDY PARTNERS

## OBJECTIVE

Play tricks to wear down your opponent! Pin them to the mat to win!

## COMPONENTS

16 Wrestler Character Tokens	4 Health Track Markers
2 Partner Trays "Dog Bones"	2 Pop Track Markers
1 Rowdy Ring	36 Pop Tokens
40 Move Cards	4 Manager Boards
8 Wrestler Boards	4 Headliner/Manager Boards
10 Signature Move Tokens	

## SETUP - 4-PLAYERS (PG.2 FOR 2 & 3 PLAYER SETUPS)

- Place the Rowdy Ring in the center of the table.
- Pick a wrestler and take the matching wrestler board, wrestler character token(s), health track marker, and any signature move tokens for that wrestler.
- Place health track markers on the characters max health.
- Place all other tokens near the board. *Cheats (green pop tokens) are flipped facedown and shuffled.*
- Pick a player to be your partner, combine the wrestler boards to form your Pop track. Place the Pop track marker on the first space at the bottom of the combined boards. *If there is an icon there, gain that benefit to start the game.*
- Place your team's wrestler tokens in the same partner tray.
- Place the partner tray in the ring.
- Choose a team to go first, position their partner tray so the "1/4" is showing. Position the follow team so the "2/3" is showing.



## HOW TO PLAY

Rowdy Partners is played in rounds. Each round consists of eight tricks. Rounds are repeated until one wrestler is pinned.

### Round Set Up

Shuffle all of the move cards together. Deal each wrestler 8 move cards. Deal 4 to the "burn" pile face down, they will not be used during the round and cannot be looked at.

The lead wrestler is one "in the ring" (#1 position) and will play the first card.

### Playing Cards

Cards are played into slots on the Move Line. The Move Line organizes cards in the trick and dictates which player goes next.



The player whose wrestler character token is on the #1 position in the Rowdy Ring plays the first card in the #1 Move slot on the Move Line. The wrestler in the #2 position then plays their card on the #2 spot. The #3 wrestler plays their card followed by #4. Then the trick resolves.



### Rules for playing Move Cards:

- The first face-up card of a trick sets the suit for that trick. *If you lead with a WILD card, declare its suit to the table.*
- Following players must match the lead suit if they have a card with that suit. If they do not, they may play any card. This is called playing "off-suit" and those cards are **not eligible** to win the trick. *But, they may become the lead suit after a Counter, see below.*
- Following players MAY play a wild card or use a token to match the lead suit, but that is not required. Wild cards are optional and have no suit until they are played.
- Pop tokens may be added to cards when played, these may adjust the card suit or value.

### Counters

- After a card is played with the **SAME VALUE** as any other card on the board, flip both cards face-down. Both cards are out of the trick and are ignored.
- The earliest face-up card played on the Move Line is now the lead suit. If there is no card face-up, the next card played sets the new suit. Play continues until all 4 slots are played.
- Modified cards are considered to be their modified value and not their printed value.**

# ROWDY PARTNERS

## 2 & 3 PLAYER- HEADLINER MODE

Players without teammates can play as Headliners. Headliners are big-time wrestlers that act as a 1-player team, wrestling other Headliners (1v1) or tag-teams (1v2).

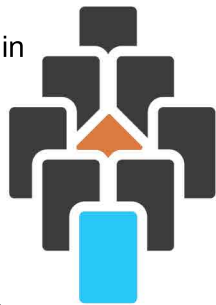
### HEADLINER SETUP

Setup is the same as normal mode with these exceptions:

- Choose a headliner and manager board. Connect the boards to form your Pop track. They are sized differently.
- Deal the Headliner player 8 cards for their hand and 8 cards for their manager diamond.
- Take the manager's matching signature move token.
- Place the Headliner's two wrestler tokens into both sides of a single partner tray.

### THE MANAGER DIAMOND

- Setup your manager diamond cards face-down (see below).
- Place the manager signature move token in the middle of the diamond (orange shape).
- Flip the lowest card in the manager diamond face-up (blue card).



### PLAYING AS A HEADLINER

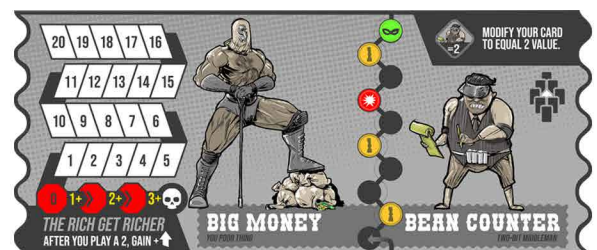
- As a Headliner, you play 2 cards per trick.
- You will play your cards in either the 1 & 4 slots or the 2 & 3 slots.
- Face-up cards in your manager diamond are treated like an extension of your hand for purposes of following suit and when choosing a card to play on your turn.
- During a trick, you may play both cards from your diamond, both cards from your hand, or 1 from each.
- After a card is played from the manager diamond (and after any tokens or effects are applied to it), reveal any newly uncovered cards face-up before the next card is played. If the manager's signature move token is fully uncovered, gain it to use on future turns.

### WINNING TRICKS AND TAKING DAMAGE

Headliners never have to swap in-ring and ropes positions since they occupy both. When you win a trick move the partner tray down to take the lead position (1&4). When you lose a trick, take the damage and move the tray up into the follow position (2&3).

### SPECIAL ABILITIES

Headliner's have special abilities. Some of their abilities are always in effect. Make sure to read your ability before the match begins and alert your opponent.



### Resolving the Trick

#### 1. Determine the Winner

The **lowest valued card**, on-suit, wins the trick. Off-suit cards are ignored.

#### 2. Deal Damage

Deal damage to the opposing in-ring wrestler. This is either the the #1 position or the #2 position wrestler. The damage done is equal to the value of the winning card. (There is no defense) Reduce the damaged wrestlers health track by moving their health track marker that many spaces.

If the wrestlers health enters the red "0" spot, **stop** moving their tracker immediately, even if they would normally take more damage. They are now in the PIN zone (see below).

#### 3. Change Ring & Ropes positions

The wrestler that won the trick moves into the ring. This may require adjusting the partner token until they are in the #1 position.

Adjust the opposing teams' partner tray so they are in the #2 & #3 positions. This often requires sliding their tray down. This team may not swap ring/ropes position at this time.

#### 4. Clean Up

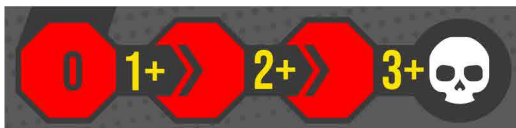
Discard the move cards and any player tokens used during the trick.

#### 5. Next Trick

The player in the #1 position plays the lead card for the next trick. If all hands are exhausted; shuffle the discard and burn pile together. Then re-deal following the round set up and start a new round. **If no card wins the trick the lead player does not change.**

### Pinning a Wrestler in the PIN zone

If you lose all of your health then you are in danger of being pinned. When your health tracker enters a red space, you are in the PIN zone. Continue playing like normal but each time you would take damage from a trick your health track marker moves down only 1 space instead of the number of spaces equal to the damage of the trick.



Fully stop at each red space, like a STOP

- To move from Zero to One take 1 or more damage.
  - To move from One to Two take 2 or more damage.
  - To move from Two to Three take 3 or more damage.
  - **Even if you take more damage than the listed amount, the PIN zone health track only ever advances 1 space.**
  - **If a wrestler takes less damage than the listed requirement, the marker stays and moves no spaces.**
- If a health track marker enters the SKULL space, they are pinned! The match is over! Their opponents win!**



# ROWDY PARTNERS



## TOKENS

Tokens are used by wrestlers to modify their cards and for other special effects. These primarily include Pop tokens and signature move tokens.

### EARNING POP TOKENS

Cards marked by the Pop icons earn teams Pop. When you play a card with Pop icons, move your Pop track marker up that many spaces on the track. If a space you move through or into has an icon, take the matching token and place it beside your wrestler's board.

**Even if you are Countering a card, you still gain the Pop!**



### SPENDING TOKENS

- Tokens are only used on your turn.
- You may use multiple tokens at the same time to stack effects.
- Tokens earned on a turn may not be used during that turn.
- Your tokens only affect your cards. (unless otherwise stated)

### Teamwork

When: Before EITHER wrestlers on your team have played a card for the trick.

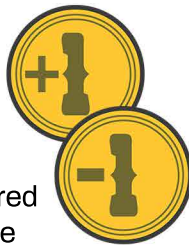
How: Swap ring/ropes positions with your partner. The new in-ring wrestler plays the first card for your team.



### Coin

When: When you play your card.

How: Place Coin tokens on your own card to modify its value. Your card is now considered the modified value. Modifying cards can cause counters!



**Cards can be modified higher than "8" or lower than "1". Negative values deal no damage.**

### Cheats

When: When you play your card.

How: Cheats are kept face-down until you play them. Reveal cheats to modify values or suits on your card.



### Damage

When: When you play your card.

How: If the modified card wins the trick, deal one extra damage to the in-ring opponent.

### SIGNATURE MOVE TOKENS & SPECIAL POWERS

Some wrestlers have specific tokens (diamond shaped). When the Pop track marker is moved over a wrestler's power move icon, that specific wrestler gains their signature move. If the wrestler already has their power move, nothing happens.

**Power tokens are played when a wrestler plays a card.**

### Lawman- The Lariat

Change your card to follow the lead suit. There is no effect when leading.

### Dynamite- Short Fuse

Modify any face-up card +1. **This includes other players cards too!** This might cause a counter. *For example, Dynamite played by the final player of a trick could cause the opposing cards in slot #2 and #3 to counter eachother!*

### Amazing Grace- Mercy & Damnation

Play with a card and modify it +2 or -2.

### El Diablo- The Fine Print

When you play a card to a trick setting the suit (no other face-up cards), you may play The Fine Print. The winner of this trick will take the damage instead of the loser. That trick's winner gets the lead, even if they take damage.

### Snake Oil- Wonder Tonic

Give Wonder Tonic to an opponent when you play a card. The next time they play a card to a trick setting the suit (no other face-up cards), they play a random card from their hand instead. If played against a Headliner, the random cards do not include their manager diamond. If a player with a tonic only has 1 card in their hand when setting the suit, their tonic is discarded to no effect.