

Brawlings

Rules

Brawlings is a modular card game for 2 to 4 players that consists of 54 cards divided into 4 modules.

Brawlings are grumpy creatures that came from another dimension and love to fight. The goal is to score points by *knocking out* and collecting Brawlings. At the end of the game, the player with the most points wins.



Card Anatomy

Each Brawling has the following attributes:

1. Colour (Red, Blue, Yellow or Multicolour)
2. Health Points (4 or 5)
3. Type (Demon, Beast or Magic Creature)
4. Weakness (one or two)
5. Name and illustration
6. Module (1, 2, 3 or 4)
7. Score Multiplier

Colours and Brawling types

Each Brawling has at least one colour (Red, Blue or Yellow) and one type of the following:



Demons



Beasts



Magic Creatures

Deck Building

Build the deck with cards from the modules you wish to use (indicated by the number in the bottom left corner of the card).

It is recommended to use a number of modules equal to the number of players, however it's possible to include/exclude any module as you wish.

Initial Setup

Shuffle the deck you built, then reveal one Brawling for each player and put them in the middle of the table. Each one of them will represent a single Brawl, which is a group into which **any** player will be able to play other Brawlings from their hand.

Divide all the other cards face down and equally among all the players, then discard the rest.

Each player will have a personal deck, from which they will draw the first 3 cards.

Turn Structure

At the start of their turn, the player plays one Brawling from their hand into the Brawl that contains the **lowest** number of Brawlings.

If two or more Brawls contain the same number of Brawlings, the player can choose to play their card into any of them.

Once on the table, that Brawling starts fighting with any other Brawling within its Brawl.

After resolving all fights, the player draws one card from their deck (if it still contains cards) and ends their turn.

Fight

As soon as a Brawling is played into a Brawl, it starts fighting with those already in play.

The player chooses one of those Brawlings, **except** for the one played from their hand, and calculates if it gets *knocked out*. Damage is calculated as follows:

- 1 base damage from every other Brawling.
- 1 or 2 extra damage from every other Brawling if its type or colour matches one or both **weaknesses** of the selected Brawling.

The minimum number of damage required to *knock out* a Brawling is equal to its Health Points.

If a Brawling doesn't get enough damage to get *knocked out* in a single turn, it **will not** suffer any damage points at all.

Every time a player *knocks out* a Brawling, they remove it **immediately** from the Brawl and **collect** it, by laying it face up in front of them.

The player can then repeat this process with the remaining Brawlings of the same Brawl and try to *knock out* more of them.

A Brawling **cannot** suffer damage during the same turn it gets played into a Brawl, and therefore **cannot** be collected. Starting from the next turn, it will suffer damage as usual and any player will be able to collect it.

Collecting Brawlings and Champions

Players can collect Brawlings in 3 piles in front of them. Brawlings at the top of those piles are called **Champions**. At the end of the game, their multiplier will be used for calculating the player's final score.

The first 3 Brawlings that the player collects will be put in 3 different piles. Starting from the fourth one, the player will have to decide to put it at the top or at the bottom of **any** of those piles, keeping in mind that any duplicated multiplier will **not** be used for the score calculation at the end of the game.



Turn example: Mark plays Jalfa from his hand into a Brawl and decides to knock out Raxal.

Raxal is weak to Yellow Brawlings and Beasts. He gets:

- 1 base damage from Rovette, plus 1 extra damage since she's a Yellow Brawling.
- 1 damage base from Jalfa, plus 2 extra damage since he's a Yellow Brawling and also a Beast.

Raxal suffers a total of 5 damage points, which is enough to knock him out. Mark then removes Raxal from the Brawl and puts the card in front of him.

Endgame

The game ends as soon as all decks have been emptied of cards and the last player plays their last card. Each player then counts how many points they scored using the three **different** multipliers of their Champions (as already mentioned, duplicate multipliers are ignored). Each Brawling (including Champions) is

counted as many times as it matches a Champion's multiplier.

The total of those three counts will be the player's final score. The player with the most points wins the game. In the case of a tie, the player who collected the most Brawlings wins.

Score Multipliers

The base version of Brawlings comes with three different types of score multipliers:

1 Simple Multipliers

Gives 1 point for each Brawling of a specific colour **or** type (Blue, Red, Yellow, Demon, Beast or Magic Creature).

3 Combined Multipliers

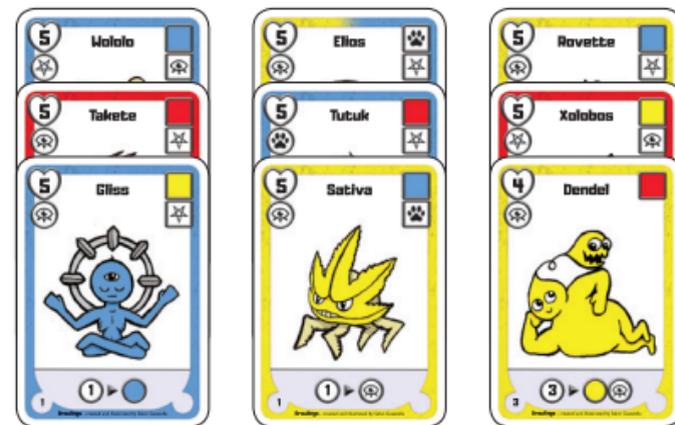
Gives 3 points for each Brawling of a specific colour **and** type. In the example, points will be given for each Red Demon.

3 Multicolour Multipliers

Gives 3 points for each Multicolour Brawling.

Multicolour Brawlings

Multicolour Brawlings are recognisable by the multicolour border and belong to all the indicated colours and types. For example, Darbulok (Red/Blue Demon) counts as a Red Demon and as a Blue Demon when applying weaknesses during a fight and counting points at the end of the game.



Example of endgame: Andrew chooses Gliss, Sativa and Dendel as his Champions during the game and scores 22 points, calculated as follows:

- 1 point for each Blue Brawling = 4 points
 - 1 point for each Magic Creature = 6 points
 - 3 points for each Yellow Magic Creature = 12 points
- NB: Xolobos, being a Red Demon, is not included in any count and therefore he's not worth any points.
NB: Besides Champions, the position of the other cards in the three piles does not affect the score calculation. However, it is recommended to keep your cards as shown in order to easily keep track of the development of the game at any time.

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