



# HOW TO PLAY **BATTLE CARDS**

Instruction manual and rules

**RCFA**  
RING CONTACT FIGHTING ARTS  
INTERNATIONAL

**FIGHTING  
WILDLIFE**





## Welcome to the world of **Fighting 4 Wildlife Battlecards** where strategy, skill, and a dash of wild fun collide!

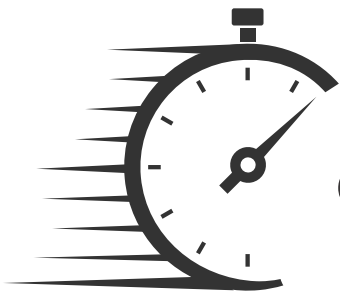
In this game, you'll step into the wild and take command of fierce animal warriors, each with unique abilities and a distinct fighting spirit. In this first edition, we're excited to introduce a powerful lineup of characters, from the lightning-fast cheetah to the indomitable Cape buffalo, each ready to face any challenge.

Each fighter's card includes special values and icons that determine their strengths, weaknesses, and strategic advantages in battle.

To play, you'll use four types of cards: Fighter Cards, Terrain Cards, Mode Cards, and Technique Cards. Each card type has specific icons and values that influence your fighter's skills, defenses, and ultimate power in the game.

**RCFA**  
No Contact Fighting Arts  
**FIGHTING 4 WILDLIFE**





# QUICK START GUIDE



## Fight Preparations / Team Management Phase:


- 1. Challenge Issued:** Two players take their positions as team managers.
- 2. Setup:** Roll out your Battle Map. One player claims the Red corner; the other, the Blue corner.
- 3. Deck Ready:** Shuffle your decks and place them on the designated placeholders (8 Fighter cards, 4 Terrain cards, 4 Mode cards, and 8 Technique cards per player).
- 4. Choose Your Champion:** Red corner draws 3 Fighter cards, selects one, and places it face down in the Octagon. The remaining cards go to the bottom of the deck. Blue corner repeats the step.
- 5. Technique Time:** Red corner draws 3 Technique cards, picks one, and places it face down in the Octagon. The unused cards are returned to the bottom of the deck. Blue corner does the same.
- 6. Set the Scene:** Red corner places one **Terrain card** and one **Mode card** face down in the Octagon. This alternates each round, so Blue corner handles this step next round.



Fighter card

# Technique Card

## FRONT KICK



 +2  
 +1  
 +0  
 +0

A straight, powerful kick delivered with the ball of the foot, aimed at the opponent's midsection or chest.

[www.f4wbattlecards.com](http://www.f4wbattlecards.com)

# Terrain Card

## Woodlands




 +5  
 +3  
 -3









Towering trees and rich undergrowth create a vibrant landscape of life. These shaded realms offer shelter and sustenance.

[www.f4wbattlecards.com](http://www.f4wbattlecards.com)

# Mode Card

## HIGH KICKS FULL CONTACT



   
 ✓  
 ✓  
 -5   
 -5 

Explosive high kicks, blending power & agility, delivering head-snapping strikes that keep fans on the edge of their seats.

[www.f4wbattlecards.com](http://www.f4wbattlecards.com)

## Fight Phase:

*You've done the training; now it's time to let your fighters shine!*

- 7. Reveal Fighters:** Flip over both fighter cards, compare their stats, and adjust your Power Base Points on the numbers grid. Even if your fighter looks like the underdog, remember, the right conditions can turn the tide!
- 8. Terrain Reveal:** One player flips over the Terrain card. Compare the habitat logos with your fighter cards and adjust your Power Base Points accordingly.
- 9. Mode Unleashed:** The other player reveals the Mode card. This determines which technique can be used in the round.
- 10. Technique Reveal:** Both players flip their Technique cards and adjust their Power Base Points. Effects in red impact your opponent; yellow affects your fighter.





## Victory Conditions:

Compare final Power Base Points. The highest score wins, and the victorious fighter remains in the Octagon. All other cards are removed, and the next round begins.

*Defeat all your opponent's fighters to claim the title of **Fighting 4 Wildlife Champion!***

In the Event  
of a Draw:  
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## In the Event of a Draw: Show Your True Mettle!

Sometimes, even the fiercest battles end in a stalemate. But in the world of RCFA, there's no room for ties without a fight! Here's what happens when your fighters go toe-to-toe and neither comes out on top:

1. 30-Second Extension: When a bout ends in a draw, both fighters get a chance to prove their worth with a 30-second extension (represented in-game with a fresh move!).
2. Technique Showdown: Each player simultaneously draws the top Technique card from their deck and places it on top of their current Technique card in the Octagon. Adjust the Power Base levels according to the new cards' attributes.
3. Reassess the Power Base: Compare the adjusted Power Base scores to determine a winner. If one fighter comes out ahead, they claim victory and remain in the Octagon.
4. Second Wind: If it's still a draw, repeat the above step one last time with another Technique card. Adjust the scores and check again.
5. Final Outcome: In the unlikely event the bout is still a draw after the second extension, neither fighter claims victory. Both are removed from play, making room for new challengers.

**Remember, Coaches(Players): only two extensions per bout!  
Make every card count and fight for glory!!!!**





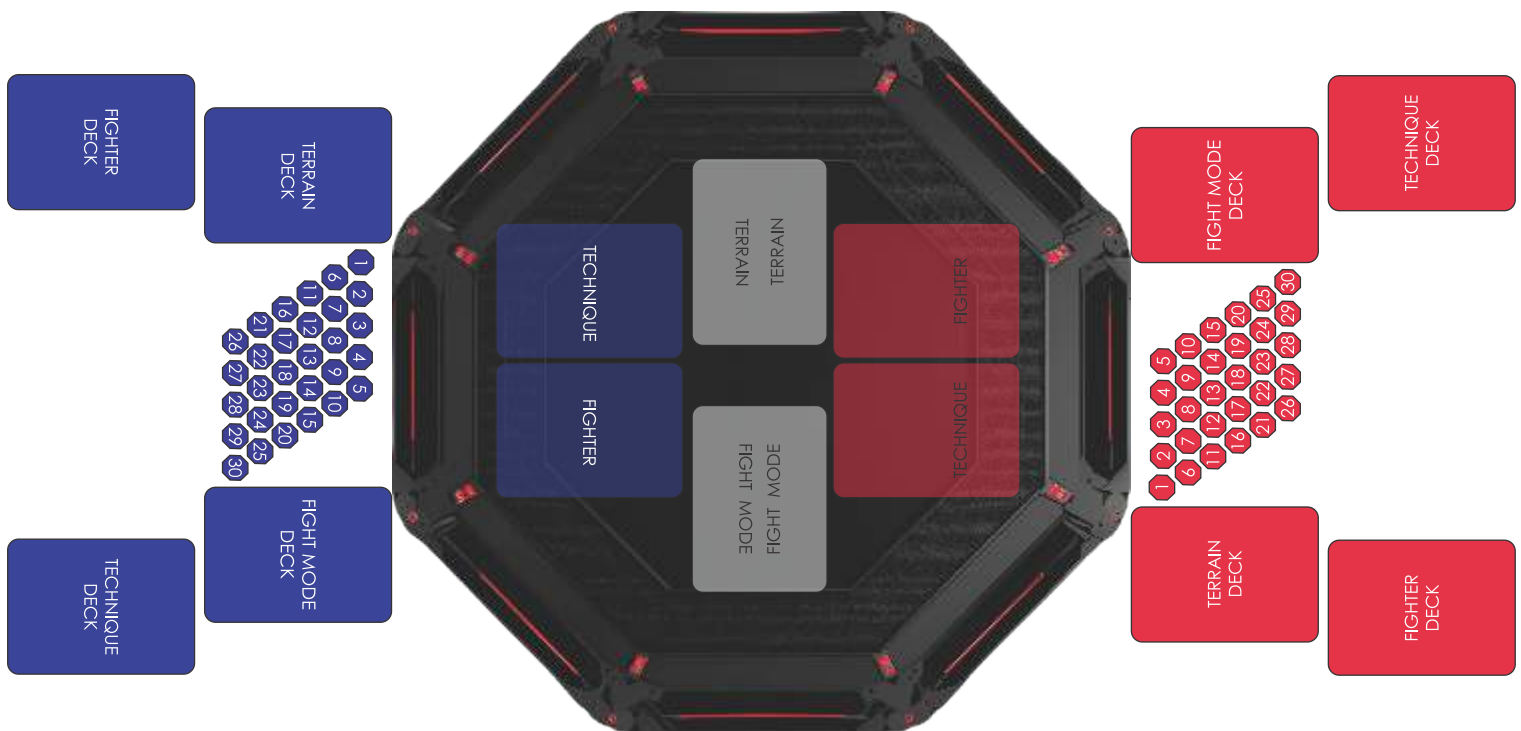
# Welcome to the Battle Map!

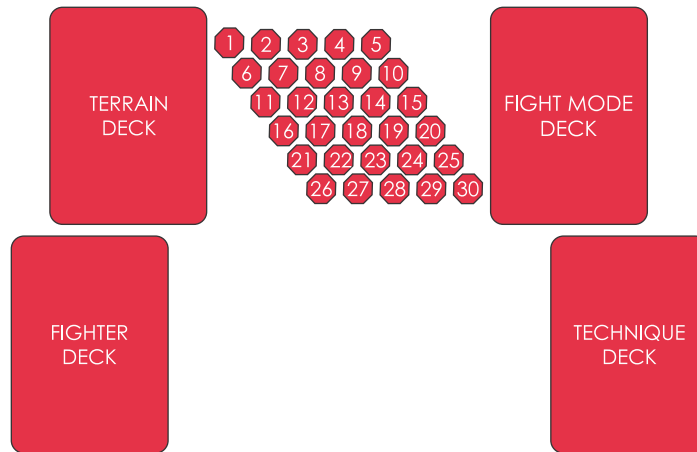
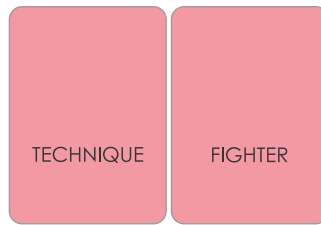
The ultimate arena where your fighters will clash in a showdown for the ages! This is no ordinary battlefield—it's a wild, untamed **South African bushveld**, where only the strongest will survive!

## The Fighting Ring

At the heart of this battlefield lies the **fighting ring**—a no-exit, all-action **octagon**! Once you and your opponent step in, there's no turning back. The action is fast, fierce, and, let's be honest, totally epic. Inside the ring, there are 8 important grids:

- **2 Fighter Grids:** Place your fighter here and get them ready to battle!
- **2 Technique Grids:** This is where things get really exciting. Each player picks their **epic technique** and slams it down here for a showdown of flying fists, limbs, and knockout moves!
- **1 Shared Terrain Grid:** The battlefield itself can be your best friend—or your worst enemy. Use it to outsmart your opponent!
- **1 RCFA Fight Mode Grid:** This is the twist that can change everything! The Fight Mode is like hitting the game's reset button, giving you new rules and surprises.





## Your Corner of the Map

On each side of the battle map, you'll find the **Blue Corner** and the **Red Corner**, your battle base! Each corner is equipped with 4 key card grids, where you can stack your cards like a pro:

- **Fighter Deck:** Choose your champion wisely!
- **Terrain Deck:** Add some extra flair to the battlefield—who doesn't love a little chaos?
- **Fight Mode Deck:** This is the game-changer. Set the tone for the match!
- **Technique Deck:** Bring the heat with some killer moves!

## Hit Points Grid

Every fighter has a **hit points grid** (from 1 to 30) that helps you track how much damage they've taken. You'll use the provided placeholder to keep tabs on your fighter's stats as the fight rages on.

**Don't let them get too low, or it's lights out!**