

EIGHT



EIGHTFIST

FIST

MANUAL

Are you suffering a lack of validation in your life?
Learn Eightfist, and pummel your friends.

Fun to play. Feels good to win.

Respect!

EIGHT FIST™

A card game with grit.



A DUSTIN & DEAN /
MIND RIOT PRODUCTION
A Passion For Games

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RULES OF PLAY

OBJECT OF THE GAME

Eightfist is a game of luck, strategy and intuition.

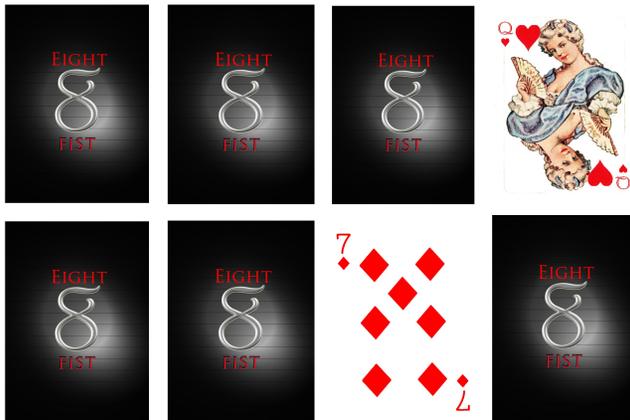
Players strive to reduce the value of their hand or Fist of Eight – the eight cards arranged in front of them - through the course of a round, by either swapping each card for a card of lesser value, or by pairing their cards up with cards of equal rank. During each round, in addition to trying to reduce your point totals, you are also trying your best to foil your opponent's efforts to do the same, by combining pairs, using wild cards, and exchanging high cards for low through each of eight rounds.

Basic Concept:

- * Keep your own score low during each round, while driving your opponents score high.
- * A total of eight rounds are played to complete a full game.
- * A tournament is composed of three, five, or seven games.
- * The player with the lowest score after eight rounds wins the game.
- * Pairs can only be made one above the other, *not* side by side.
- * A round is complete when one player has successfully revealed all of the cards in their Fist of Eight.

HOW TO PLAY

Overview



Split the deck. Low card shuffles the deck thoroughly before dealing eight cards, in clockwise fashion, to each player. The cards are dealt face down in two rows of four. When all eight cards are dealt to each player, the remaining deck is placed in the middle of the table, and the top card is flipped, face-up, beside it.

Each player selects any two cards from their own Fist of cards and flips them over, rendering them “in play”.

Players take turns drawing a single card, with a mind to replacing high cards with low-scoring cards, and/or pairing up two cards in a given file. Pairing two cards in a file in this way, brings the score in that file to zero.

Cards are dealt in two rows, four columns. Each player flips two cards of their choice, rendering them “in-play”.



The above two card formation, one card above the other, is called a File. A Fist of Eight is made up of four Files, side-by-side. Pairs can only be made one above the other, not side by side.

To begin, Player One (the player to the left of the dealer) may select a card from the stock pile, or select the face-up card on the slush pile. The player may then chose to exchange the card drawn for *any* card in their Fist of Eight, whether it is face up, or face down. If the new card chosen from the stock deck is not favourable, it can be discarded, and a card in the player's Fist of Eight must be flipped face up, rendering it “in-play”. If the card was drawn from the discard pile, it may NOT itself again be discarded. It *must* be swapped with one of the current player's cards – whether face-down or in-play. In either case, the “old” card is removed from their Fist and discarded; The new card takes its place.

New cards that are swapped in must be presented face up.

A single round ends when one player has flipped or revealed all cards in their Fist of Eight. All players must now count the total points in their hand, including wild cards, and add it to the score card. Scores are totalled and recorded on a running score sheet. The object of the game is to achieve the lowest possible score through each round, and end up with the lowest overall score after eight rounds, thus winning the game.

During play it is *not* legal for a player to pick up a card from the stock or slush pile and then choose a card from their Fist and look at it first to decide whether to keep it. Unless you are psychic, players are *not* given the benefit of fore-knowledge.

SCORING

Once a player has flipped all eight cards in their Fist, the round is ended.

A Pair – two identical cards, one above the other in one file, cancel one another out and count as zero.

A Quad – A block of four of any single card - four twos, or four fours for instance - is called a Quad, and equals minus (-) twenty points; Two Quads side-by-side are minus forty points, plus an additional minus (-) five points for scoring the side-by-side Quads.

Double Jeopardy – This occurs when two wild cards wind up in the same file (one above the other), and, by nature of the card itself, both cards “Freeze” the file. Therefore neither card can be traded out.

High and Low Score Records – There is a section at the back of this rule book to keep track of overall low score achievements and high score blunders over time. The *Tour de Force* section is to track heroic low-scores, the *Conquered* section, to celebrate notable losses.

Remaining cards are counted accordingly as per face value.

FACE CARDS

Jacks score 10 points each

Queens score 10 points each, aside from the Queen of Spades, which is a wild card, as described below, and scores +15.

Kings score 0 points each.

Aces score 1 point

PIPS

Pip cards score their face value, aside from the Two of Diamonds, which is wild card, as described below, and scores +20.

WILD CARDS

Queen of Spades: scores +15 points. If the Queen of Spades is chosen from the draw pile, she must be taken, she cannot be discarded. Further, the file in which the Queen of Spades sits will remain frozen until it can be matched with another Queen. This means that the other card in the file - above or below it, whichever the case - cannot then be played or traded, *unless another Queen* can be paired with it. The +15 points earned from the Queen of Spades is negated if paired with another queen.

Two of Diamonds – aka The Fuck You Two card: scores +20 points. When this card turns up in one of your files, it freezes the file it is in, meaning that neither the card above or below, nor the Two of Diamonds itself, can be exchanged with new cards off the draw. The only way to avoid getting stung with adding +20 points to your score, is by pairing this card with another two card. If you manage to pair the Fuck You Two card with another two card, the Two of Diamonds is cancelled out and this “file” will count as zero points. Please note that the two used to pair it with, is not counted as minus 2 (-2), but simply counts as zero.

Fist Face: scores +12. – If a player draws the “Fistface” card from the draw pile, they can use it to steal the card of their choice from another player. However, if the Fistface card turns up in a player's fist of eight during play, it then freezes the file in which it was placed, meaning the other card above or below it, whichever the case, cannot be traded out. The points penalty (+12) on this card can only be cancelled out by obtaining the Queen's Grace card, which scores -12 points.

The Cry Baby: scores +12 points. Any player to draw this card from the deck *must* exchange it with the lowest card in their Fist, leaving their low-scoring gold there on the discard pile for their opponent to nab. The Cry-baby card then freezes the file in which it sits, and can only be negated (points cancelled) by pairing it with the Queen's Grace.

Eightfist
Finis



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