



KNOCKDOWN

4-PLAYERS MODE

4-players Mode is designed to engage 2 opposing Teams in an amazing multiplayer battle in the Great Tournament. To play this mode you'll need at least two different boxes of Knockdown.

RULES CHANGES IN A 4-PLAYERS MODE

All rules not mentioned below remain the same as in the standard game.

SETUP

- 1 Form two 2-players Teams. Teammates sit near each other on one side of the table. Players from the opposing Team sit on the other side of the table.
- 2 Each player selects one fighter from any Knockdown boxes and takes their fighter's corresponding mini, Fighter Sheet, tokens (if any), and Fighter Help Card. Hand each player a Player Help Card.
- 3 Choose 2 Knockdown boxes. Game elements from those boxes will form an environment for your next Knockdown Match.
- 4 Choose 1 Game Arena from these chosen Knockdown boxes and set it up as in standard game rules. Make sure each player can easily see it.
- 5 Shuffle together all Skill cards from both chosen Knockdown boxes and deal three cards to each player. Players within one Team can look at their cards but cannot swap those between them. Each player chooses one Skill card to keep and removes the rest from the game. Then, all players put their Skill cards face up in their play area.
- 6 Players with a higher Initiative value on their Skill card within each Team place their fighter mini on one of the two starting spaces. Those are Active Fighters.
The other player's minis are placed on their respective Fighter Sheets. Those Fighters start the game on the Bench. In case of a tie in Initiative values within one Team, players must agree on which one starts as an Active Fighter.
- 7 Shuffle together all Attack cards from both chosen Knockdown boxes and form an Attack deck from them. Deal four cards in a row, face up, visible to each player. This is the Attack Row.
- 8 The player whose Active Fighter has the higher Initiative value on their Skill card is the first player (in case of a tie choose the first player at random). Player controlling an Active Fighter from the opposing Team is the second player. Players on Team Benches are preparing to enter the Game Arena.
- 9 The first player chooses one Attack card from the Attack Row and adds it to their hand. Then, the second player chooses two Attack cards, and the first player takes the last Attack card so that each player with an Active Fighter starts the match with two Attack cards in their hand. Refill the Attack Row with four new Attack cards from the Attack Deck.
- 10 Put the wound cubes and tokens near the Game Arena. You are now ready to start the match!



GAME TURN

Starting with the first player, players controlling Active Fighters take alternating turns. At the start of your turn draw the top card of the Attack Deck, then refill the Attack Row with another cards from the Attack Deck so that it contains four face up Attack cards. Then, perform two actions choosing from: MOVE, ATTACK and COMBO. You may perform the same action twice; and you cannot perform only a single action unless you perform a Swap during your Combo Action.

ACTIONS - II. ATTACK

Choose an Attack card from the Attack Row. If your opponent is within range of the Attack, resolve the attack according to the Attack Sequence (see: ATTACK SEQUENCE on page 14 in the Knockdown Rulebook). **Deal the chosen Attack card to your Teammate. They add it to their hand.**

NOTE: You must add the Attack card to your Teammate's hand even if you could not resolve the Attack Sequence. If they have more than six Attack cards in their hand, they must discard a card immediately.

ACTIONS - III. COMBO

A Combo allows your fighter to perform the Special Attacks listed on their Fighter Sheet and Dash around the Game Arena. What is more, this is the only way to change Active Fighter with the Teammate on the Bench.

You can Dash and perform Special Attacks in any desired order. When you resolve a Special Attack or a Dash, you may immediately perform another one as long as you are able to pay for it; or you may choose to end the Combo. Additionally, you may Swap places with your Teammate sitting on the Bench at any moment during a Combo. If you do, place a mini of a Fighter sitting on the Bench on a space occupied by your Fighter and move your Fighter to the Bench placing its respective mini on a Fighter Sheet. The player controlling the new Active Fighter, who just arrived in the Game Arena, may continue the Combo and perform their Special Attacks and Dashes. However, the Swap may be performed only once per Combo.

If you already played all your Special Attacks and Dashes, or you cannot pay for a Special Attack or when you decide you are done, the Combo ends. If a Swap was performed during this Combo your turn ends.

NOTE: Swap is not a Strike ability so it cannot be Blocked.

SWAP EXAMPLE



During the Combo action, a player controlling Chilly decides to Swap. To do so they need to remove the Chilly mini from the Game Arena and move it to the Bench by placing it on the respective Fighter card (1). Their Teammate controlling Katie places her mini on a space previously occupied by Chilly (2). From now on, Katie is an Active Fighter and may continue Combo. After the Combo is finished Katie's controller ends their turn.



Note that Chilly does not lose any Wounds when placed on the Bench.

END OF THE ROUND

The round ends whenever a Team is eliminated, or when the Attack Row cannot be filled because the Attack deck runs out of cards.

FAILED KNOCKDOWN TEST AND TEAM ELIMINATION

The player who fails their Knockdown Test is Knockdowned and cannot participate in this round anymore. Remove that player mini from the Game Arena and discard their hand. If that player's Teammate has a Fighter on the Bench they may place it in any space of the Game Arena. They become the Active Fighter. From now on each time that player performs an Attack Action, they add the chosen Attack card to their hand. That player can't use Swap during the Combo Action (because there is no one to swap with).

If a Team has no more Fighters on the Bench after a failed Knockdown Test that Team is eliminated and their opponents are the winners of the round.

NO CARDS IN THE ATTACK DECK

The Team with the most Fighters that hasn't been Knockdowned this round is the winner of this round. In case of a tie, the Team which inflicted more heavy wounds among all opposing Fighters is the winner of this round. If there is still a tie, the Team which inflicted more light wounds among all opposing Fighters is the winner of this round. If there is still a tie, the Team which is starting their turn is the winner of this round.

If the winners of this round already have a Victory Token, that Team wins the match! Otherwise, that Team takes one Victory Token, and the match continues to the next round.

NEXT ROUND

All players discard their wound cubes and any Attack cards remaining in their hand. Reset Fighter minis on the Game Arena starting spaces. The winners of the previous round has to choose their Active Fighter first. The Team that lost the previous round chooses their Active Fighter as second. Shuffle all Attack cards to create a new Attack deck. Then, refill the Attack Row. The player controlling the Active Fighter from the Team who lost the previous round is the first player.



Awaken Realms Lite Sp. z o.o.
Ul. Św. Mikołaja 58 50-127 Wrocław, Poland
www.awakenrealmslite.com

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