Rules of Play 1/2

Introduction: *Proper folk of high stature must often, in service to the greater good, do battle by proxy, for to risk one's life when another's is more disposable is anathema to the natural order of things.*

Two-Player Rules: Each player secretly chooses one combatant from his collection. The fighters are then held head-to-head, so that the lines of colored numbers align.

In the column where the colors are the same (there will always be exactly one), the combatant with the higher number wins.

Sophisticuffs
A Battle of Two Seconds

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Rules of Play 2/2

Playing for Keeps: The winner captures and keeps the loser's card. Players should sign each card that they lose, and the goal is to collect the most signatures.

Ties: If there is a tie, replay with two new characters. The winner keeps the entire lot.

Playing for Penalties: Prior to combat, choose a penalty for the loser, such as telling a joke or making an embarrassing noise.

Adding More Players: Combat is honorable only when head-to-head. Groups of more than two players should divide into pairs and fight several battles.

***Sophisticuffs** was created by **James Ernest** and **Crab Fragment Labs** for the joy and betterment of all mankind. You can find other games, and much more, at **crabfragment.com**.*

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