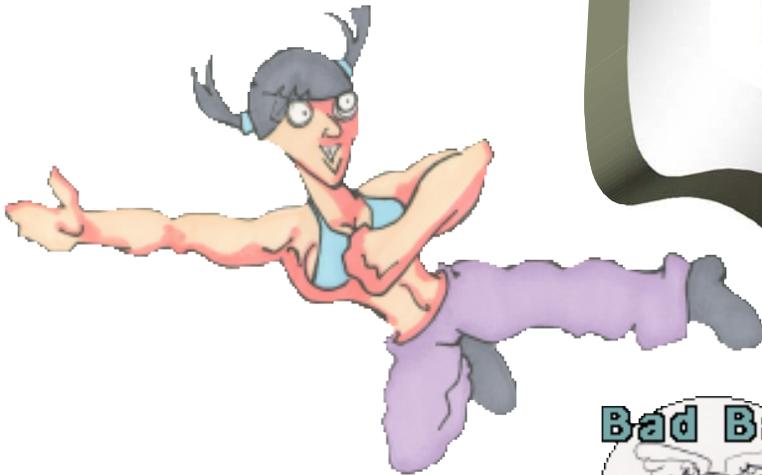




# Kung Fu

# U



**Bad Baby**



**Productions**

John could not believe his luck. His first day at Kung Fu University, and already he was involved in a duel. He had trained all his life to be able to test his skills in the martial arts, and here he was already getting a chance.

As he stood his ground, his tiger claw held high and ready, John watched his foe. She was a little thing, all dressed up in a bright floral dress with a blue ribbon in her hair. Maybe after the duel, they could go get a glass of milk together he thought to himself.

That's when she hit him.

Waking up on the grass, John rubbed his chin where the girl in the flower dress had hit him. She stood over him offering him a hand up.

"Your Kung Fu was good, but mine was better," she said with a smile as she walked away.

Maybe school would be a bit tougher then he thought, John mused as he chased after her, asking if she could show him how she did that kick.

This is Kung Fu U, the game of martial arts combat and fun times. Can you out fight your foes before they bring you down with a surprise attack. Can your Kung Fu out shine your foe's skills. Find out who is the best of the best with this exciting Mini-game from Bad Baby Productions.

**A Bad Baby Product, All rights reserved.**

**All comments, suggestions and contacts can be made at...**

**Bad Baby Production, [Hemdog560@hotmail.com](mailto:Hemdog560@hotmail.com)**

**Or visit**

**Bad Baby Production at...**

**[host09.ipowerweb.com/~arcanump/ArcanumPBM/Page3001.html](http://host09.ipowerweb.com/~arcanump/ArcanumPBM/Page3001.html)**

**Game design, artwork and layout by Robert Hemminger**



**Index:**

<b>Introduction</b>	<b>Page 3</b>
<b>Game Construction</b>	<b>Page 3</b>
<b>Getting Started</b>	<b>Page 3</b>
<b>Cards</b>	<b>Page 4</b>
<b>Player's Deck</b>	<b>Page 4</b>
<b>Player's Hand</b>	<b>Page 4</b>
<b>Activation Dice</b>	<b>Page 5</b>
<b>Active Cards vs. Inactive Card4</b>	<b>Page 5</b>
<b>Turn Order</b>	<b>Page 5</b>
<b>Making an Attack</b>	<b>Page 6</b>
<b>Recording Damage</b>	<b>Page 6</b>
<b>Special Conditions</b>	<b>Page 6</b>
<b>Defense Cards</b>	<b>Page 7</b>
<b>Winning the Game</b>	<b>Page 7</b>
<b>Damage Chart</b>	<b>Page 8</b>

**Introduction:**

Kung Fu U allows players to build a martial arts deck, made up of various cards. When both players have constructed a deck, they then battle each other, using attacks and defensive moves as they try to defeat their opponents.

Simple to play and full of fast fun, Kung Fu U will fill hours of your time, so be warned and get your Ki up.

**Getting Started:**

Once the parts are ready to play with, each player will need to construct a deck for their martial artist. (See Player's Decks) Once the decks are ready, each player rolls 1D6. The highest roll goes first, drawing and playing cards in this order. Note that the die rolled is also the player's starting activation dice and the number rolled is used for their first turn of activity.

Each player deals to themselves at the start of the game two cards. These are laid face up on the table. These cards are considered to be in play at the start of the game.

Each player then deals to themselves three more cards, which they place into their hand. These cards are the players' starting hand.

Last but not least, each player should lay out a damage chart before them and use a token of some sorts (Not supplied) to record their martial artist's current damage.

**Cards:**

Kung Fu U is composed of a set of cards, each card showing some sort of attack, defense or ability that their martial artist may perform. As players draw cards from their deck, they will gain access to more abilities, but so to will their foe.

**Player's Deck:**

Each player in a game must construct a deck from the cards supplied. The deck's composition of cards is up to the player, although there are some rules that govern just what and how many cards can be included.

The following governs the construction of a robot deck.

- A. All decks must have 20 cards, no more or less.
- B. No deck may have more than 10 red attack cards, 10 blue defense cards or 10 yellow maneuver cards.
- C. No deck may have more than five style cards. If style cards are included in a deck, then all style cards must be of the same style. (You cannot have monkey cards and tiger cards in the same deck)
- D. No deck may have more than the four of the same cards.

**Player's Hand:**

Each player may have up to five cards in their hand at any one time. If they for some reason end up with more than five cards, they must discard a number of cards to return them to the five card limit.

Cards, which are discarded are lost for the game and placed together in a discard pile.

**Activation Dice:**

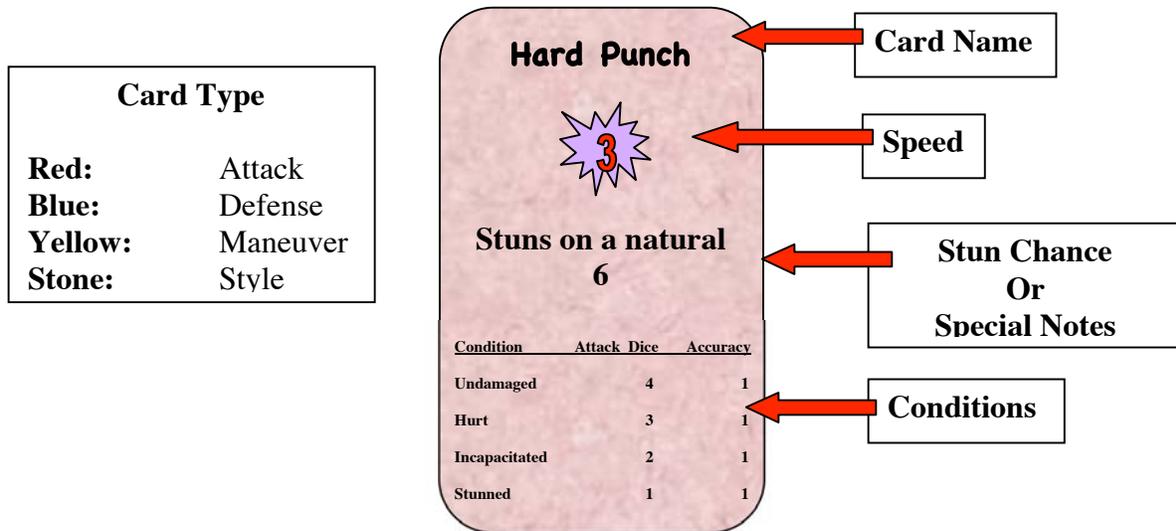
Each turn a player will roll, at the start of their turn, 1D6. This is their activation dice for the turn. The activation number thus rolled will remain in effect for that player until the start of their next turn.

When a player wishes to use a card that is in play, said card must have a speed that is equal to or less than the player's current activation number.

**Example:**

Ted has three cards in play and rolls an activation roll of 3. Two of his cards have a speed of 2 and so can be used this turn. One though, has a speed of 6 and so may not be used.

As you will note, both players may have different activation numbers, and thus be able to play different speed cards. Thus the type of cards you build your deck with and their speed will determine your fate in the game. Build a deck with a lot of low number cards may allow you go often, but they will not do much damage when they are used. On the other hand build a deck with a lot of high speed cards and you may never get to do anything while you wait for that 6 to come up. Of course when you do roll that 6, watch out because these high-end cards can do a lot of damage.



Card Sample

**Active Cards vs. Playable Cards:**

Playable cards are any cards you have laid down on the table. These cards are ready to be used, should you roll an activation roll high enough to activate them.

Active cards are playable cards, which have a speed that is equal to or lower, then your current activation number.

**Turn Order:**

Each turn players will draw cards from their deck then place cards into play and use active cards as needed. When a player has conducted all the actions they are able to complete that turn, their turn ends and the next player may take their turn. This continues until the game ends.

All turns are conducted in the following order.

1. Roll your activation dice for that turn. Roll 1D6 and place it in front of you to show your current activation number.
2. Draw one card from you deck. You may not draw a card if you have five cards in your hand. Place this card into your hand.
3. Play one card from your hand, placing it on the table.
4. Use any active cards you have in play. (Those cards with a speed that is equal to or less then the current activation number) Play the effects of each card, one at a time, discarding each card as you use it. You do not have to play a card, and may hold it in reserve for some later turn's use.
5. Discard from your hand or from those cards in play before you, one card to your discard pile. This is an optional move.

**If you like this product, try other games from Bad Baby.**

**Mystic Adventures**

A fast paced game of heroic adventure, war and struggle. Be the one to stand over the fallen bodies of your foes and rule the known world.

Mystic Adventures is a board game for 2 to 6 players, and comes now with five expansions to increase your gaming fun.

**Arcanum**

Is an exciting adventure game of magic, glory and exploration. Set for 2 or more players, the game uses a unique chip system to resolve all events and encounters.

Now with two expansions.

**The Abyss**

A game where players take on the role of a demon lord in their struggle to rule the entire Abyss. The game is played in fast turns, with each player collecting essence, and then spending it to increase their demon lord's power and to build massive armies. Players then may enter into quickly run battles to defeat their foes and conduct others nasty actions that will slow down or harm their many foes.

**Junkyard Wars**

Is a game of tactical battle among programmable robots. Seek out valuable resources and battle your foes as you seek to dominate the Junkyard World and all the Junk it holds.

Using a unique system of program cards and a very different turn based system than anything else out there, Junkyard Wars seeks to make the typical strategy based war game, well something new.

So join the fun and jump into Junkyard Wars.

**Character Portraits**

Need a fast picture of what your character looks like. These professional, full color works, will fit the bill.

Each set comes with 10 full color portraits of different fantasy characters, each suitable for use in all of the most popular role-playing games.

Sets 1, 2, 3, 4, 5 and 6 are all ready for download, so go get'um.

**Battle Tiles**

Battle Tiles, by Bad Baby Productions, is a fun, and exciting way to improve your gaming experience. Use these high quality map tiles to create new and challenging battle arenas for your miniature gaming, or use them to create maps for roleplaying games of all types.

Each square is set to a 1" to 5 foot scale, and each tile is created so you can interconnect them with other tiles to create massive settings for adventure and battle.

At a cost of less than fifty cents a page, and hundreds of possible combinations, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

**Crystalmaner**

Crystalmaner is a strategy card game of magic, power, luck and politics. A game where players struggle to be the first to hold enough of the mystic crystals to rule over the world, for he that holds enough of the mystic crystals is the only true Crystalmaner. Players will take on the role of a might wizard, one that seeks to collect the many mystic crystals that lay about the fantasy landscape. These crystals hold magic power, power that will allow you to summon great magic, and to control mighty beasts. These crystals are thus used to wage mystical war on your

foes, all in the hope of defeating them and their own goal of possessing the needed crystals to become your master instead of you becoming theirs.

### **Dragon Lords**

Dragon Lords is an exciting and very different type of board game. Using a unique card based system to create the playing area, and so each game is both different from the next, and a challenge, for players will need to lay down a path that will gain them access to the many special location that will allow them to possibly draw more dragon.

The game comes with well over 350 2X2 inch cards, counters and a fully illustrated set of rule. Enjoy a night of bloody mayhem and adventure and play Dragon Lords.

### **Web of Tears**

Web of Tears is a game of politics, intrigue, struggle and conquest. Web of Tears allows players to take control of a Dark Elf noble house, where they then must compete with other Dark Elf houses as each tries to achieve multiple victory conditions and goals. Can you train your nobles to their ultimate in skill, or will you need to amass a great army of slaves and skilled warriors. Maybe you will need to work the political side of the social order and have yourself proclaimed the queen of the city.

Web of Tears uses a unique system of influence peddling, intrigue, political plotting and all out war to allow players to interact in the nastiest of ways.

Can you out smart, out fight and out survive your foes?

### **Worlds of Wonder**

Worlds of Wonder is a fast, simple to play RPG system designed for use by advance players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30 some years of playing, running and designing games, be they RPG's or board games, we at Bad Baby have come to one conclusion. Its not the game's rules that make it enjoyable, but the people your play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time they spend together playing, well worth the time spent.

Yes Worlds of Wonder will offer you a detailed combat system, and several magic options, but the majority of the information presented will deal with the creation of your character and the many options that will be open to you.

What we have tried to present to you with Worlds of Wonder is a detail means of generating the kind of characters that you will both find enjoyable, and a system that will keep you thinking on just what to do next with those characters.

Worlds of Wonder offers players, and GMs, a fully developed RPG system. The core system rules comes with the following...

- \* A fully illustrated set of rules, completely booked marked for easy use.
- \* Rules for generating and running a game using the WoW System,
- \* An RPG system that is fully expandable, and easy to use.
- \* 15 Skill Sets, each with 4 skills and 10 levels of advancement within each skill.
- \* Over 100 Arcane spells, set within 5 schools of magic.
- \* Over 100 Divine spells, set within several generic faiths.
- \* 20 fully detailed monstrous foes to battle, with hundreds more coming soon.
- \* A full color character sheet.
- \* Lifetime updates should we upgrade and or revises the system in any way.
- \* A full copy of the core rules set in a print friendly format.

Besides the core system, we here at Bad Baby are also including, for free, a copy of our most popular Battle Tile sets, Dungeon Chambers. Use these full color battle tiles to liven up your RPG games and to run the many battles you will encounter while adventuring in Worlds of Wonder.