



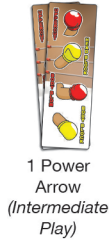
Watch and learn to play in 3 minutes at:

www.packogame.com/tko

THE OBJECT: In this boxing game, players will try to outmaneuver their opponent and score the most points over 2-3 rounds.

30 Cards:

2 Action Selection



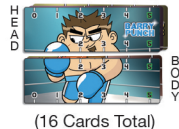
1 TKO Champ Belt



8 Point Markers
(2 sets of 4)



8 Boxers consisting of:



2 Round Winner



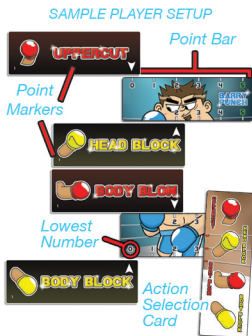
Each boxer begins with

a point advantage:

	(Head Punch)	(Body Punch)	
	UPPERCUT	HEAD BLOCK	BODY BLOW
PABLO BRUZ	1	1	1
MELLO MAR	1	1	1
BARRY PUNCH	1	1	1
YUR LIGHTSOUT	1	1	1
ORAN CRUSHER	1	1	1
BILL CREAM	1	1	1
GINGER AL	1	1	1
MIL BLEED	1	1	1

SETUP:

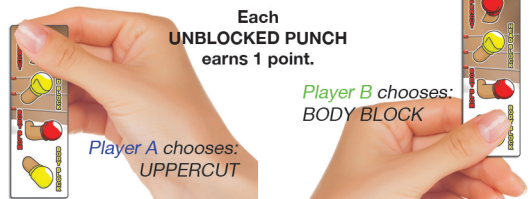
- Both players select a boxer and place the boxer's corresponding "HEAD" and "BODY" Cards in front of themselves. Set aside the 6 unused boxers for this game.
- Each player takes an Action Selection Card.
- Next, each player places a set of 4 Point Markers horizontally on the corresponding rows next to their boxer cards.
- Adjust the Point Markers so that each arrow points to the lowest number on its matching "Point Bar" line. Boxers begin each round with advantage points, so the lowest number on each Point Bar line may vary. (See **SAMPLE PLAYER SETUP** to the right.)
- Place the TKO Champ Belt and the Round Winner Cards near by.



PLAYING THE GAME: Players earn points during a match to win a round. The player who wins the most rounds is rewarded the TKO Champ Belt and wins the game. **Player turns are simultaneous:** both players select an action from their Action Selection Card at the same time, then reveal their chosen action at the same time.

To begin, players simultaneously choose an action by holding the action selection card VERTICALLY in one hand, hiding it (under the table or with their other hand) and pinching the card in one of the four corresponding action spots. (Note: The order on the Action Selection Card matches the Point Marker order in a player's setup.) When both players are ready, they reveal at the same time where they are pinching their Action Selection Card, thus showing which action they will perform. Several outcomes may result in their action choices. After the outcome is resolved, players continue making selections for the remainder of the round. (See **EARNING POINTS** on other side.)

EARNING POINTS: A player may earn points in two ways. If Player A chooses a punch action and Player B **does not block it**, Player A earns 1 point. If Player A chooses a punch action and Player B chooses the corresponding block, Player B earns 1 point.



Each UNBLOCKED PUNCH earns 1 point.

Player B chooses: BODY BLOCK

Player A chooses: UPPERCUT



Player A earns 1 Point on "Uppercut" Point Bar (from '2' to '3')



Each SUCCESSFUL BLOCK earns 1 point.

Player A chooses: UPPERCUT

Player B chooses: HEAD BLOCK

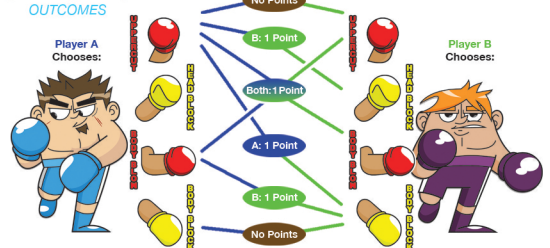
Player B earns 1 Point on "Head Block" Point Bar (from '1' to '2')

TIE: No points are scored if both players choose the same action or both players choose a block (same or different.)

WINNING THE ROUND: Once a player has ANY Point Marker Card pointing at the "5" mark, he wins the round immediately and takes the corresponding Round Winner Card. If BOTH players earn a round-winning point at the same time, they continue playing (possibly tying for several selections) until only one player earns a point and wins the round. Both players reset their Point Markers back to the lowest numbers on each Point Bar and begin a new round.

WINNING THE GAME: After a round in which the winner already has a Round Winner Card, he takes the TKO Champ Belt instead and may relish his victory!

SAMPLE SCORING OUTCOMES



INTERMEDIATE PLAY: Place the Power Arrow Card between both players, pointing at neither player. The Power Arrow indicates that a player has momentum and allows him to allocate points to ANY Point Bar. **POSITION:** After a turn in which only one player earns a point, that player points the Power Arrow at himself (or rotates it to a neutral position if it was pointing at the opponent.) **TIE:** If both players score a point or neither player scores a point, the Power Arrow must rotate back to a neutral position. **REWARD:** When a player earns a point while the Power Arrow is already pointing at himself, this point may be allocated to any other Point Bar. Note: This is NOT AN EXTRA POINT, simply a choice to add the freshly earned point to ANY POINT BAR.

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ILLUSTRATIONS: Geoff Munn

THANKS TO PLAYTESTERS: Jenn Handy, Steve and Teri Sartain, The Widmans, Matt and Grace Paradis, Paul Butler, Nathan Madvig, John Madvig, Ryan Handy, Julia Handy and Jack Handy.