

● Sticks & Stones ●

These are the CARDS



Basic Attack Cards

- **Beat Down, Evil Eye, Snipe, Pins & Needles, & Plate Cleaner**

Victim loses this number of counters if he can't DODGE or BLOCK.

Weapon Cards

- **Chunk**

3 counters may be DODGED or HUMILIATED, but card can't be BLOCKED and returns to its player's hand; the player is GRABBED and then DISARMED to force a discard.

Defense Cards

- **Backlash**

Attacker suffers the counter damage his attack(s) would have caused, but can't defend. BACKLASH doesn't work vs. CHOKE or HEADLOCK. HUMILIATION or a second BACKLASH counter it.

- **Faster**

Play with a DODGE or BLOCK to get an unlimited number of DODGES or BLOCKS for this turn.

- **Hide**

HIDE's player can't attack or be attacked until his next turn, but can immediately play unlimited FIRST AID cards.

Specialty Cards

- **2-Fer**

Deals 2 attacks worth 3 counters each, which may be split between 2 opponents. Each attack is DODGED or BLOCKED separately.

- **Abandonment**

Opponent discards his entire hand and draws 5 new cards. This card can't be DODGED, BLOCKED, or countered by HUMILIATION.

- **Cooties** (*Grab + Cooties*) or (*Block + Grab + Cooties*)

Target loses 1 counter immediately, and 1 more counter at the beginning of each of his subsequent turns until unconscious, or until he GRABS or BLOCKS an opponent or is GRABBED or BLOCKED by an opponent, transmitting COOTIES.

- **Hippie**

Everyone gets 1 Basic Attack card or Weapon card on the Hippie. The Hippie may play Defense cards.

- **Imaginary Friend**

Allows one extra Basic Attack before new cards are drawn. The opponent may defend, but may not play counter-attacks.

- **Nuts**

May be DODGED or BLOCKED, but returns to its player's hand and can't be DISARMED.

- **Spank** (*Grab + Spank*) or (*Block + Grab + Spank*)

Deals 2 counters of damage.

- **Tantrum**

Deals 5 attacks on a single opponent worth 1 counter each; each attack may be DODGED or BLOCKED.

- **Time Out**

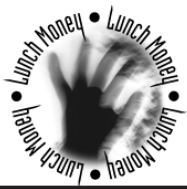
Opponent out of game 2 rounds, beginning and ending on card player's turn. Countered by FREEDOM; can't be DODGED or BLOCKED.

- **Wedgy** (*Grab + Wedgy*) or (*Block + Grab + Wedgy*)

Deals 1 counter and all victim's attacks reduced by 1 counter until "dislodged" with FREEDOM.

- **Weird**

Increases player's Basic Attack or Specialty card by 2 counters. May be applied to one attack of a combo.



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