



A card-based roguelike of martial-arts mayhem

You signed up for the biggest martial-arts challenge in history! In a gauntlet beyond example, contestants from all around the world face myriads of artificial monstrosities to find out who can deal with them performing the most stylish and efficient combos. There's a twist though - you can only move in accordance with the hand of cards you're holding. Ah, there's nothing like the beautiful arbitrariness of game rules...

MODES

Use the ↑ and ↓ arrow keys to switch between modes in the main menu. Start the game by pressing the × button (key "x").

Ranked

Try to reach the target score to win the match. Winning increases your rank and thereby the difficulty. **Can you reach the fabled rank 24?**

Endless

See how many points you can score against ever-increasing waves of enemies.

CARDS

You always hold a hand of 5 cards. Choose one using the ← and → arrow keys. Play it by pressing the × button (key "x"). Use the ○ button (key "c") to pass and redraw a new hand. Passing costs up to 10 points depending on how many you have.



Movement cards. Use them to travel the indicated number of steps into the indicated direction (here: 4 tiles down). Range from 1 to 4.



Mindblast. Attacks all orthogonally adjacent enemies (killing them and pushing back Hulks). Skips the next enemy turn. Grants you a shield for one turn preventing **all** damage.

MOBS

Kill enemies by moving into or through them. Points collected in a single turn are squared.

Enemies move towards you when it's their turn.

Enemies attack if you end your turn orthogonally adjacent, dealing 1 damage and pushing you back.



Strayer. Most common enemy type without special traits or abilities. Worth 1 point.



Hulk. *Can only be pushed.* Pushing it skips its turn. Push it into water pits, walls, spikes or mobs to kill it. Avoids walking into water pits. Worth 5 points (but does not count towards squared points).



Bomber. Explodes on death killing orthogonally adjacent enemies and dealing 1 damage to you. Worth 0 points.



Slimer. Trails poison occasionally. Ending your turn on a poisonous tile deals 1 damage to you. Worth 1 point.



Hurler. *Stationary. Cannot attack you directly.* When charged, fires a bullet if you end your turn in the same row or column. Bullets travel one tile a turn, kill enemies on contact and deal 2 damage to you. Worth 1 point.

TILES

The game takes place in a randomly generated grid-based arena consisting of a variety of tiles.



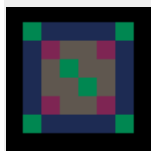
Floor tiles. Regular parts of the arena you can move to (or be pushed onto) without special effects.



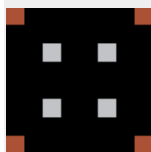
Cracked tiles. Spawn occasionally. Turn into water pits when an actor leaves the tile. Most enemies can be lured into water pits. Anything ending its turn on a water pit dies, closing the pit again.



Walls. Stop movement. Getting pushed into them kills you. Push Hulks into them to kill them.



Poisonous tiles. Created by Slimers. Ending your turn on them deals 1 damage to you and removes the poison.



Spikes. Surround the arena. Stop movement. Getting pushed into them kills you. Push Hulks into them to kill them.

A game by Fabian Fischer (@Ludokultur)

Made for and with the PICO-8 fantasy console

Available for (mobile) browsers, Windows, Linux, Mac

Find the PICO-8 cartridge on Lexaloffle

[Ludokultur.de](https://ludokultur.de)

[PICO-8](https://pico-8.com)

itch.io

[Lexaloffle BBS](https://lexaloffle.com)