



Ages 8+



2-4 Players



30-45 Minutes



Artwork not final

Prototype Rulebook V1.3
Not Final

The Main Event

Saddle up for the rowdiest wrestling event in the old west. Watch your favorite tag-team duo's pull out their best moves to slam their opponents to the mat for the ultimate pin. If you're lucky, you might even get to see some of the big time headliners and their managers!

Objective of the Game

Rowdy partners is a team based trick taking game where players work together to decrease the health of their opponents and ultimately pin them. To win players will need to win tricks with positively valued cards to wear down their opponents. The first team to pin an opposing wrestler wins!

Components

- 1 Game Board
- 28 Move Cards (red, blue, green, yellow)
- 4 Wild Move Cards
- 8 Banned Move Cards
- 12 Wrestler Boards
- 16 Wrestler Tokens
- 2 Partner Trays
- 13 Power Move Cards
- 4 Health Tokens

Move Cards



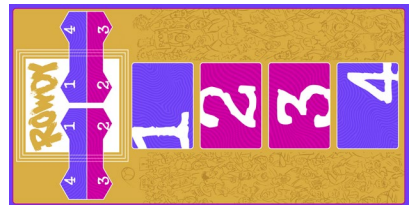
Banned Moves



Power Moves



Board



Partner Tray



Wrestler Token



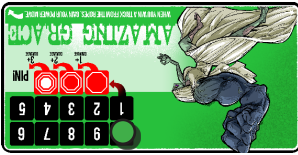
Wrestler Board



Setup

- Place the game board and move line in the center of the table.
- Each player picks a wrestler and takes the wrestler's board, health token, and **POWER MOVE** card(s).
 - For a 3-player game, one player will play as a Headliner. (see p. 10 for Headliner setup details)
 - For a 2-player game, both players will play as Headliners.
- Players choose partners and place their wrestler tokens in the same partner tray. Place the partner tray in the ring.
- Setting up the deck:
 - Separate the Move cards from the Banned Moves cards.
 - Shuffle the Move cards thoroughly, then deal 8 Move cards to the "reserve space" on the side of the board face down.
 - Shuffle the Banned Move cards back into the remaining Move cards (cards not in the reserve). This creates the Move deck.
 - From the Move deck, deal each player eight cards.
- Each player takes cards into hand and organizes them. The last player to have watched wrestling is the **LEAD** and will go first.
- Turn the partner token until the "1" is above the lead player. The **FOLLOW** team decides which wrestler will start the match in the #2 (in the ring) position.

Starting Setup

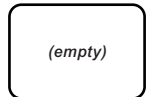


In the Ring:
 #1 Lawman
 #2 Wretch
On the Ropes:
 #3 Grace
 #4 Dynamite

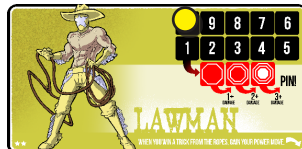


Reserve

Banned Moves



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What is Trick-Taking?

Rowdy Partners is a different kind of trick taking game, *even if you have played trick-taking games in the past you should read the following sections*. Words in **PURPLE** have detailed definitions on page 12.

How does Trick-Taking work?

In a trick-taking game, each turn, players play 1 card from their hand in turn order. Those 4 cards played are referred to as a **“TRICK”**. The trick’s turn order will be dictated by the rowdy ring and can change between tricks. The wrestler token next to the #1 on the board goes first, they are in the **LEAD** and their team is the **LEAD TEAM**. The wrestler in the #2 position goes second, they are the **FOLLOW** and their team is the **FOLLOW TEAM**. Players always take their turns based on their wrestlers position in the rowdy ring. This means that players won’t take turns going clockwise around the table.

The player that plays the **LOWEST VALUE** card in the trick will win, but only if they have followed the **LEAD SUIT**. There are 5 suits in the game: red horseshoes, yellow stars, blue top hats, green tombstones, and wild. The lead suit is determined by the earliest face up card played in the trick. Only cards that follow the lead suit are eligible to win a trick. If a wild suit is played in the lead position, the wrestler that played it declares the suit.

There is no trump suit in Rowdy Partners.

Once a trick is complete the cards are moved to the discard pile. The cards from the most recently played trick can be looked at, but not any cards from older tricks.

Rowdy Partners is a **“Must-Follow”** style game. That means if you have a card matching the lead suit you must play it. You are not required to play your lowest valued matching suit card though. Also you are not required to play your wild card if you are out of cards matching the lead suit. You are not forced to win a trick if you have the option not to. If you don’t have a card matching the lead suit of the trick, you may play any card from your hand.

Finally, you **may not tell your partner what suit or values are in your hand**. You may not show cards to the table. You may not tell your partner which cards you do not have in your hand either. It is permitted to talk about the cards already played.

Talking



For video demonstrations on how to play Rowdy Partners scan the QR code.
Or visit: www.durdlegames.com/rowdypartners/

Rowdy Style Trick-Taking

1. Dynamic Turn Order

Rowdy Partners uses dynamic team order. That means players don't take their turns in a clockwise order. Turn order is tracked in the Rowdy Ring using the partner trays and wrestler tokens. **Players should consult the Rowdy Ring each trick to know when to play their card.** Whenever a wrestler, that is not in the #1 position wins a trick, the turn order will change.

2. Ring vs. Ropes

Each team has a wrestler in the **Ring** and a wrestler on the **Ropes**. Wrestlers in the ring can be pinned if their health gets too low. When a wrestler wins a trick they move to the #1 position. Their partner is automatically put in the #4 position. Then their opponent in the ring moves the #2 position, and their opponents partner is automatically placed in the #3 position.



Lawman is in the Ring and in the LEAD

3. Damage

The lowest value, on-suit, card in a trick wins. The winning card does damage equal to its value. Low cards win easily, but their damage is minimal. **“Minus” cards don't do damage.** It's easy to win tricks, but it is challenging to win tricks and do damage.

4. Counters

Cards of the same value cancel each other out. When two cards of the same value are on the board, flip them both over immediately, they are no longer part of the trick. This includes cards with modified values.

The red 5 counters the blue 4+1!



5. Teamwork

If your card matches **SUIT** with your teammates, you may add the cards values together. This raises or lowers the value of your teammates card. The combined cards are considered your teammates move for the trick. Teamwork lets you modify down to win tricks or modify up to deal huge damage!

This team-worked pair of cards is 2-Value and winning this trick!



How to Play

Rowdy Partners is played in rounds.
Each round consists of two phases:

Dealing Move Cards

Playing Move Cards

1. Dealing Move Cards

If it is the first round follow the setup instructions on page 3. In later rounds, shuffle all of the discarded cards together. Deal the cards into 4 equal piles. Each Tag-Team wrestler receives 1 pile. A Headliner wrestler receives 2 piles. (Headliners have a special set up order see pg. 10) Each wrestler takes the cards into their hands and looks at them. The wrestler in #1 position on the board will play the first card of the trick.

2. Playing Move Cards

The player whose wrestler token is on the #1 spot in the Rowdy Ring plays the first card in the #1 Move slot on the move line. The wrestler in the #2 spot then plays their card on the #2 Move spot, following the tricks suit if possible. The #3 wrestler plays their card followed by the #4 wrestler. Then the trick resolves.

Rules for playing Move Cards:

1. The first face up card of a trick sets the suit for the trick. All players **must play** a card matching the lead cards suit if they have one.
 - If a Wild card is lead, the player declares the lead cards suit. They may not change the suit once it is declared.
2. Follow players must match the lead suit if possible. If they do not have a card matching the lead suit they may play any other card from their hand. This is called playing “off-suit” and the card played is not currently eligible to win the trick. (But might win after a Counter)
3. Follow players **MAY** play a wild card to match the lead cards suit, but it is not required. They may play off suit if they do not have the lead suit.
4. Power Moves may be played, see your power move card for details.
5. If two cards of the same value (including modified values) are ever on the board, flip both cards **face down** immediately, they are no longer in the trick. This is called a **COUNTER**. The earliest played card in the suit is now leading the trick. It is possible that there are no face up cards in the trick now, in that case the next card played sets the tricks suit.
6. If the round ends, and there are no face up cards in play it creates a **PUSH**. Discard the cards. The team that lead the trick will lead the next trick.

How to Play

Teamwork

- If your card matches **SUIT** with your teammates card you may **TEAMWORK** with your partner.
 - Play your card on top of your teammates card(s).
 - Add the values together to increase or decrease the value of the card. The modified value is the new value of this card.
 - If the opponent wants to counter your card, they must play a card with a value that matches this new modified value.

Resolving the Trick

- Determine the trick winner: **The lowest valued card**, on suit, wins the trick. Off suit cards do nothing.
- Deal Damage:
 - If the winning card is a **positive value, deal damage** to the opposing in-ring wrestler. The damage done is equal to the value of the winning card. (There is no defense) Reduce the damaged wrestlers health track by adjusting their health tracking token.
 - If the winning card is a **minus value**, the card still wins the trick but does no damage.

Position

- Change Ring & Ropes positions
 - The wrestler that won the trick moves into the ring. Adjust their partner token until they are in the #1 position.* **If they were previously on the ropes they earn their Power Move!**
 - Adjust the opposing teams' partner tray so they are in the #2 & #3 position.

**Example- changing ring positions*



*Green won the last trick! Green moves from the Ropes to the Ring and takes the #1 position.
Yellow and Red slide up, they are now the follow team.*

- Discard the Move cards. Return any spent Power Moves to their starting positions next to their wrestler boards.
- If a **Banned Move** wins the trick, or is used during a Teamwork to win the trick, move it to the Banned Pile. Take a card from the Reserve and add it to the discard pile.
(If the Banned Move did not win the trick it is not replaced.)
- The player in the #1 position plays the lead card for the next trick. If all hands are exhausted shuffle the discard pile (not the banned move pile), re-deal following the set up guidelines and continue playing. The player in the Lead position will start the next trick.

Banned

Playing a Round

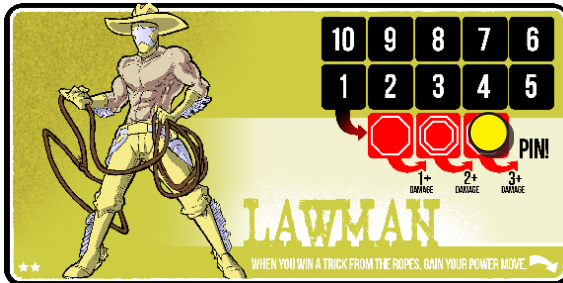
Pinning a Wrestler

Wrestlers who lose all of the health are in danger of being pinned.

When a wrestler's health token enters a red space they are considered "gassed". They continue playing like normal but each time they would take damage from a trick **their health counter only moves down 1 space instead of the number of spaces equal to the damage of the trick**. They are putting up a valiant struggle to stay in the match.

Each space in the "gassed" zone is progressively harder to damage the wrestler- as indicated by the arrows under the spaces. To move past the first level of the track the wrestler must take 1 or more damage from the trick. To move past the second level of the track the wrestler must take 2 or more damage. To be pinned the wrestler must take 3 or more damage from the trick.

When a wrestler takes more damage than required to advance, the tracker still moves only 1 space.



To pin Lawman, the opponent will need to win a trick that deals 3 or more damage. Tricks that only deal 1 or 2 damage won't effect Lawman.

Winning the Game

When a team pins one opposing wrestler they win!

Power Move Details

Power Moves can powerfully effect the outcome of a trick. Power Moves are typically gained when a wrestler wins a trick from the ropes, though Headliners earn theirs a different way. Some wrestlers have more than one Power Move card. Power Moves have different rules on when they can be played. Playing a Power Move is optional unless noted on the card itself. See the back of the Power Move card for specific details.

In general, once a Power Move has been spent it returns to it's spot next to the wrestlers board and can be earned again. It is possible to gain and use a Power Move multiple times per round.



Play this card with another card. Place both cards on the same move line slot.



Do the effects on this card as soon as it is earned.



This card has a special timing rule. Read the card for details.



This card carries over to the next round. Keep it in hand until it is played.



This card does not carry over between rounds. Return it to it's starting position after each round.



Power Moves can have different timing requirements and are played in different places on the board. Familiarize yourself with your power move before the game begins.

Headliners- 2/3-player games

Headliners are big time wrestlers that have so much “heat” they don’t need partners. Instead of partners they play with a manager, who holds some of their move cards.

In a **3-player** game one player will play as a Headliner.

In a **2-player** game both players will play as Headliners.

Setup

- The Headliner receives a wrestler board, health token, partner tray, two wrestler tokens, one power move, and one manager card.
- When cards are dealt the Headliner is dealt 2 equal card stacks face down. They should not look at them yet.
- Using one of the stacks, build the diamond shape below (figure A.) next to the Headliners wrestler board. Pay special attention to the stacking of the cards, the layering matters during game play. The Manager card will be placed in the center of the third row for all Headliners, unless otherwise noted.
- Once the diamond is complete, the headliner takes the second set of cards and their power move into their hand. They are ready to play.



Headliners- 2/3-player games

How to Play Headliners

Headliners follow all of the rules of Rowdy Partners with a few exceptions.

Ring Position and Heath

Headliners take up the entire partner tray. They cover both the ring and ropes at the same time. Whenever the opposing wrestler wins a damage dealing trick, the Headliner takes the damage. The Headliner does not need to rotate their wrestler token, they only need to move it up and down in the ring depending on if they are in the LEAD or FOLLOW position.

Playing Move Cards

Since headliners are large wrestlers, they play two cards per trick.

LEAD: Play Move cards 1 & 4

FOLLOW: Play Move cards 2 & 3

When playing moves a Headliner can play either a card from their hand or using an **UNCOVERED** card from their managers “diamond”. The “must follow” rules still apply. They are not forced to play wilds if they run out of the lead suit.

Example: (figure A) Grizzabelle leads with a Green-3 from her hand, she must follow later with a green card. She has no green cards in hand, but the manager diamond has a green-5 uncovered, she must play the green-5 from the manager diamond.

**Headliners can Teamwork with their own cards.
Headliners can Counter their own cards. Be careful!**

Playing Cards From the Manager’s Diamond

Whenever a card is used from the “diamond” check to see if the card below has been uncovered. An uncovered card is one with no cards preventing it from being flipped face up. If the card is uncovered **flip it face up immediately**, but leave it on the pyramid. That card is now available for the headliner to play. Cards can be uncovered mid-trick. If they are, flip them face up immediately, they are now available to play.

Whenever a Manager Power Move is uncovered, immediately add it to the Headliners hand.



*Yellow-3 is uncovered.
Green Minus 2 is
uncovered*

Varmint is covered.

Key Terms

Rowdy Partners is a trick-taking game. Trick-taking games have a long tradition and come with their own unique terminology. Below are some terms used in this game.

Trick-Taking Terms

ROUND: A series of 8 tricks.

TRICKS: A turn in the game where players, in turn order, play a card from their hand to the move board.

LEAD: The wrestler playing the first card of the trick. The #1 position.

LEAD TEAM: The team in the #1 & #4 positions.

FOLLOW: The wrestler playing the second card of the trick. The #2 position.

FOLLOW TEAM: The players in the #2 & #3 positions.

MUST-FOLLOW: Once the lead suit is set players are required to play a matching suit if they have one in hand.

Rowdy Partners Terms

COUNTER: When 2 cards (or combo of cards) have the same value they are flipped face down and are considered out of the trick.

TEAMWORK: When a player combines their card with their teammates card to change it's value. Cards must be matching suits and this can only be done with a teammate.

PUSH: When all cards have been countered in a round and no face up cards remain.

RING: One of the two zones that wrestlers can occupy on the game board. Wrestlers in the ring can be damaged or pinned.

ROPES: A area next to the ring. Wrestlers here cannot be damaged, but can still win tricks.

BANNED MOVE: These cards are dirty tricks that wrestlers can only use once to win tricks. If a Banned Move wins or is used in Teamwork to win a trick, it is removed from the game and replaced with a random card from the Reserve.

COVERED: A move card in a managers diamond that has a card preventing it from being flipped face up and usable.

UNCOVERED: A move card in a managers diamond that has no cards preventing it from being flipped face up.

RESERVE: A stack of 8 positive value cards that are removed from the main move deck before the game. They are used to replace banned moves during the game.

Credits

Thanks for playing our game!

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