

Thanks for backing **BRAWL!** As a supporter, you're getting early access to the Seniors decks, which won't be widely available until 2017.

This rules supplement describes the two new cards, as well as some of their interactions with the cards you already know.

For a copy of the core game rules, download the PDF at [cheapass.com/games/brawl](http://cheapass.com/games/brawl).

*The Seniors have new cards: **Dodge** and **Reverse**.*

**DODGE:** A Dodge is played on a Hit (or Hit-2), and nullifies *all cards below it*. When you're scoring the stack, ignore everything below the Dodge. (If the Dodge wasn't played on a Hit or Hit-2, then it was not played legally and you can ignore it.)

**Hits on a Dodge:** Because the Dodge erases all the cards below it, you can play anything on the Dodge that you could play on a Base, which means a Hit of any color.

**Press on a Dodge:** You can play a Press directly on a Dodge, and it will erase the Dodge and reinstate all the cards below it. (This works only if the Press is played directly on the Dodge.)

**Dodging Your Own Hits:** Nothing stops you from playing a Dodge on your side. Which is good because...

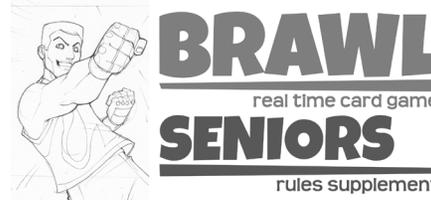
**REVERSE:** A Reverse is a "Base Modifier," which is played directly on a Base. (That is, it is played in the middle of the Base, not on one end. **FREEZE** is also technically a Base Modifier, but it's not relevant because you can't play more cards on it.)

A Base with a Reverse is scored backwards: the goal is now to have the most Hits on the *opposite* side.

**Ties:** If a Reversed Base is tied, it is still won by the *owner* of the Base.

**Reversing a Reverse:** If two Reverses are played on the same Base, the second one cancels the first, and the Base is scored normally. A third one reverses it again, and so on.

**Pressing a Reverse:** Presses can cancel Reverses. If you play a Press on a Reverse, it cancels *all* the Reverses below it. (Similar to how a Dodge cancels all cards below it.)



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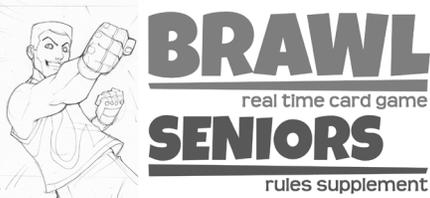
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