



Thanks for playing **BRAWL!** If you have a copy of one of the **Seniors** decks, you might find yourself in need of this rules supplement.

The Seniors contain two new card types, **Dodge** and **Reverse**. This sheet 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, visit the **BRAWL** page at cheapass.com/brawl.

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 includes a Hit or Hit-2 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 a card played directly on a Base. It is played across the middle of the Base, not on one end. **FREEZE** is also technically a Base Modifier, but that's not relevant because you can't play more cards on a Freeze.

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. Playing 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.)

