

Fu Fighters - Futhulu Edition

A fast-paced, real-time ritual of reflexes where eldritch energy and ancient arts collide! In this mythic melee, there are NO turns, NO mathematical scrolls, and NO time to hesitate. Two brave souls - chosen or cursed - summon their decks and battle in the gaze of the Old Ones to see who will stand triumphant and who will be swallowed by the shadows of Great Green.

What You'll Need to Conjure Combat:

To awaken a clash beneath the stars, simply gather:

A stable 2' x 2' battle space (nothing wobbly, Futhulu hates imbalance). These arcane instructions.

One mystical deck per player.

Just 3 - 5 minutes before the stars realign and the ritual concludes.

Where May You Duel?

Any place you dare awaken the powers that slumber! At your family's summoning circle (aka kitchen table), the lost hallways of the lunchroom, a mossy patch beneath a gibbous moon, or even the great hallowed halls of Miskatonic University. If you have a deck and a dauntless spirit, the duel may begin.

Rise, Fighter, Rise!

Of course you're standing - how else to perform the sacred stances and cosmic flourishes? Futhulu Fighters do not duel from desks. They strike poses with purpose!

Each deck contains a player's battle rites, such as:

Attack Rites:

STRIKE = 1 Hit, a BLOCK cancels.

KICK = 1 Hit, a GRAB cancels.

THROW = 2 Hits, a THROW cancels.

CHI = 1 Hit, a CHI cancels.

Defense Rites:

BLOCK = 0 Hits, cancels a STRIKE.

GRAB = 0 Hits, cancels a KICK.

THROW = 0 Hits, cancels a THROW.

CHI = 0 Hits, cancels a CHI.

Mystic Arts (Special Moves):

POSE – A sacred stance, a frozen moment of glory. While you hold your Pose, your foe may not act - entranced or terrified. All of your attacks that remain uncanceled on the battle space are moved to the sideline and protected. Tally them later, for they cannot be denied. Only your cards are affected - your opponent's remain untouched. Play resumes when you drop your next move. But beware: the awe of a Pose can be mirrored...

MSCHI – The foul blessing of the Dark Cookie. Your opponent must flip their deck face down - they now act in darkness, playing blind until the effect is dispelled by a new Pose or another MSChi. But take heed! If they respond with an MSChi of their own, you too must stumble into the shadow!

WEAPON – Behold your signature relic of power! This move deals 3 Hits unless your foe blocks with a Weapon of their own. Nothing else can cancel it - only Weapon for Weapon. Choose your strike well.

DODGE – The old ways teach: when in doubt, vanish. When you play a Dodge, your opponent must place their next two cards upon it. No matter what they are, those cards are ignored in the final reckoning. Only Pose and MSChi operate as normal. Some fighters are swifter than others, some wield many Dodges!

Credits and acknowledgements

Game Design - Brian Kowalski / Blue Kabuto

Character Art - Nacho Fernandez Gonzalez

Card Designs - Neil Wright / Wright Design

Fortune Cookies - Fancy Fortune Cookies

Fighter Decks

Every deck channels the rites of your warrior - STRIKE, KICK, BLOCK, GRAB, THROW, CHI - and a smattering of unknowable surprises. You hold all you need to test your fate.

The Ritual Begins

Shuffle your deck, hold it face-up, take your stance, calm your essence...

Then count together:

3... 2... 1... Unleash!

Casting Your Cards

Reveal the top card of your deck with purpose - announce it! If it's not your moment, wait... or cast it aside forever. No take-backs from the void.

No Turns, Only Action!

React with the speed of shadows. Strike. Defend. Cancel. Adapt. The first to flinch... is the first to fall.

Canceling Chaos

To cancel a rite, play your defense directly atop your foe's offense. Some rites serve as both sword and shield depending on how - and when - they are played.

Press the Ritual

Battle until your deck is exhausted. If your foe still has cards, brace your will. When both decks are silent, begin the reckoning.

The Grandmaster Speaks - Swiftess without wisdom is folly. Time your rites. Flow like the River of Madness, not the waterfall of haste. To burn through your power too quickly is to fall prey to your opponent's cunning.

Tally Phase

Once both decks lie spent, count only the uncanceled rites. The player who inflicts the most damage claims victory. Best two of three rounds wins the battle.

Sudden Death

Should a tie arise, shuffle and lay down 3-5 cards each, face-down. Flip and resolve from left to right. Pose and MSChi are ignored. The Dodge cancels anything. First to strike true wins. Repeat until fate favors a victor.

The Grandmaster Speaks - Begin slowly. One card. One moment. One reaction. Then - when you're ready - shed all mortal restraint. Real-time ritual begins. Play fast. Play true. Let the Cookie decide!

Worlds Beyond the Cookie

Every deck sings a different hymn of battle. The disciples of Futhulu. The gun-slingers of Spaghetti Fu and the monks of Cookie Fu. Mix and match across realms - the moves remain eternal. A fight is a fight, no matter the flavor.

The Flavor of Madness

Each warrior is bound to a secret school - a Flavor Clan - with techniques whispered through cryptic fortunes. These mystical cookies contain the essence of the Way of The Cookie. Seek the Grandmaster online or in the waking world to unlock these ancient cookies and uncover greater truths.

During the Tally phase, you may invoke one Fortune Scroll from your own cookies before final damage is sealed. Each finishing move may only be used once per battle. They behave as normal moves - healing, canceling, or boosting your tally. For chaos, draw your fortunes randomly.

Fu Fighters - Series 1 Decks

Cookie Fu – Chocolate Ox, Lemon Dragon, Midnight Hare

Spaghetti Fu – Coffee Coyote, Blackberry Buzzard, Cinnamon Scorpion

Futhulu – Arkham Archeologist, Dagon Deep One, Mythos Cultist

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