



Hi! Thanks for downloading Nimble!

Nimble is a simple card game designed to make it easy to build challenging and unique movement exercises and flow patterns for solo exercise.

I said it was easy, so let's keep the rules brief and basic, shall we?

Prepare your cards:

1. Print out as many cards as you want. You don't have to print the same number of every card. Do you want the balance to favor basic steps over lunges? Print more basic steps cards out.
2. I DO recommend including at least one printout of each card for each action or potential action in your pattern.
3. Cards can be printed out on cardstock or printed onto general use paper and glued to playing cards.
4. It's a good idea to either laminate your cards or cover them in clear packing tape to help them shuffle better and last longer.
5. Each deck also includes templates for DIY action cards and modifier cards (if you're wondering what that means, be patient. That explanation is just a tiny bit further down the page). Print them out to personalize your game to whatever system you practice. If you come up with a new card that you think needs to be in the main deck, go to HistoricCombat.com and let me know.
6. The last page of the card pack PDF has an image of the card backs in case you want a logo on your cards.

Nimble is made up of two kinds of cards:

1. **Action cards** (Step, Strike, Defend, etc) give you a basic action to take. When deciding how to take the action, remember that any interpretation that meets the basic definition of the card and isn't explicitly ruled out is valid. For example, the Advance card just means move forward. You can advance with the left foot, the right foot, or hopping forward with both feet. You can keep the same side forward or switch it in the step. It's up to you. Use your imagination to find new ways to interpret the directions.
2. **Modifier cards** pair with action cards to limit how the action needs to be expressed (which foot moves first, what edge you're striking with, etc.). Most Modifier cards can be played with most Action cards, but if the two cards describe things that are mutually exclusive or don't apply, they can't be played together. We'll deal with that below.

Set up your action pattern and practice:

1. Decide how complex of a pattern you want to practice: one action, two, three, or more. Make it as complex as you want. Just make sure you have enough cards to keep it interesting. For the purposes of this instruction set, I'm going to go with a three-action pattern using the Nimble: Feet deck. That pattern will look something like this:

	Action 1	Action 2	Action 3
Action Card			
Modifier Card			

2. Shuffle your cards together, lay the stack face down.
3. Draw your first card. Let's say it's an action card like "Advance." Place it in the Action 1 Action Card Slot. Your pattern now looks like this:

	Action 1	Action 2	Action 3
Action Card	Advance		
Modifier Card	None		

4. Draw your next card. If it's an action card, it will go in the Action Card slot for Action 2. Let's say, though, that you draw a Modifier Card like "Change Lead Foot." You'll place that in the Modifier Card slot for Action 2 and draw another card. The next Action Card that can be played with goes into the Action Card slot for Action 2. So, let's say you drew "Retreat Left." Your pattern now looks like this:

	Action 1	Action 2	Action 3
Action Card	Advance	Retreat Left	
Modifier Card	None	Change Lead Foot	

5. Draw another card. You'll treat it the same way as in steps 3 and 4 above, except that we're now filling the slots for Action 3. So, let's round it out with "Lunge, Recover Forward" with no modifier. Your pattern looks like this:

	Action 1	Action 2	Action 3
Action Card	Advance	Retreat Left	Lunge, Recover Forward
Modifier Card	None	Change Lead Foot	None

6. So, if you're starting out right foot forward, you will advance with either foot, retreat left, ending with your left foot forward and, from that position, execute a lunge and recover forward.
7. This is, of course, only an example. You can make these patterns as simple or as complex as you want.

Using multiple deck-types together:

1. Keep both decks shuffled individually. Blades modifiers are meant to modify strikes, and Feet modifiers are meant to modify steps.
2. Draw the number of actions that you want from each deck.
3. Match the first Feet action to the first Blades action, the second Feet action to the second Blades action, and so on.
4. Practice making the Blades and Feet actions together

A basic pattern set might look something like this:

	Action 1	Action 2	Action 3
Feet Action Card	Advance	Retreat Left	Lunge, Recover Forward
Feet Modifier Card	None	Change Lead Foot	None
Blades Action Card	Rising Thrust	Vertical Cut Downward	Cut Diagonal Up and Right
Blades Modifier Card	None	None	False Edge

Other ideas:

Want more of a competition? Challenge yourself or your friends to more and more complex pattern sets until one of you misses an action or can't keep going.

Keep in mind, this is about having fun and training better, so feel free to make up your own rules and play your own games.

Get in touch:

If you come up with a new variant you really like, or a card or deck that you think the game really needs, let me know! I'd love to hear about it!

Now, deal some cards and go play!

