

FIREED UP



Rulebook



Brief Game Description

Fired Up is a futuristic arena game in which the players are the audience and not the Fighters. During the game the players will try to influence the Fighters in order to witness amazing Highlights during the game. The player who leaves the game the most Fired Up will be the winner of the game and will have the most amazing story from a sport fight ever.

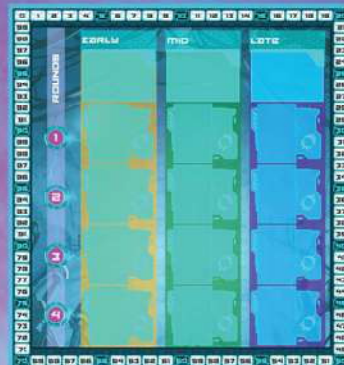
Components Breakdown



6 Plastic Miniatures



6 Fighter Mats



Betting board



Arena board



60 Highlight Cards



5 wooden vp Tokens



5 cardboard Speed Tokens



1 Round Token



10 red plastic glass beads Tokens for Stamina & Attack



10 cardboard Fired Up round tokens



25 Influence Dice



5 red plastic glass beads Defense Tokens



10 wooden Bleed Tokens



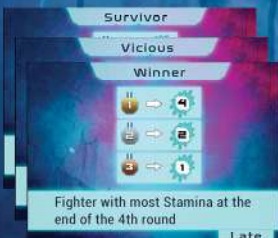
9 Attack Dice



10 yellow plastic glass beads Tokens for Influence and Morale



7 Defence Dice



6 Bet Cards



30 Betting Cards

Set Up

1. Place the Arena board at the centre of the table, within easy reach of all players.

2. Select 5 Fighter mats (or 4 if you are playing with 2 or 3 players) at random and place them along the sides of the board. On each Fighter mat (ref. page 6), place a marker on the highest Attack and Defense values marked in red (Low Morale area) and on the highest Stamina value. On the User side of each mat, place one marker on the Neutral Morale space and one on the leftmost number of the Influence Track.

3. Find the miniature corresponding to each Fighter mat and place it on the corresponding space on the Arena board. Rotate the miniature so that its Target Arrow points to the miniature directly to its left. Place the "1" Speed tile on the Initiative space of the miniature whose Fighter mat has the highest Starting Speed value (printed at the top right). Assign the remaining Initiative tiles in descending Reflexes order.

4. Place the Betting board next to the Arena board. Shuffle the Early Bet cards and draw 1 to place on the Early space on the Betting board. Repeat the process for the Mid and Late Bet cards. Place the round token on "1".

5. Shuffle the Highlight cards into a deck. Place the deck next to the Scoring board, leaving space for a discard pile. Each player draws four cards from the deck.

6. Each player takes Influence dice equal to the number of Fighters plus 1 (6 dice in the example), two Social tokens flipped to their inactive (grey) side, a score marker in the color of their choice and the Betting cards of the same colour. Each player discards all Betting cards with not participating Fighters and places their score marker on the "0" space on the points track of the Scoring board. Any remaining Influence dice, as well as all Attack and Defence dice and the Wound tokens are placed in a reserve next to the boards.

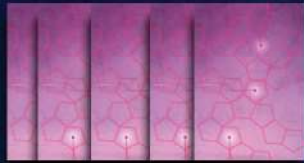
7. The player who most recently played a game online becomes the first player and takes the first player token. You are now ready to begin!

Player 2



Player 1





Player 3



		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
		99	98	97	96	95	94	93	92	91	90	89	88	87	86	85	84	83	82	81	80
ROUNDS	1	EARLY										MID									
	2	The Fighter whose Stamina is reduced to 0 first.										Vicious									
	3	Early										Mid									
	4	Late										Winner									
		The Fighter with the most Stamina at the end of the 4th round										Late									
		79	78	77	76	75	74	73	72	71	70	69	68	67	66	65	64	63	62	61	60



Player 4



Game flow

The game lasts for four rounds. Each round consists of the Influence phase and the Battle phase. The Influence phase is played in turns, where players use their Influence dice to try and set up the goals on their Highlight cards. The Battle phase is played in Initiative order, where the Fighters battle with each other. At the end of the fourth round, or when only one Fighter remains standing, the player with the most points is the winner!

Influence Phase

In the Influence phase, the crowd is getting rallied up, shouting at the fighters trying to influence them to perform actions they want to witness.

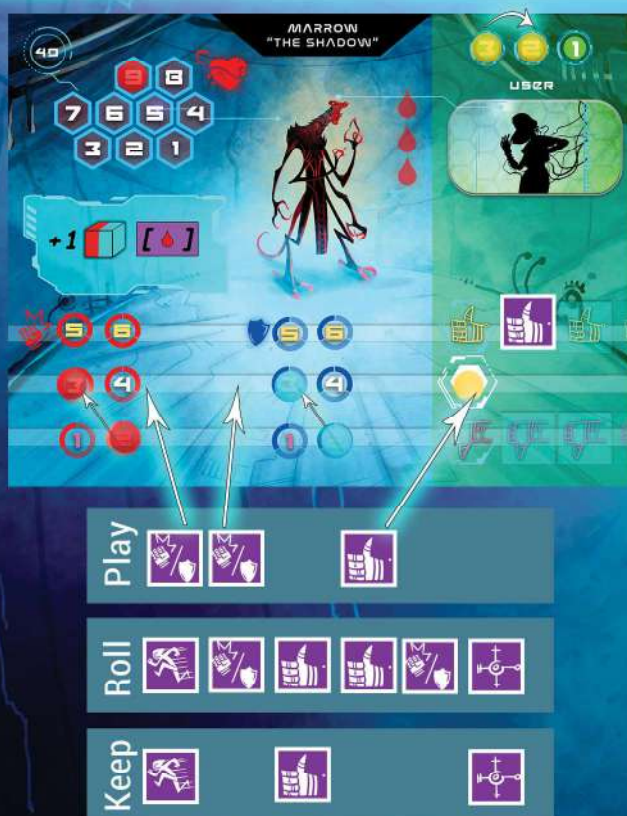
The uncertainty of what actions are heard by the Fighters is depicted by the Influence dice. Of course the fighters will stop listening to the crowd if they are all telling them what to do, which is why they have the Influence track.

At the beginning of each Influence phase, each player secretly selects two of their four Highlight cards to keep in hand and places the other two face down in front of them. Only the cards kept in hand may score points this round.

The players then take turns, starting from the first player and proceeding clockwise. At the beginning of their turn, a player rolls all of their Influence dice. They may re-roll once, and only once, any number of those dice. Then, they must use at least one of their dice, either taking the depicted action or discarding it to the reserve with no effect.

After using as many of the dice they wish, the next player will continue with their turn. In every following turn, each player will reroll all their remaining dice, taking turns until everyone runs out of dice.

Important note: With the exception of Social actions (ref. page 8), you may use your Influence dice only on a single Fighter, and only if their Influence marker is not on the "0" space of the Influence track. At the end of your turn, no matter how many dice you used on a Fighter, move the Fighter's Influence marker in the next consecutive space. If the marker was is "1", place the Influence marker on the "0" spot next to the Fighter on the Arena board. This Fighter cannot be Influenced again this round..



Giorgos started his round rolling his 6 Influence dice. He is happy with the result and decides to use 3 of the rolled dice on Marrow.

He will use 2 Buffs, 1 to increase Marrow's Attack and 1 to increase Marrow's defence. He will also place one Morale dice on the "thumbs up" space, hoping to increase Marrow's Morale at the end of the round.

Since Marrow was influenced, their Influence track will progress from "3" to "2". Giorgos turn is now over, and will keep the other 3 Influence dice to roll them again in his next turn.

Fighter Mat Breakdown



Highlight card Breakdown



The dice actions are:

Each particular action represents an action from the crowd shouting at the Fighters. Of course the crowd can't instruct the Fighters what to do but they can certainly try.

Buff: Discard this die and choose any Fighter to move either its Attack or Defense marker one space forward on the corresponding track. Markers cannot move past the last space on their tracks. Note that a Fighter's Attack or Defense markers may move backwards at the start of the Battle phase if their User's Morale isn't high enough!



The crowd's most important weapon: Their voice can affect a Fighter's Morale. Their performance can certainly be affected if they have a stadium cheering them (or the opposite)!

Morale: place this die on a on the User side of the Fighter mat of your choice of your choice, either on the Thumbs Up track or the Thumbs Down track. Before the beginning of the Battle phase, the total number of dice in these two tracks may change the User's Morale (check Morale Check section). The dice that can be placed in any Fighter's morale track is unlimited.



Using the Speed die a Fighter can surpass the others in Speed so that they can attack faster at the end of the round. A Fighter that has performed this action at least once is harder to be surpassed the same round.

Speed: Spend 1 die with the Speed side to exchange Speed tiles with the next Fighter in the Speed order.

Spend 2 dice with the Speed side to exchange Speed tiles with the next [Speed Die Icon] Fighter in the Speed order.

At the end of the round place the dice on the Sprint space on the Arena board next to the Fighter.

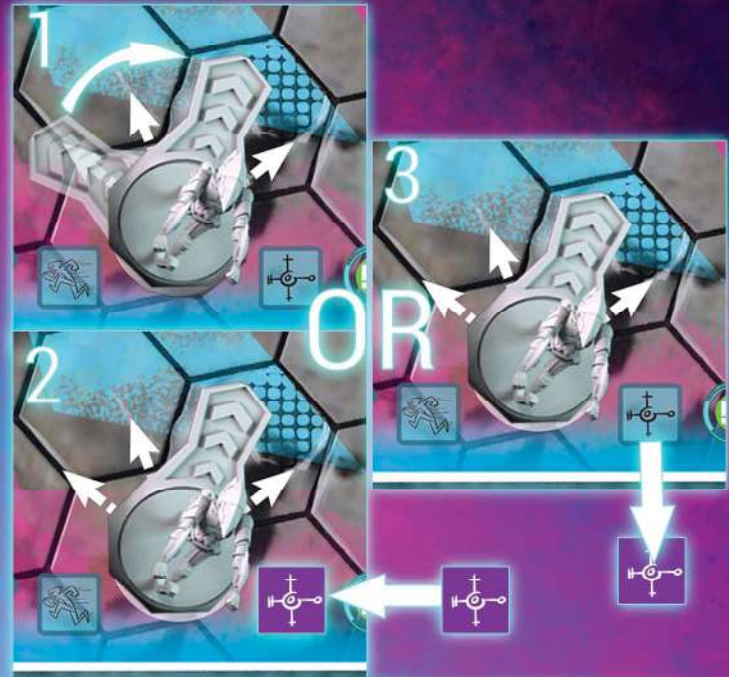
The Fighter is now [Speed Die Icon].





Target: a Target die may be used in one of three ways:

- 1) **Change Target:** place the die in the reserve to rotate the Fighter miniature so that it points at any other Fighter miniature on the Arena board.
- 2) **Lock:** place this die on an unoccupied Lock space of the Arena board. That Fighter is now said to "lock" the Fighter it is targeting. Locking makes it more difficult for other players to change a Fighter's target and is a requirement of several Highlight Cards.
- 3) **Unlock:** place the die in the reserve to remove a previously placed Target die.



Social: Every time you roll a Social action on the Influence dice, instead of using it immediately you may store it for any future round. To do so, you discard the dice to flip one Social token from their inactive (grey) side to their active (red) side. You can never save more than 2 Social actions but you may use more than 2 in the same round (if you have both rolled and stored from previous rounds).

Social actions (either when rolled or flipped) can be used in 2 different ways:

- 1) **Betting:** Spend 1 Social action. Select one of your Betting cards and place it phase down on the Betting board. You can choose any of the 3 available Bets but have to place your Bet on the same row as the round. If any other player has placed a Bet before you in the same slot you place your card on top of them.
- 2) **Multitask:** Spend 2 Social actions. Flip one of those dice (or a die in the reserve if you activated this action by flipping two Social markers) to any side other than Social or Double and use it on any Fighter **even different than the one you influenced already**. If you do influence a different Fighter, move the Influence marker according to the rules.



2x

Double: when you take any of the above actions using one or more of your Influence dice, you may use a Double die as if it showed that action. This means that if your only remaining die shows a Double, you cannot use it. You can also use a Double paired with a stored Social Token, flipping it to make any action (see Multitask section above).

If at the beginning of your turn you have no Influence dice left (even if you have active Social markers), you pass and all your following turns are skipped until the end of the Influence phase. When all players have passed, the Influence phase is over and the Battle phase begins.

Morale Check:

Check the user side in all Fighter mats. If the number of dice on the Thumbs Up area is different from the number of dice on the Thumbs Down area, the Morale marker moves a number of spaces equal to the difference towards the area with the most dice. The marker cannot move past the "High" or "Low" spaces.

If a Fighter's Attack or Defense markers are now at an area of their tracks that corresponds to a higher Morale than its User has, those stats are reduced to the highest possible value of the current Morale level. Note that if Morale is higher instead, Attack or Defense will not increase.

Example: It's the beginning of the Battle phase and Sigurd's user has one Morale die on the Thumbs Up track and two Morale dice on the Thumbs Down track. As a result, his Morale drops from High to Neutral. Sigurd's Attack drops from 7 to 5 (the highest possible value for Neutral Morale), but his Defense does not increase from 1.



Battle phase

In the Battle phase, the Fighters attack each other in Initiative order and any Highlights that have been fulfilled are scored.

Start of Battle Highlights:

Players check their hand for Highlights marked "Start". If there are any such Highlights whose conditions are fulfilled at this point, they are scored and discarded.

Scoring Highlights

Each Highlight card has multiple rows of conditions and point rewards. The Highlight cards might be scored in 3 different phases:

Start: Immediately after the Morale check, before the Battle begins.

End: After the Battle phase, after all rolls have been made.

Fight: At any point during the Battle phase.

Each Highlight card has 2 or 3 scoring conditions, each harder than the previous one. In order to score a condition, all the previous conditions have to be met as well. When the condition is met, a player may choose to reveal it immediately and score the corresponding points or choose to wait for more conditions to be met in a future fight this round (with the risk of not scoring anything if the conditions are never met).

Battle phase

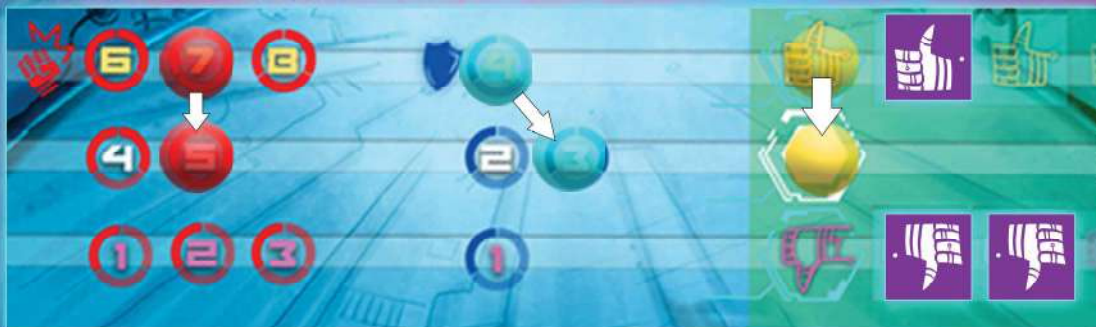
In the Battle phase, the Fighters attack each other in Initiative order and any Highlights that have been fulfilled are scored. The Battle phase consists of the following steps:

Morale Check:

Check each user mat. If the number of dice on the Thumbs Up area is different from the number of dice on the Thumbs Down area, the Morale marker moves a number of spaces equal to the difference towards the area with the most dice. The marker cannot move past the "High" or "Low" spaces.

If a Fighter's Attack or Defense markers are now at an area of their tracks that corresponds to a higher Morale than its User has, those stats are reduced to the highest possible value of the current Morale level. Note that if Morale is higher instead, Attack or Defense will not increase.

Example: It's the beginning of the Battle phase and Rena has one Morale die on the Thumbs Up track and two Morale dice on the Thumbs Down track. As a result, her Morale drops from High to Neutral. Her Fighter, Alexander's, Attack drops from X to Y (the highest possible value for Neutral Morale), but his Defense will not increase from 2 to Z.



Start of Battle Highlights:

Players check their hand for Highlights marked "Start". If there are any such Highlights whose conditions are fulfilled at this point, they are scored and discarded.

Scoring Highlights

Each Highlight card has multiple rows of conditions and point rewards

Finally, battle is ready to begin! The Fighter with the "1" Initiative tile attacks the Fighter its Target Arrow points at, followed by the Fighter with the "2" Initiative tile, and so on until all Fighters have attacked once.

Starting with the first player and continuing clockwise, players will roll the Attack and Defence dice of all the Fighters, reposing each separate fight.

The attacker rolls a number of Attack dice equal to its Attack value and the Defender rolls a number of Defense dice equal to its Defense value. All Defense dice showing the same Body Part with any Attack dice, are considered Blocking, and cancel any Damage. After all Defense dice showing Body Parts are used, Special Defense icons on Defense dice are used to Block any single Attack dice except the ones showing Special Attack. The number of Attack dice remaining is the damage the defender suffers. Any remaining Defense dice showing a Body Part that's also rolled in any Attack dice are doing Counter. Move down the Stamina markers of the attacker and the defender equal spaces to the amount of damage they received.

For each pair of remaining Attack dice with the same Body Part icon that wasn't completely blocked (at least one of them has not been blocked), the defender is inflicted a Wound. Place a Wound marker on the Fighter's mat for each Wound inflicted.

If a Fighter's Stamina is 0 or lower or if they have 3 or more Wounds, they are eliminated from the game.

If a Fighter's Target Arrow is pointing at an eliminated Fighter's space when it's turn to Attack comes, nothing happens. That Fighter will automatically target another opponent at the end of the round (see below).

Example: Abbel, with a Speed of 3, is the first Fighter to be eliminated. Mei, who had an Speed of 4, receives the "3" Speed tile and Keane, who had a Speed of 5, receives the "4" Initiative tile from Mei. Speed tile "5" is removed from the game.

Eliminated Fighters:

If a Fighter is eliminated during the Battle phase remove the miniature, mat and markers from the Arena board and return them to the box. If they did not perform an Attack this round they will not do so. At the end of the round all Fighters targeting them will now Target the first Fighter on their left. All Fighters with a lower Speed tile than the eliminated Fighter receive the next higher Speed tile and the last one is removed.

Fight Highlights

During the Battle phase, after each attack a Highlight card may have been triggered. The player can discard the card to score the points accordingly or wait for the card to be triggered again in a future attack for more points. If a player makes such choice and the card is not triggered again the player will not score any points.

Preparing for the next round

Each player discards all Highlight cards in their hand (those that did not score), draws two new Highlight cards from the deck and receives Influence dice equal to the number of remaining Fighters plus 1. Give the first player token to the player with the fewest points. In case of a tie, give the first player token to the player among those tied that sits closest to the right of the current first player.

Move the round marker to the next space on the scoring board. You are ready to begin the next round!

Game End

At the end of the fourth round, or if all Fighters except one have been eliminated, the game ends. The Fighter with the highest Stamina is the winner of the fight (in case of a tie, the winner is the tied Fighter with the highest Starting Speed). The player with the most Victory Points is the winner.

Defence Dice



Special
Defence

Miss

Attack Dice



Special
Attack

Miss



Attacker rolled 2 (torso), 1 (leg).

Defender rolled 1 (torso), 1 (leg), 1 (hand). 1 torso is unblocked, so it deals 1 Damage and since there had been more than 1 dice rolled in (torso) a wound is inflicted.

Result: 1 Damage, 1 Wound



Attacker rolled 1 (hand), 1 (head) and 1 (special).

Defender rolled 1 (hand), 1 (head), 1 (special). The Special Attack) can never be blocked and all other attack dice were blocked so special defense can not be used.

Result: 1 Damage



Attacker rolled 1 (hand), 1 (head).

Defender rolled 1 (hand), 1 (special). The (head) has not been blocked, so the (special defense) blocks it.

Result: 0 Damage



Attacker rolled 1 (leg), 1 (hand).

Defender rolled 1 (torso), 2 (legs). The (hand) is unblocked, the (Def torso) can not block anything. The (at leg) not only is blocked, but since more defense dice than attacking dice are rolled in the same body part a Counter Attack is dealt.

Result: 1 Damage, 1 Counter Attack (both the attacker and the defender lose 1 point of Stamina)

Betting

Betting is the second way to score points besides the Highlight cards. When a player uses a Social Token, they can decide to place a Bet. When you are Betting, you choose 1 of the 5 Fighter cards that you have in your hand and place it in the same row as the current round in the column of the bet you want to make.

Example Theo wants to bet that Marrow will be the winner of the fight. We are currently in the second round so they have to place their card above the green players' bet.



When a Bet is triggered, the players pause the game and reveal all bets. Each player gets points equal to the sum of the bet's reward (1st /2nd /3rd correct guess) and the bonus round points.

For example if the blue player correctly guessed that Mei would be the first player to be eliminated, they would get 3 points plus 3 more since if they guessed it in the first round for a total of 6 points. The green player also got it correctly but they guessed it in the second round so they get 4 points.

Fighter Abilities

Each Fighter has a unique ability making them more dangerous in combat. We recommend to ignore this in the first couple of plays for easier understanding.



Sigurd the Colonel:

Sigurd deals 1 point of damage to the attacker for every dice they block in every fight. That makes Sigurd a bad target for a Fighter to hit.



Marrow the Shadow:

When Marrow attacks a Wounded defender he rolls 1 more attacking die. The same applies when he defends from a Wounded attacker. That makes Marrow eager to go after wounded Fighters.



Mei the Deceiver:

Mei rerolls once all the blanks she rolls when attacking or defending in a Fight. That makes Mei more efficient.



Rexus the Destroyer:

Every [kick] Rexus rolls deals 2 points of Damage instead of 1. That makes Rexus a more dangerous attacker.



Abbel the Protector:

Abbel receives 0 damage for every [hand] he receives. That makes Abbel harder to kill.



FRD-5MIL3:

FReD's [torso] rolls need to 2 [defensive torso] to be blocked. That makes FReD to deal wounds easier than the other Fighters.