# FIRED UP

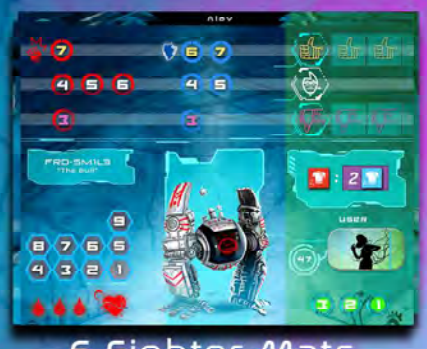
## Rulebook

## Brief Game Description

Fired Up is a futuristic arena game in which the players are the audience, not the Fighters. Players instead influence the Fighters by controlling the crowd's reactions, invoking moves that create amazing highlights. Which player will get most Fired Up, winning the game by creating the most memorable night of action in esports history?

# Components Breakdown

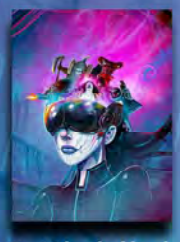
6 Plastic Miniatures



6 Fighter Mats

1 Betting Board

1 Arena Board



60 Highlight Cards

6 Bet Cards

30 Betting Cards

5 wooden Fired Up Tokens

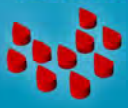
10 red bead Tokens for Stamina & Attack

5 blue bead Defense Tokens

10 yellow bead Tokens for Influence and Morale

5 cardboard Speed Tiles

10 cardboard Social Tokens



10 wooden Bleed Tokens

3 No Bets Revealed Variant Tokens

25 Influence Dice

8 Attack Dice

7 Defense Dice

1 First Player Token

1 Round Token

# Setup

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 lowest Defense value and on the lowest Attack value (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 Speed space of the miniature whose Fighter mat has the highest Starting Speed value (printed at the bottom right). Assign the remaining Speed tiles in descending Starting Speed 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 6 Influence dice (5 in a 5-player game), 2 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 for non-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 Defense 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 3
Player 4
EARLY
MID
LATE
LEAVER
VICIOUS
WINNER
The 1st Fighter who will be eliminated from the game.
The 2nd Fighter who will eliminate a Fighter from the game.
Fighter with most Stamina at the end of the 4th round.
ROUNDS

## Game Overview

The game lasts up to 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 Speed 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 fired up! The fans try to influence the Fighters by shouting for the moves they want to witness..*

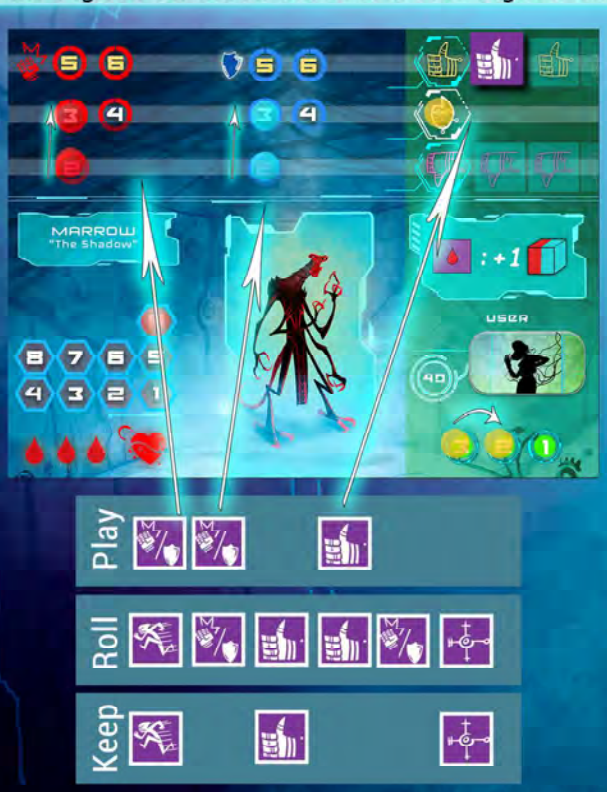
*But it's wild out there, and the Fighters have a game plan. There's only so much they're going to – or want to – listen to the crowd. That's where the Influence dice and the Influence track come in.*

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 reroll 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 their dice they wish, the next player will continue with their turn. In every following turn, each player will roll (and reroll) all their remaining dice, taking turns until everyone runs out of dice.

**Important :** With the exception of Social actions (ref. page 7), you may only use influence dice on a **single Fighter each turn**, and only if their Influence marker is not on the "0" space of their Influence track. At the end of your turn, no matter how many dice you used on a Fighter, move the Fighter's Influence marker down one space. If the marker was on "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.



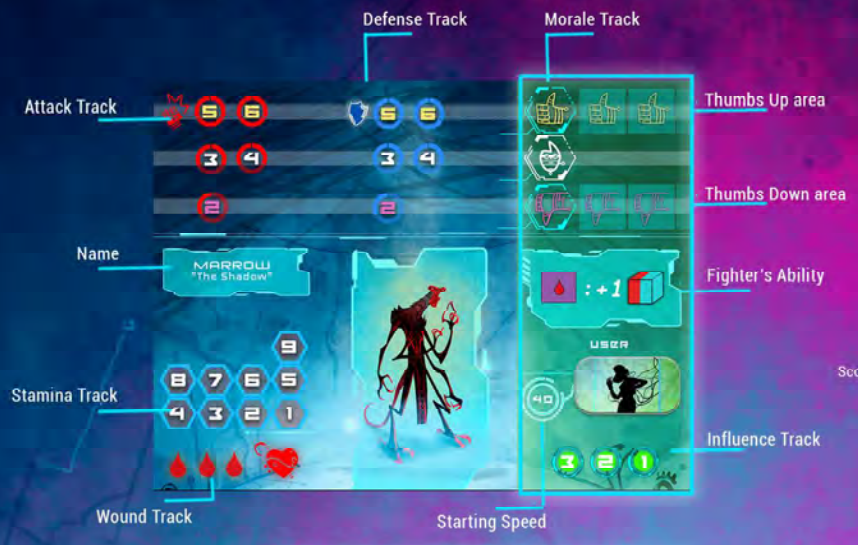

**Example:**

Giorgos rolls his 6 Influence dice and is happy with the outcome, so does not use his reroll. As he can only influence one Fighter each round, he decides to use 3 dice on Marrow.

He uses two dice showing 'Buff', adding +1 to attack and +1 to defense. Then places a die showing 'Morale' on the 'Thumbs Up' space, hoping to increase Marrow's Morale at the end of the Influence phase.

Before ending his turn, Giorgos moves Marrow's Influence marker from space 3 to 2. He keeps his 3 unused Influence dice and will roll them again on his next turn.

## Fighter Mat Breakdown




## Highlight Card Breakdown

## The dice actions are:

Each action represents the desires of the crowd as they cheer, or jeer, the Fighters. It won't always work – but they can certainly try!

**Buff**: Spend 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: It's 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 the User side of the Fighter of your choice, either on the Thumbs Up area or the Thumbs Down area. Before the beginning of the Battle phase, the total number of dice in these two areas may change the User's Morale (ref. Morale Check, page 8). The number of dice that can be placed in any Fighter's Morale areas is unlimited.

Using Sprint dice helps a Fighter attack faster during the Battle phase. Once a Fighter has this action performed on them once, it makes it harder to surpass them later in the round.

**Sprint**: Spend this die to exchange the Speed tile of the Fighter of your choice with the Speed tile of the next Fighter in the Speed order.

If the next Fighter in the Speed order is , you need to spend 2 dice with this side.

At the end of the turn place a used die on the Sprint space on the Arena board next to the Fighter.

The Fighter is now .

Note: You can use the Speed die action on any Fighter just to get them , even if they don't have enough Speed dice to exchange tiles.

Speed Space

Sprint Space

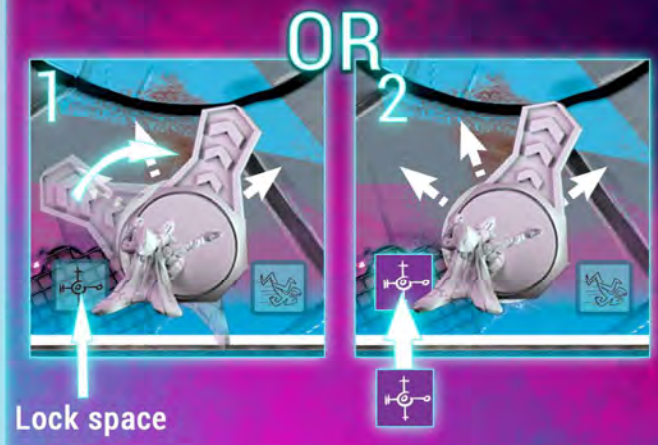
**Target**: A Target die may be used in one of three ways on the Fighter of your choice:

1) **Change Target**: Spend a die to rotate a Unlocked Fighter miniature so that it points at any other Fighter miniature on the Arena board.

2) **Lock**: Place this die on the Fighter's Lock space.

That Fighter now has a "lock" on 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 & Change**: Spend 2 dice with this side to remove a die occupying a Lock space on the Arena board and rotate the Fighter miniature.



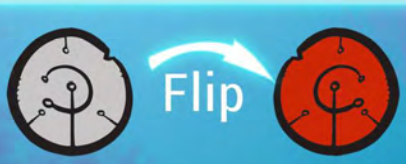

Note: You can not spend just 1 die to "unlock" a Fighter. The only way a locked fighter can be unlocked is through Unlock & Change action.

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

1) **Betting**: Spend 1 Social action. Select one of your Betting cards and place it face 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 theirs (ref. Betting page 12).

2) **Multitask**: Spend 2 Social actions. Take any die from the reserve and flip it to the side of your choice, **except the Social or Double**, and use it on **any Fighter**. If you do Influence a different Fighter, move the Influence marker according to the rules.

Every time you roll a Social action on the Influence dice, instead of using it immediately you may store it for any future turn and/or round. To do so, you spend the die to flip one Social token from their inactive (grey) side to their active (red) side. You can never save more than 2 Social actions.



**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. You may use **only one Double action per Influence die**. If your only remaining die shows a Double, you cannot use it. However, you can use a Double (even if it is your last dice) paired with a stored Social Token, flipping it to do a Multitask action or 2 Betting actions (see above).

If at the beginning of your turn you have no Influence dice left (even if you have active Social tokens), 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 Morale Check begins.

## Morale Check

After all players have used all their Influence dice and just before the Battle phase, the Morale Check takes place. Check the user side of each Fighter 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 and/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 new Morale level. Note that if Morale is higher instead, Attack and/or Defense **will not increase.**

Example: We're just before the Battle phase and it's time for the Morale Check. Abbel'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. Abbel's Attack drops from 7 to 5 (the highest possible value for Neutral Morale), but his Defense does not increase from 3 to 4.

## Scoring Highlights Overview

Each Highlight card has multiple rows of conditions and if one or more conditions are met, points can be scored in one of three phases (indicated on the Highlight card):

- **Start:** At the beginning of the Battle phase, before any dice are rolled.
- **Fight:** At any point during the Battle phase.
- **End:** At the end of the Battle phase.

Each scoring condition is harder than the previous one, with players scoring just the highest value condition met. If a condition has a + symbol at the beginning, all the previous conditions have to be met as well in order to score it.
If a scoring condition is met, a player may reveal the Highlight card and claim points.
*Tip: They may instead choose to wait for a higher value condition to be met later. But that risks scoring nothing if no conditions are met in the other fights this round.*

## Fighter Tiebreakers

The tiebreaker for all conditions (faster, higher , etc) is the Speed of each Fighter, so there is never a tie.

## Battle Phase

In the Battle phase, the Fighters attack each other in Speed order.

## Start of Battle Highlights

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

## Battle

The battle begins!
The start player identifies the **fastest Fighter** (with the "1" Speed tile), following its target arrow to see who it attacks. The player checks both Fighters' mats and rolls the appropriate number of dice for attack and defense (attacker's attack value, defender's defense value). Players start with the fastest Fighter (the one with the "1" Speed tile) who will attack the Fighter its Target Arrow is pointing at and will continue **until all Fighters have attacked once.**
*We recommend to change the player who rolls the attack and defense dice to make the flow of the game more enjoyable, using different players to roll the attack and the defense dice.*
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 are used as wild Body Parts to any remaining Attack die, prioritizing;
a) least amount of Wounds received b) least Damage received c) most Counterattacks performed.
If while following the priorities there are more than one equally applicable options for the Special Defense die to be used on, then players can use it in any of the available Body Parts since the result on the Battle would be the same.
The number of Attack dice that have not been Blocked is the **Damage** the Defender suffers.

Any remaining Defense dice showing a Body Part that's also rolled in any Attack dice are doing **Counterattack,** dealing 1 Damage each. Move down the Stamina markers of the Attacker and the Defender equal spaces to the amount of damage they received.

For each Body Part that had more than1 Attack dice rolled to and 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 received Wounds equal to their Wound capacity, they are **eliminated** from the game (see below).
If a Fighter's target arrow is pointing at an eliminated Fighter's space when their turn to Attack comes, they will not attack this round.

*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" Speed 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. All Fighters with a lower Speed tile than the eliminated Fighter receive the next higher Speed tile and the lowest numbered one is removed. At the end of the round, any Fighter not targeting an enemy targets the closest Fighter to their left.

## Fight Highlights

Throughout the Battle phase, Highlight cards may be triggered after each attack. 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 a choice and the card is not triggered again the player will not score any points.
Highlight cards reflect the state of play in the moment they are triggered. So eliminated Fighters are ignored in terms of any Highlight card conditions claimed after their demise.

## Preparing for the next round

Each player discards all Highlight cards in their hand (those that did not score), picks up their 2 face down Highlights cards, draws two new Highlight cards from the deck and receives 6 Influence dice (5 in a 5 players game) minus 1 per eliminated Fighter, with a minimum of 3. 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 battle (in case of a tie, the winner is the tied Fighter with the highest Speed). The player with the most points is the winner.

# Scoring Highlight Cards Example

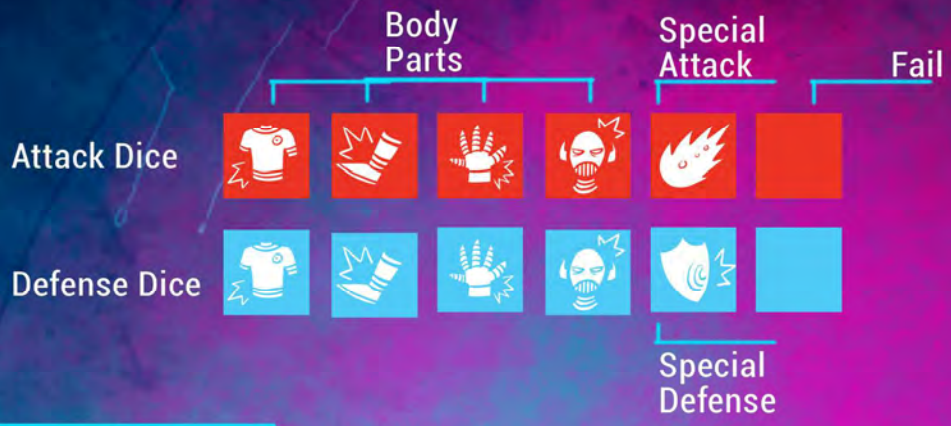
*Mary decided to keep Devastating Hit and Crush the Armored at the beginning of the Influence Phase.*

*At the beginning of the Battle Phase, players check to see if they can score their "Start" Highlight cards.*
*Mary can score Crush the Armored, since both Mei and Marrow have locked FRD-5M1L3 who has the highest Defense value.*
*As the second, more valuable condition of the Highlight has been met, Mary scores 5 points.*

*During the Battle Phase, players check their "Fight" Highlight cards after each attack. In the first fight, Marrow attacks FRD-5M1LE but only deals 3 Damage. Mary could score 4 points for 'Devastating Hit' (the lowest), but decides to wait.*

*In the next fight, FRD-5M1LE attacks Abbel dealing 4 Damage. She could keep waiting, but decided to score 6 points (the middle reward) for Devastating Hit now. A later attack may have dealt even more damage, rewarding Mary with more points. But equally, she could've ended up with nothing.*

# Fight Example



Attacker rolled 2 Torsos and 1 Leg. Defender rolled 1 Torso, 1 Leg and 1 Hand.

1 Torso is unblocked, so it deals 1 Damage and as more than 1 Torso was rolled, a Wound is inflicted.

Result: 1 Damage, 1 Wound

Attacker rolled 1 Hand and 1 Special Attack. Defender rolled 1 Hand and 1 Special Defense.

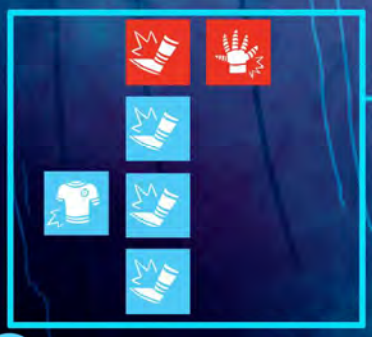
The Special Attack can never be Blocked and the Hand was Blocked, so the Special Defense is used as a Counterattack.

Result: 1 Damage and 1 Counterattack

Attacker rolled 1 Hand and 1 Head. Defender rolled 1 Hand and 1 Special Defense.

The Head was not Blocked, so the Special Defense Blocks it.

Result: 0 Damage



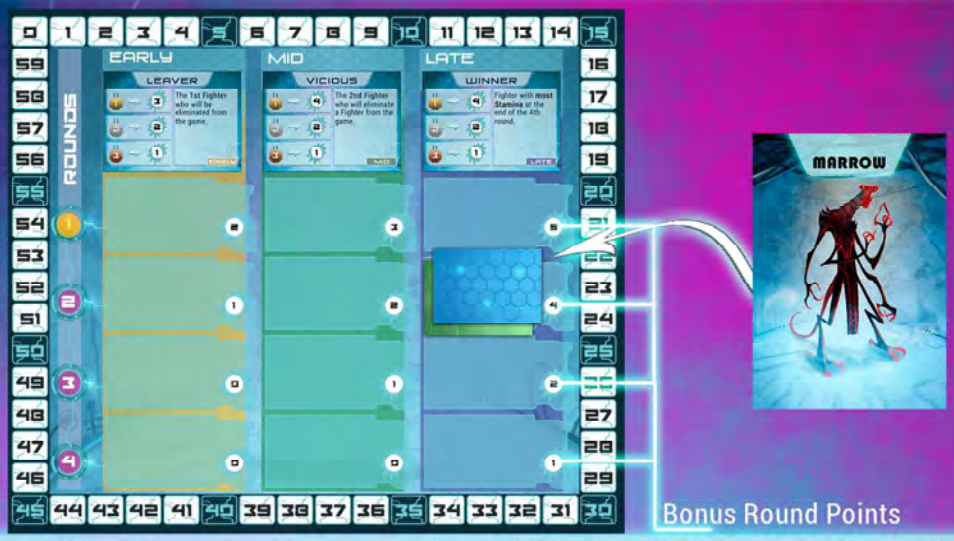
Attacker rolled 1 Leg and 1 Hand. Defender rolled 1 Torso and 3 Legs.
The Hand is unblocked, so does 1 damage. The Torso was not attacked, so the Torso Defense is ineffective. The Leg attack is Blocked but there are still 2 Leg Defense dice, which are used as 2 Counterattacks.

Result: 1 Damage, 2 Counterattacks

## Betting

Players can also score points by betting. After choosing the Betting Social action (ref. page 7), the player secretly chooses their Betting card picturing the Fighter they want to bet on. They place it, face down, in the row matching the current game round (1-4) and in the column of the Bet they want to make. If there are already cards in that space, the new card is placed on top of any previous ones.

Example: Theo (the blue player) bets that Marrow will be the Winner. As the green player has already bet on a Winner this round, Theo places his Betting card on top of the green card.




When a Bet is triggered, the players pause the game and reveal all relevant Betting cards. If more than one player guessed correctly, the players who bet earliest receive the largest reward. The total points awarded for a correct bet is position (1st, 2nd or 3rd, as printed on the Bet card), plus bonus round points.

Example: Sarah (the green player) and Theo (blue) both correctly guessed that Marrow would be the winner. As they both guessed in Round 2, they both receive 4 bonus round points. But as Sarah bet first, she receives 4 points from the Bet card (for a total of 8), while Theo gets 2 (for a total of 6).

## Fighter Abilities

Each Fighter has a unique ability making them more dangerous in combat. We recommend ignoring these for the first couple of plays, until you fully understand the rest of the game rules.

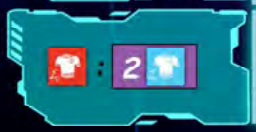
**Sigurd the Colonel:**
Sigurd deals 1 Damage to the Attacker for every attack die he Blocks in every fight. That makes Sigurd a bad target for a Fighter to hit.

**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 Fails she rolls when attacking or defending in a fight. That makes Mei more efficient.

**Rexus the Destroyer:**
Every unblocked 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 he receives. That makes Abbel harder to kill.




**FRD-5MIL3 the Bull:**
FRD-5MIL3's rolls need 2 to be Blocked. That helps FRD-5MIL3 to deal Wounds to the other Fighters.

## 2-Player Version

During the set up phase place the Attack and Defense markers of each Fighter on their lowest **neutral** values.

At the beginning of the game and when preparing for each round, place 6 Influence dice next to the Arena board. Each should show a different action.

Each turn, a player can additionally spend (and discard) one of these dice. Each player can use up to 2 of these dice each round.

# Variants

## The Big Reveal

This variant brings more suspense to the end of the game.
When a Bet card result occurs, do not reveal the players' Betting cards. Instead, place the corresponding Bet token (early, mid, late) on the respective Fighter's mat.

At the end of the game, reveal and calculate the Bet points in the usual way for a potentially game-changing finale.

# FAQ and Rule Updates

The Fired Up FAQ will be frequently updated according to your feedback and questions at our website:

**www.drawlab.com**

Find the corresponding page using this QR code:

# Credits

***Game Designed** by: Giorgos Eleftheriadis, Theofilos Koutroubis*
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***Designers Special Thanks:** To our beloved family, for their everlasting support during this long journey. To our brothers, George and Manos Koutroubis for helping us bring this game to flesh by helping us since the 1st version of the game, 7 years ago. To Babis Giannios, Christos Giannakoulas, and Manolis Zaxariadis for their early support, and guidance! To Evi Tsirogiannidou and Maria Olga Raimondo for their invaluable help to this project. To The Greek Guild community for their feedback and support. Lastly, to all our amazing playtesters!*

*Playtesters*
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*Brought to life thanks to our amazing Kickstarter backers!*

# Quick Reference

- An Attack or Defense die
- An Attack die
- A Defense die
- Fail — A Fail (blank) result on a Defense die
- Fail — A Fail (blank) result on an Attack die
- Hasted: A Fighter that has been applied to a Speed die this round
- A Special Defense result in a Defense die
- A Special Attack result in an Attack die
- Reroll

- Damage
- High Morale
- Neutral Morale
- Low Morale
- Defense Value
- Attack Value
- Wound
- A characteristic of the opposite Fighter in a fight
- Body Parts

**Target:** A Fighter always targets the Fighter its miniature's base is pointing
**Locked:** A Fighter is locked on the Fighter they target if they also have a
**Fastest:** The Fighter with the highest
**Slowest:** The Fighter with the lowest

**Wound:** If an attacking Fighter rolls more than one of a Body Part - and the attack on that Body Part isn't completely blocked - the defending Fighter receives 1 Wound. (Ref. pages 9,11)

**Block:** An Attack die is Blocked when it is matched by a Defense die.

**Counterattack:** A Defending Fighter deals a Counterattack with each excess Defense die that matches at least one Attack die - the attacking Fighter receives 1 Damage per Counterattack.

## Turn Order

**Influence Phase:** - Players choose their 2 highlight cards for the round.
- Players use their influence dice on fighters

**Morale Check:** - Players move Morale markers according to the Thumbs Up/Down played this round, adjust Defense/Attack marker accordingly.

**Battle Phase:** - Fighters perform attacks. Highlights cards and Bets scored.

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