

# Ready, Set, Fight

by Tim Broadwater

*Ready, Set, Fight* is a six player domino-like strategy game where players 10-years-old and up can build their own monsters and battle them against other player's monsters.

Alpha Testers: Sirius Bradley, Brian Moats, Jimmy Morley

# Ready, Set, Fight: Rulebook

## Introduction

Welcome to *Ready, Set, Fight* a domino like strategy game where players can build their own monsters, give them special abilities, and battle them against other player's monsters in a fight to the death!

Builders beware, different types of monsters exist in the game – plant monsters, giant robots, and even aliens – so as you are building your monster to fight, the other player are also building another giant monstrosity!

## Setting-Up the Game

### The Pieces

1. Each player will need six 10-sided dice.
2. Each player will need at least six tokens.
3. Each player will need a Player Sheet.
4. Place all 125 monster card pieces upside down in the middle of the table so no player can see the individual cards.

### Drawing Cards

1. Each player uses their hands to mix them around until all are shuffled.
2. Starting from the oldest player and going clockwise, each player selects a piece from the pile one at a time. The player reveals the tile and places it face up in front of them. The next player does the same, continuing until each player has seven pieces in front of them face up.

## Ready Phase:

### Connecting

1. All of the players choose what cards they want to keep based on attack, defense, and special abilities. At bare minimum a player must have at least one attack and one defense card in play, otherwise the hand is considered a mulligan, and that player discards their hand and redraws.
2. Like dominos, each player chooses which pieces to connect to one another to give their monster the abilities for each connected. Every monster is different, but generally a monster needs Attack points to attack, and Defense points to defend.
  - a. For each completed square connection of four cards, the player's monster gets a +1 to their defense. If the player forms a square connection of four cards of the same race, they get a +4 to their defense (*this rule is noted on the Player Sheet*).
  - b. If the monster has more of one race card than another, they are that race and get a +1 to their attack for being a stable construct (*this rule is noted on the Player Sheet*).
3. Once the tiles are connected they're 'locked' into that monster and can't be moved, so:
  - a. the player can discard up to three cards of their choice to draw other cards from the pile, or four cards if their remaining three cards are all same race or hybrid.
  - b. And when the player discards their cards, they remain face up, allowing other players to choose from their discards if they like.

### Set Phase:

1. Also using 10-sided dice and the Player Sheet, players add up their attack, defense, race, and:
  - a. add +1 to Attack if your monster has a defined class
  - b. add +1 or +4 Defense for each square completed
2. Players must use a Hybrid/Special card as either:
  - a. one of the two of the races listed on the card, and counted as either race
  - b. or as a Special ability and number (*see the Player Sheet for more details about special abilities*)

## Fight Phase:





1. The current player draws a one card from the pile at the beginning of their turn.
2. The player can from their hand connect cards to their monster before and after combat during their turn if they choose. If they can't/don't connect the card to their monster they keep the card in their hand for use at a later time.
3. The player can Attack or use a Special ability in their round as many times as the number of the current Phase (exp. if it is Phase 3 and a player has an Attack of 9 and one Special ability, they can perform three attacks on the same or as many players as they want, or use one Special ability and perform two Attacks on the same or two different players if they want).
  - a. The player Attacks by rolling a 10-sided dice and adding their attack score to it. If this score is the same or higher than the defending creature's defense score, a successful hit has landed; if the score is less than the defending creature's defense score it is a miss.
  - b. REMEMBER: If a creature has dominance over another creature – a Robot zaps and Insect for example - that creature gets a +1 to their attack for the current round of combat. *This bonus is only added during the attack phase.*
  - c. ALSO REMEMBER: If an Insect is fighting a Robot, the Insect gets a minus one to their attack, because the Insect is weak against robots.
  - d. As many numbers of the Special ability a monster has they can use that many special abilities in place of an Attack each turn. When using a Special ability, the player rolls a ten-sided dice and does the following:

1 – 2:	Steal a card from the outside of another player's monster
3 - 4:	Move one of your own monster's cards in play around
5 - 6:	Swap two monster pieces between one player and another
7 - 8:	Discard one from your monster to draw a replacement card
9 - 0:	Force a player to remove one of their own pieces and discard
4. A player that has been hit has to choose a piece of their monster to get remove, this piece is destroyed and not returned to the discard pile. The player then adjusts their monster's scores accordingly.

## Over Time & Winning the Game

The Fight phase continues for each player the same until:

1. After everyone has completed Phase 2, the player's monster can Mutate. This means that the cards in play can't be removed, and no new pieces can be added, but the player can use this time to move around and reconnect the pieces that are in play.
2. After Phase 3 If a defending player's monster has a defense score lower than the attack score of their attacking monster, they can roll an opposing 10-sided dice to dodge the attack. This is done only by rolling a number higher on the dice of the attacking monster's dice roll after they have already rolled.
3. After everyone has completed Phase 4, the player's monster can mutate. This means that the cards in play can't be removed, and no new pieces can be added, but the player can use this time to move around and reconnect the pieces that are in play.
4. Phase 5 continues over and over in Sudden Death Overtime (*signified by the skull on the Player Sheet*) until only one monster survives. In sudden death overtime each monster gets five Attacks or can use Special abilities in place of their attacks, and after every person has gone in that round, the monster can Mutate.

Phase 1 ★★★★★ Phase 2 ★★★★★  Phase 3 ★★★★★  Phase 4 ★★★★★  Phase 5 ★★★★★ 

Attack:

+1 Race

+1/-1 Versus


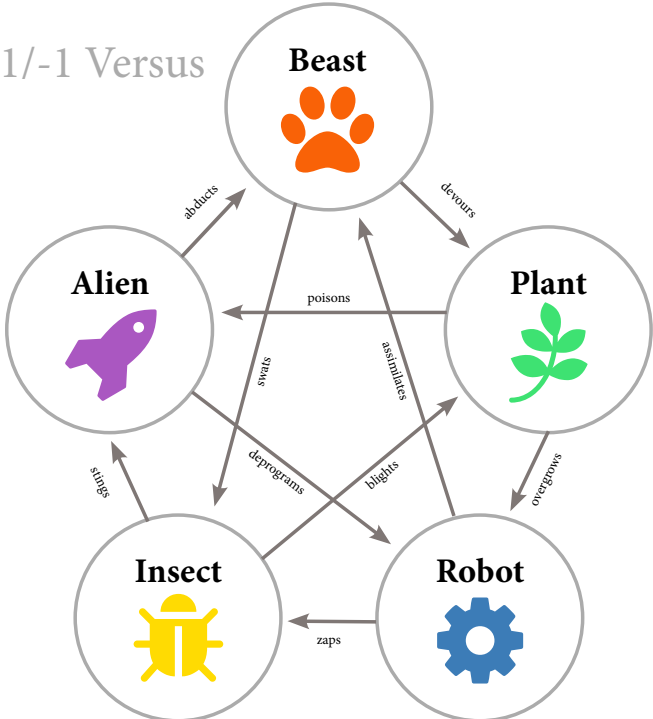
Defense:




+1   +4  

Special:

Die Roll:  
 1 - 2: Steal a card from the outside of another player's monster  
 3 - 4: Move one of your own monster's cards in play around  
 5 - 6: Swap two monster pieces between one player and another  
 7 - 8: Discard one from your monster to draw a replacement card  
 9 - 0: Force a player to remove one of their own pieces and discard

Race:

Phase 1 ★★★★★ Phase 2 ★★★★★  Phase 3 ★★★★★  Phase 4 ★★★★★  Phase 5 ★★★★★ 

Attack:

+1 Race

+1/-1 Versus


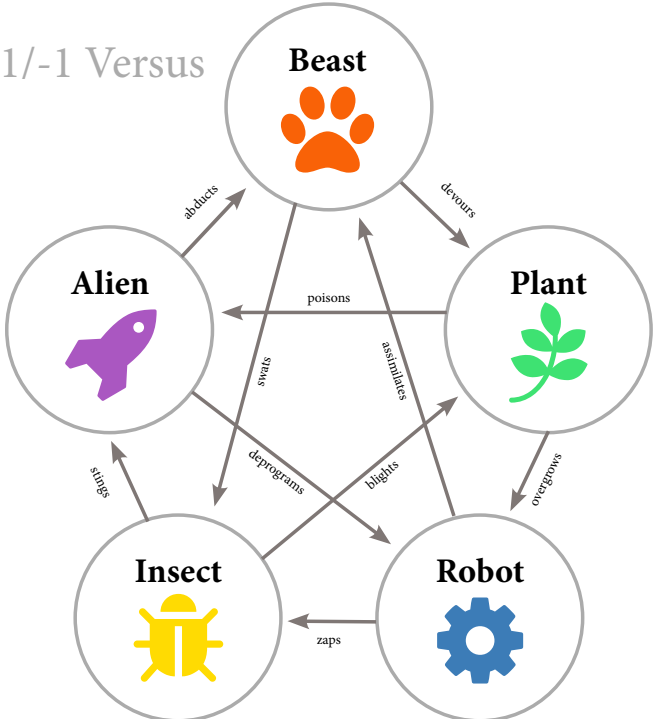
Defense:





+1   +4  

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Race:

Phase 1 ★★★★★ Phase 2 ★★★★★  Phase 3 ★★★★★  Phase 4 ★★★★★  Phase 5 ★★★★★ 

Attack:

+1 Race

+1/-1 Versus


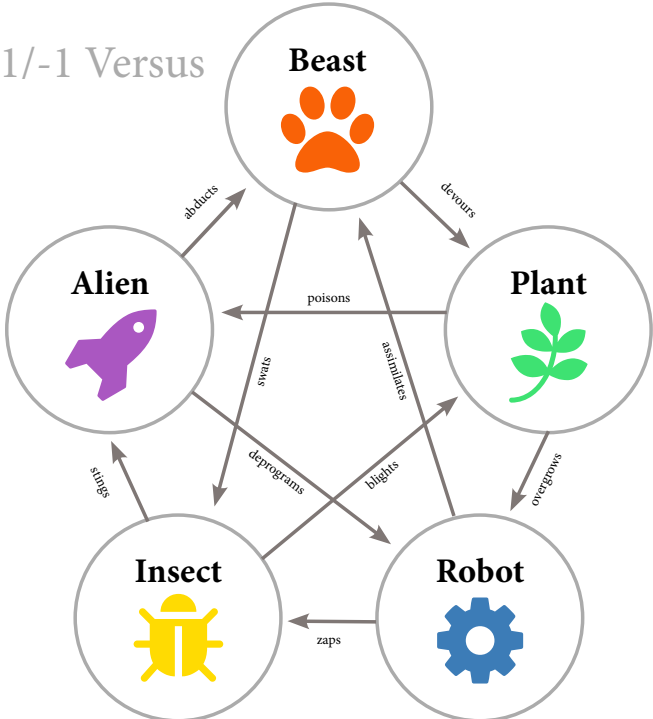
Defense:





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Special:

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Race:

Phase 1 ★★★★★ Phase 2 ★★★★★  Phase 3 ★★★★★  Phase 4 ★★★★★  Phase 5 ★★★★★ 

Attack:

+1 Race

+1/-1 Versus


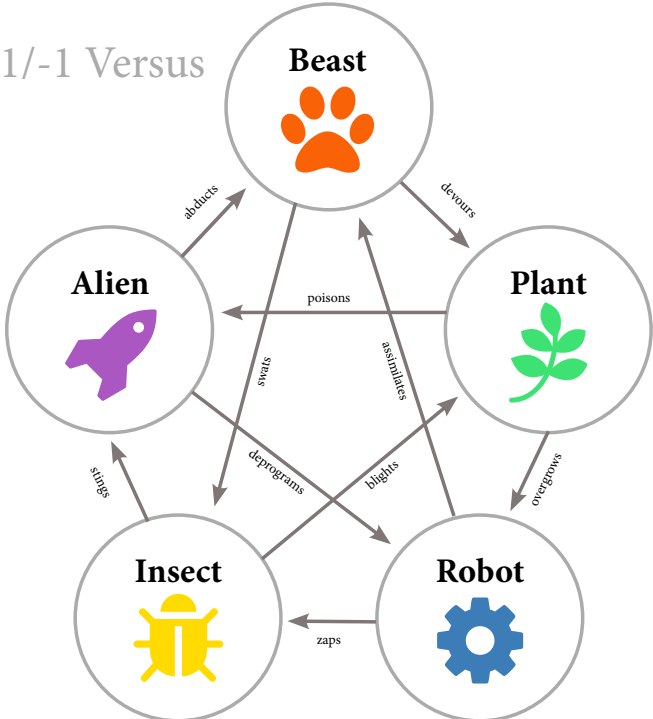
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Race:

Phase 1 ★★★★★ Phase 2 ★★★★★  Phase 3 ★★★★★  Phase 4 ★★★★★  Phase 5 ★★★★★ 

Attack:

+1 Race

+1/-1 Versus

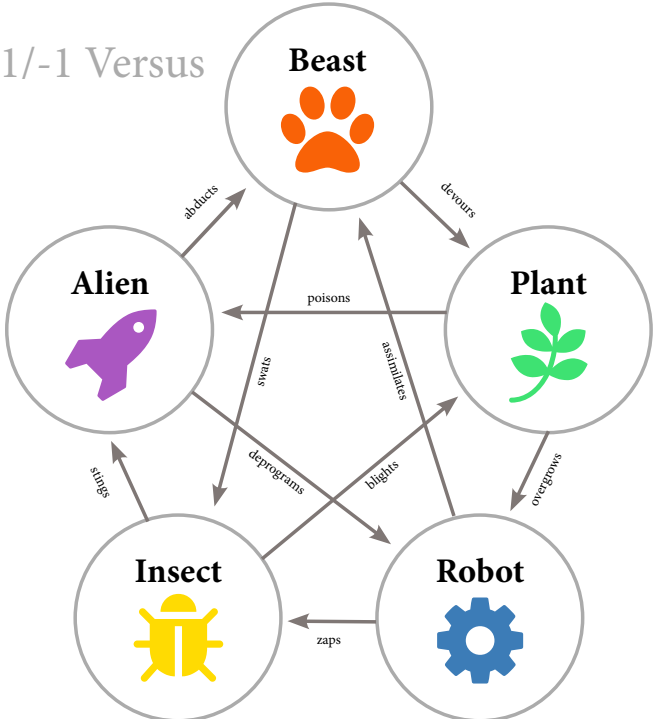
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Race:

Phase 1 ★★★★★ Phase 2 ★★★★★  Phase 3 ★★★★★  Phase 4 ★★★★★  Phase 5 ★★★★★ 

Attack:

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+1/-1 Versus

Defense:

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Special:

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Race: