

RUMBLE BASIC RULES SHEET

RUMBLE is a game in which players will invent Powers, use their Stamina to gain those powers, and then battle to the last man standing.

INVENTION

At the start of the game, everyone will write down 2 **Powers** on an index card. These **Powers** may be anything, unless they are deemed too time consuming or hard to figure out. There are a number of example **Powers** listed on the back and elsewhere.

BIDDING

After everyone invents their powers, players may bid their **Stamina** to gain the invented **Powers**. Specifics of bidding will be explained verbally when it happens.

KEYWORDS

Stamina is the game's primary resource. You start with 100 **Stamina**, and if it reaches 0, you die and are out of the game. **If everyone else dies, the last player standing wins!**

Energy is your power budget for every round. You may spend **Energy** to **Attack** other players, **Defend** yourself, or to activate the **Powers** you have gained. **Energy** that you do not use is lost at the end of the round.

Damage is pretty simple. When you take damage, it is subtracted from your **Stamina**. When you make yourself take damage, it is called a **Burn**. **Burns** are generally a cost of more dramatic **Powers**.

COMBAT

After every **Power** has been obtained, combat begins. Every round, players gain **Energy** equal to their current **Stamina**. Then, they may use it to **Attack** other players, **Defend** themselves to reduce their **Damage**, and activate their **Powers**. You may do any number of these per round.

When you **Attack** a player, they are poised to take **Damage** equal to the **Energy** you spent on that attack. However, this **Damage** can be reduced by **Defending** against attacks. When you **Defend**, you reduce the total amount of **Damage** you take that round by the amount of **Energy** you spent on your defense.

EXAMPLE POWERS

You are completely free to take inspiration or just outright copy these **Powers** for your own invented **Powers**.

When a power says Spend X, that means you can choose any amount, if you can actually afford to spend it of course.

Thorns - Spend X **Energy** to deal X **Damage** to all opponents that attack you this round.

Whirlwind Defense - If you are attacked by more than one person in a round, double your **Defense** for that round.

Power Up - Spend X **Energy** to gain 2X **Energy** next round.

Hellish Rebuke - Burn X to deal 3X **Damage** to a player who attacked you last round.

Final Phase - Once per game, spend X **Energy** to gain half as much **Stamina**.

COMMONLY ASKED QUESTIONS

Q - Aren't Stamina and Energy the same number?

A - How about YOU try using Energy for both?

Q - Is my power too strong?
Is my power too weak?

A - No. See how much people are willing to pay for it.

BONUS RULES (may not be used)

Doomsday Clock - After 9 rounds, the game ends and whoever has the most **Energy** wins the game. Anyone may Burn 5 damage to delay this by 1 round.

Block to Burn - After round 3, any **Energy** used on **Defense** that does not block **Damage** is dealt to the defender as unblockable **Damage**. (For example, if you **Defended** yourself with 50 **Energy**, but only blocked 40 **Damage**, you would take 10 **Damage** that can't be blocked or reduced.)

