**Souped**

**Kyle, Avery, Chris, Shea, Jaleel**

**FRONT CHARACTER:**

NAME

ICON / PICTURE

HEALTH

ATTACK

SPEED

ABILITY + DESCRIPTION

**BACK CHARACTER:**

‘RED’ FOR CHARACTER

**FRONT TAG:**

ICON / PICTURE

DESCRIPTION

**BACK TAG:**

‘BLUE’ FOR TAG

***Start***

-The game starts with both players receiving **5 character** **cards** and **5 tags** at random. Character cards and tags are revealed only to the player that owns them until they are played. When a card is “stolen,” the stolen card is picked at random.

-Then the player decides to pick a spot to place a character card they have within their **first** **two** **rows** of their side. This board is 8 x 8 much like a chess board.

-After both of the player’s first character cards are placed. The game begins with the turn order section. **Last team standing wins.**

***Turn Order***

During a turn, a player can do **two** of the following…

1. Place a character card (must be within 3 x 3 space of their placed characters).
2. Move a piece a distance using its speed stat (move any direction any number of spaces no greater than that character’s speed stat, moving diagonally is considered moving two spaces each unless you are only moving one space diagonally).
3. Attack another piece when in range using the other’s current HP – its attack stat. Damage is represented through small coins that imply 10 damage. When a character card has taken enough damage where it is greater or equal to its health, it is flipped over, and the piece is removed from the board.
4. Apply the ability of a character card to the board. Abilities can only be used once per character card.
5. Consume a tag by applying it to a character card (can be yours or enemies). Tags can be applied to character cards only once and then are “discarded” as they have been use.

***Character Cards***

1. Soup Can

HP: **3** ATK: **2** SPE: **2**

Ability: **SOUPED - Steals an unrevealed tag from opponent.**

1. Dozen Eggs

HP: **1** ATK: **2** SPE: **8**

Ability: **Kamikaze - Attacks all pieces 3 x 3 around it at once but dies.**

1. Fish

HP: **2** ATK: **3** SPE: **4**

Ability: **Salmonella – First enemy to attack this piece is poisoned (represented by a small purple fish icon) that takes one health of damage every turn.**

1. Loaf of Bread

HP: **“3”** ATK: **2** SPE: **2**

Ability: **Baby Bread - Splits into two slices upon taking damage.**

1. Bread Slice

HP: **1** ATK: **1** SPE: **3**

1. Rotisserie Chicken

HP: **7** ATK: **3** SPE: **1**

Ability: **Chicken Dinner - Can be affected by pieces in spaces 3 x 3 around it.**

1. Gallon of Milk

HP: **5** ATK: **2** SPE: **1**

Ability: **Jug Jolt - Can push nearby pieces a spaces away (if space available).**

1. Fruit

HP: **3** ATK: **1** SPE: **2**

Ability: **Ripe Treat - Can heal 2 health to any piece twice.**

1. Frozen Vegetables

HP: **10** ATK: **0** SPE: **0**

Ability: **Frozen Vegetables - Can be placed anywhere.**

1. Bag of Chips

HP: **4** ATK: **2** SPE: **2**

Ability: **Chip-splosion! - Damages nearby enemy pieces when placed.**

1. Champagne Bottle

HP: **2** ATK: **4** SPE: **2**

Ability: **Cork Shot - Can attack adjacent across the board if its path is unobstructed.**

***Tags***

**Pieces that are tagged can no longer be tagged for the rest of the game.**

1. **Shipping and Handling –** Moves a piece diagonally if its destination is unobstructed.
2. **Half Off –** Half’s that piece’s max HP (also splits bread).
3. **Blowout –** Boosts that piece’s attack by 2.
4. **Buy One Get One Free –** Two actions can be played by that piece when played that turn starting the next turn.
5. **Price Cut –** Boosts that piece’s speed by 2.
6. **Restock –** Replenish that piece’s health to its max.
7. **Expiration Date –** Ally pieces cannot be within 1 space of that piece, moves pieces 1 space away when applied unless no space is available.
8. **Checkout** – Returns the piece to that player’s first row.
9. **Buyback –** Swap that piece with another inactive character card that hasn’t been tagged of that player’s (who owns the piece) choosing.
10. **Inventory Check –** Tag that character card and then swap it with an opponent’s random unrevealed character card.