***SOUPED***

**Two Player Battle Board Game**

**How to Play**

* **Each player shuffles both the character cards and tags, dealing 5 character cards and 5 tags for both players. Do not reveal your character cards or tags to the opponent.**
* **Players will pick their first character card and place its corresponding piece anywhere within their first two rows on the board.**
* **After both players have placed their first character card, one quick round of Rock Paper Scissors will be played to determine who goes first.**
* **See the back of this page to see what players can do and how each turn plays out.**
* **When a character piece’s health is less than or equal to 0, it is removed from the board. When a player has no character cards with over 0 health remaining, they lose. In other words, last team standing wins!**
* **For maximum fun, we recommend reading the Abilities and Tags pages only when you plan on using a specific Ability or Tag, as it is a lot of reading!**

**Every Turn**

**Each player has two actions that can be played every turn. These actions can be the same type of action or different, but players must use them that turn (unless they literally cannot do something that turn). The actions available are as follows…**

1. **The player can place another character card on the board as one of their actions. The piece can placed be anywhere within the first two rows of that player’s starting rows, or it can be within a 3 x 3 surrounding area of one of that player’s character pieces. Pieces cannot overlap or be placed in an area negated by certain tags, and pieces placed cannot be removed from the board unless a certain tag allows it.**
2. **The player can move a character card’s piece any number of spaces no greater than that character card’s speed as one of their actions. This does not have to be only in one direction and does not have to use all of its available movement. Diagonals count as moving twice except for the character cards that only have one speed.**
3. **When an enemy character piece is within a 3 x 3 surrounding area of one of player’s character pieces, that piece can attack as one of their actions. Attacking is done by taking that enemy piece’s current health and subtracting it by the attacking piece’s attack. Use the dice provided to keep track of a piece’s current health when played.**
4. **An active character card can play its ability if its ability is labeled ACTIVE. Abilities can only be played once per game. Abilities have descriptions on them that tell what they do. PASSIVE abilities will happen according to their description.**
5. **The player can tag any cards currently in play as one of their actions, including the enemy player’s cards. Cards that have been tagged cannot be tagged again or have their tag removed. Tags have descriptions on them that tell what they do.**

**More information on Abilities and Tags are on the other pages.**

**ABILITES**

**SOUPED – Steals an opponent’s unrevealed tag. (ACTIVE)**

**The player using this ability picks a tag that has not been used yet from the opponent to take for themselves. Can only be used once per game.**

**EGG-SPLOSION – Explode, damaging all nearby pieces while losing your health. (ACTIVE)**

**The player using this ability attacks, using its current attack stat, all pieces surrounding it in a 3 x 3 space. This includes ally pieces. The Dozen Eggs then loses all of its current health and is removed from the board.**

**SALMON-ELLA – When attacked, the attacking piece is poisoned! At the end of each turn, that piece loses 1 health. (PASSIVE)**

**The player who attacks the Fish becomes poisoned, indicated by a small poison icon placed on the character card. At the end of each player’s turn, from here until the end of the game, that poisoned piece will take damage when the piece owner’s turn ends. Poison damage only occurs when that piece is on the board. Only one piece can be poisoned at a time.**

**BABY BREAD – When this piece takes damage, instead of losing health, it splits into the Bread Slice card and operates as two pieces instead of one. (PASSIVE)**

**When this piece takes any number of damage, including from halving its health, its character card switches to the Bread Slice card and. The Bread Slice are considered two separate pieces and occupy the same space the Loaf of Bread occupied. The Bread Slices cannot occupy the same space again when moved. Any tags applied to the Loaf of Bread now apply to the Bread Slice card, and any tags applied to the Bread Slice card apply to both Bread Slice pieces. Bread Slice is not considered out of play until both pieces have their health less than or equal to 0.**

**CHICKEN DINNER – This piece takes up a 3 x 3 space. (PASSIVE)**

**This piece’s hit box is 5 x 5, with its center being its piece on the board. While the Rotisserie Chicken can be attacked when pieces are within that 5 x 5 space, it cannot attack unless the Rotisserie Chicken’s piece is within that opposing piece’s 3 x 3 space. However, ally pieces can also be placed anywhere within that 5 x 5 space. All other pieces can still enter this 5 x 5 space like normal.**

**JUG JOLT – Push nearby pieces 1 space away from this piece. (ACTIVE)**

**The player using this ability moves all pieces surrounding the Milk Jug 1 space away from it. If the pushed piece is diagonal from the Milk Jug, it will be pushed diagonally as well. If the piece cannot be pushed due to something obstructing behind it, it will not move at all. Can only be used once per game.**

**RIPE TREAT – Heal two health to any of your ally pieces up to two times per game. (ACTIVE)**

**The player using this ability adds two health to any of their pieces. Health healed cannot exceed its current max health, and pieces cannot be healed if they are at max health currently (this includes when their max health is cut in half). If a piece’s health is currently less than or equal to 0, it cannot be healed. Can be used twice per game.**

**ICE TO MEET YOU – Can be placed anywhere on the board. (PASSIVE)**

**This piece can be placed anywhere on the board and is not limited to surrounding ally pieces or the first two rows.**

**SNACK SMACK – Damages nearby pieces when placed. (PASSIVE)**

**When this piece is placed, any pieces within a 3 x 3 surrounding space is attacked using this pieces current attack stat. This does not attack ally pieces but does trigger poison from Fish.**

**CORK SHOT – This piece can fire its cork in a straight line, attacking a visible piece across the board. (ACTIVE)**

**If this piece has an obstructed path straight toward an enemy piece (but not diagonally), it can attack that piece using its attack stat. This attack does not trigger poison from Fish. Can only be used once per game.**

**TAGS**

**Shipping and Handling – Move a piece diagonally if its destination is unobstructed.**

**The tagged piece with this tag must move diagonally in any direction any number of spaces. The player who is tagging that piece decides where the tagged piece will go. It cannot pass through other obstructing pieces. This tag cannot be played if the tagged piece has no available diagonal movement available. This tag cannot be played if that character card is tagged already.**

**Half Off – Halves that character card’s current health. Always rounds up.**

**The tagged piece with this tag has its current health halved. This new health is rounded up, and this tag cannot bring a piece’s health to 0. However, it still splits the Loaf of Bread as if it took damage. This tag can still be played even if used on a piece with one health. This tag cannot be played if that character card is tagged already.**

**Blowout – Boosts this character card’s attack by 2.**

**The tagged piece with this tag has its attack increased by 2. For all calculations involving this piece’s attack stat from then on, it will be calculated using its attack stat on the card plus 2. This tag cannot be played if that character card is tagged already.**

**Price Cut – Boosts this character card’s speed by 2.**

**The tagged piece with this tag has its speed increased by 2. For all movements involving this piece’s speed stat from then on, it will be its speed stat on the card plus 2. This tag cannot be played if that character card is tagged already.**

**Buy One Get One Free – Starting next turn, that character card may play an extra action when played.**

**The tagged piece with this tag now has an extra action. This extra action is only useable starting the next turn after this tag is played. This extra action is also only useable when that piece has done at least one action. This tag cannot be played if that character card is tagged already.**

**Restock – This character card’s piece has its health set back to its max.**

**The tagged piece with this tag has its health set back to the health listed on its character card. This tag cannot be played if that character card is tagged already.**

**Expiration Date – Ally pieces of the tagged character card cannot be nearby that piece. This also pushes pieces currently nearby one space away.**

**The tagged piece with this tag has an effect that prevents pieces from being placed or moving into a 3 x 3 space surrounding it. Pieces cannot move through this 3 x 3 space even when it is the only possible to move through it. Any pieces currently in that 3 x 3 space surrounding it will be pushed one space away directly away if space is available. If the pushed piece is diagonal from the tagged piece, it will be pushed diagonally as well. If the piece cannot be pushed due to something obstructing behind it, it will not move at all. This tag cannot be played if that character card is tagged already.**

**Checkout – Return that character card’s piece to its first row.**

**The tagged piece with this tag is moved all the way back to the first row of the player who owns the piece. If there is a piece obstructing that space, move it adjacent to that space in the first row of the piece owner’s choice. This tag cannot be played if both adjacent spaces are occupied. This tag cannot be played if that character card is tagged already.**

**Buyback – Swap that piece and its position with another character card currently not in play.**

**The tagged piece with this tag is replaced with another piece and character card of the player who owns the tagged piece’s choosing. This replaced piece must not be on the board already, and the replaced piece is placed on the board where the tagged piece once was. The replaced piece be already tagged, but this tag cannot be played if the tagged character card is tagged already.**

**Inventory Check – Tag that character card and swap it with one of your opponents untagged and unrevealed character cards.**

**The tagged character card with this tag is swapped with an enemy character card that has not been played on the board. The tagged card cannot be on the board and the swapped enemy character card must not be tagged either. This tag cannot be played if there are no available cards from either player. This tag cannot be played if that character card is tagged already.**