

Adrenaline

Light game, strategy

Background

In the future, the war has devastated the world and separated people into factions.

These factions have decided to end these interminable clashes and move the dispute into the Arena.

A new bloodthirsty virtual game was created in this way: Adrenaline, the tournament.

Each faction has a champion and each champion has an opportunity to fight and win.

Don't miss this opportunity to become the next Adrenaline champion.

It is a strategic game, the fights are not managed with dice, but with a good resource management, also taking into account the importance of the territorial majority.

SetUps

1. 两个正反面的板子[游戏人数]

Choose one side for each part of the **board** to create the game board.



2. Kill shoot track[游戏时间]

Place 5 to 8 **skulls** (5 for the first time, 8 normally)



3. Shuffle the **pointToken**, **weapon**, **powerupCard** and **ammoTile** (face down) [游戏配置]

Draw 9 weapons and place them on the board

Put an ammo tile on each square (not generation) on the board

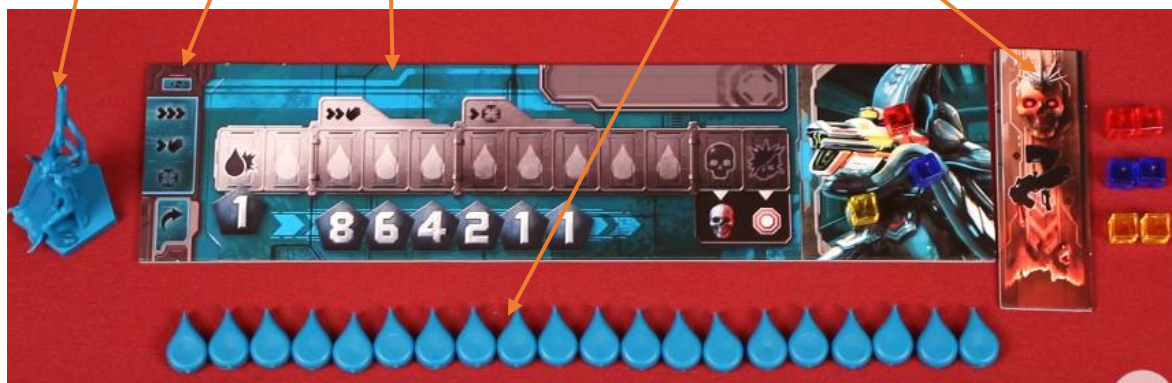


4. Choose the first player (clockwise to next) [人物配置]

Color-blue red pink yellow white

Stuff including-

Characterfigure, actionTile, **playerBoard** (double sided), damageMaker (damageTrack)
 3 of each 3 ammoCubes-place one in the ammoBox, StartingPlayer marker



"Load and ready to shoot!" exclaim for ready to play

Start to play

1. Draw 2 **powerupCards**. [初始化]

One keeping, one revealing (initiate characterfigure in generationPoint of the color, then discard)

2. Your turn: (two actions) [操作]

running around (up to 3 spaces within the same color or through doors)

grabbing stuffs (up to 1 move and grab 1

{ **ammoTile**: **ammoCubes** from personal suppliers to **ammoBox**
 generationPoint: buy a **weapon** from nearby (enough **ammoCubes** ignoring top ammoCubes)
 if one space is empty, load automatically after one turn
 up to 3 powerupCards, up to 3 ammoTiles of each)

shooting (weapon guide)

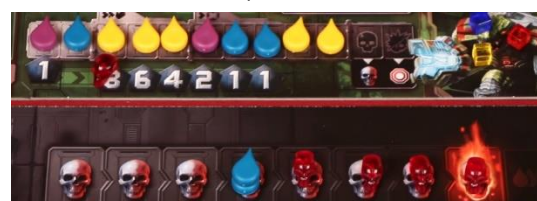
visibility (within room, or through door)



killshoot (take the damageToken to the kill shoot track)
 overkill

trigger final frenzy -turn over actionTiles
 score the kill shoot track at end

after your turn, reload weapons with full ammoCubes



after one being killed
 exclaim points
 initiate again with only one powerupCard
 (the first shoot and most shoot)
 (killing one is becoming less valuable)