

KNOCKOUT CITY RIVALS

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WHAT IS A TABLETOP ROLE PLAYING GAME?

A roleplaying game is simply a game that you play a role in!

You'll create a character who you'll control in the narrative and decide what they say and how they act. If this is your first time playing a Tabletop Roleplaying Game, otherwise known as a TTRPG, you'll find that the freedom of choice given to you is much more open and free than the narrative of a video game. For some, that freedom can be intimidating, but remember you're creating a story with friends! If you ever get lost or overwhelmed, simply ask the group for ideas! There are no right or wrong answers. As long as what you want to do fits with the narrative, makes sense in the world you are creating, and is fun for everyone at the table, it's fair game, baby!

Knockout City Rivals is a game about friendship, rivalry and high-impact Dodgebrawl Battles! Sometimes you might feel the best choice to make in the story would put your character at a disadvantage. That's okay! TTRPGs shine brightest when the people playing them embrace complicated relationships, hard choices and moments of failure.

TTRPGs encourage experimentation and you'll find that often where the story ends up is not where you expected it to be. As long as everyone at the table is having fun, you're going to do great!

WHAT DO I NEED TO PLAY?

To play a game of Knockout City Rivals, you'll need the following:

1. Four players - Yourself and three friends
2. At least 12 notecards
3. At least seven 6-sided dice
4. A bunch of tokens! (coins, board game pieces, small stones, torn paper, differently colored dice, etc.)
 - Six unique player tokens to represent six unique Brawlers
 - Two tokens to represent two Dodgeballs and one token to represent a special Dodgeball
 - 21 tokens to represent Energy Drinks and Bond points
 - One token to represent a Landmark

BE SAFE OUT THERE, BRAWLERS

Before you play, you want to make sure that everyone is on the same page.

This game is designed to be narrative focused, and might delve into sensitive topics like interpersonal struggle between a team. You want to make sure that the drama stays in the game and doesn't bleed out to affect the real life players.

We recommend discussing ahead of time if there are any subject matters you'll need to avoid in playing the game, as you want to make sure everyone is having fun. For instance, if a player is deathly afraid of spiders you probably don't want someone on the Rival Crew to be a 6 foot tall Mutant Spider!

However, you should also feel free to discuss what you want to have in the game as well! If you are particularly excited about the idea of having a Brawl on the moon, let everyone know so they can help make sure it's included in the story!

If you're interested in including even more safety mechanics into your game, consider using the **X-Card by John Stavropoulos**, **Script Change by Beau Jagr Sheldon**, and/or **Lines and Veils by Ron Edwards**. These are especially important if you are playing with people you don't know that well, as using safety mechanics can prevent unexpected hurt.

Unless everyone is having fun, no one is!

WHAT IS KNOCKOUT CITY RIVALS?

Knockout City Rivals is a game for four players. Three players will take on the roles of a Brawler in a Crew and one player will take the part of Drama Judge, or DJ for short. The DJ will provide commentary on what is going on in the scenes, as well as fight as the Rival Crew during the final Brawl. Just like the DJ on the moon, they will always be there to offer a guiding hand or helpful commentary.

The other players each embody a Brawler in Knockout City. These Brawlers are all part of the same Crew and so their lives in Knockout City are fundamentally connected.

A game of Knockout City Rivals will take about three hours to play and will consist of two phases: **Setting the Stakes** and the **Brawl**.

PHASES OF PLAY



SETTING THE STAKES

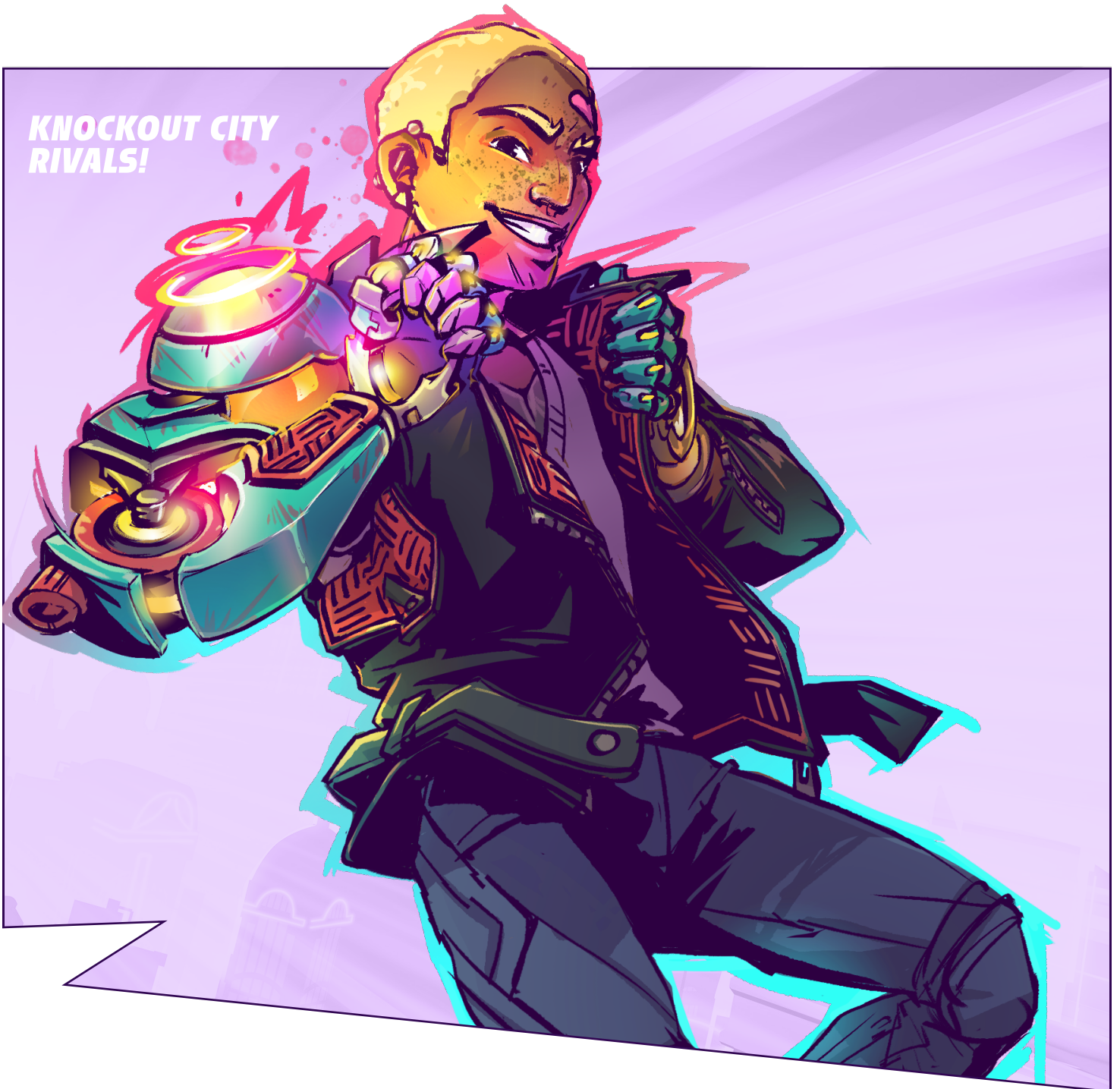
During **Setting the Stakes**, the players will act out narrative scenes where they'll build relationships with their fellow Brawlers, meet the Rival crew, and establish the reason for the Brawl. **While no dice are rolled in these scenes**, how they play out will set up the drama of the Brawl.



THE BRAWL

When the **Brawl** finally breaks out, play will be structured into a series of rounds where you will declare your actions and roll dice to try to knock out the opposing Crew. May the best Brawler win!

**KNOCKOUT CITY
RIVALS!**



CREATING A BRAWLER

Not every citizen of Knockout City is a brawler, but you can bet your last Holobuck that they've brawled in the past! Dodgebrawling is a way of life in Knockout City, and you'd be hard-pressed to find someone who hasn't balled up and been thrown at some point in their past!

Everyone is equal in a brawl, and the rules and outcomes are respected by the brawlers.

Example
BRAWLER SHEET



BRAWLER



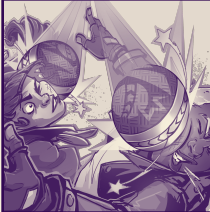
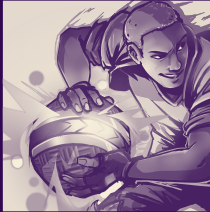


BRAWLER NAME

PRONOUNS

PLAYER NAME

PRONOUNS

FOCUS

			
THROW ◆	CATCH ◆	DODGE ◆	TACKLE ◆

ARCHETYPE TITLE 1

ARCHETYPE TITLE 2

TRAIT 1

TRAIT 1

TRAIT 2

TRAIT 2

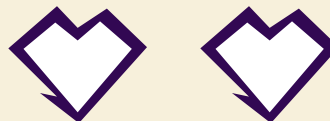
TRAIT 3

TRAIT 3

ENERGY DRINKS



HEARTS



GIVE A NAME

If you're gonna visit Knockout City, well, you gotta be a Brawler, baby!

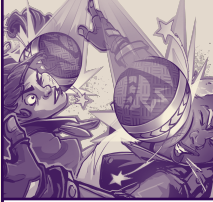
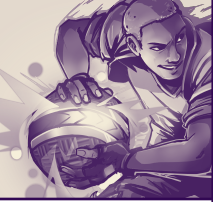
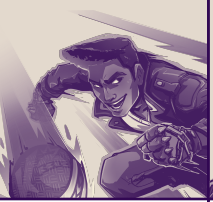
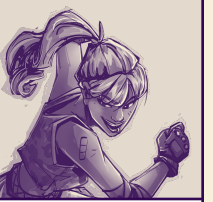
Each player should have a Brawler Sheet where they will first list out their Brawler's name and pronouns as well as their own name and pronouns.

BRAWLER NAME	PRONOUNS
DOTTIE DAMAGE	SHE/HER
PLAYER NAME	PRONOUNS
Letitia	She/They

PICK A FOCUS

Next they should pick a Focus by filling in the diamond under either Throw, Catch, Dodge, or Tackle.

The Focus you choose will give you special bonus dice during the Brawl. Talk with your Crew about which Focuses everyone is choosing. Maybe you want a well rounded Crew or maybe you want everyone to Focus on Tackle and take the fight to your Rivals!

FOCUS			
			
THROW ❖	CATCH ◇	DODGE ◇	TACKLE ◇

CREATING AN ARCHETYPE

Next they should pick a Focus by filling in the diamond under either Throw, Catch, Dodge, or Tackle.

When deciding on your Archetypes, try to make them different enough that they cover separate aspects of your Brawler's personality. When choosing how to act in a scene, you don't always have to pick and act according to your Archetypes or Traits. These are here to give you some guidance, not to box you in.

Notice how the first two traits support the Archetype and the third subverts the Archetype. This is important! **Each Trait should give you the ability to play to your chosen Archetype and to play against it.** This allows for surprising character moments where your brash and bold Brawler can show a more sensitive and vulnerable side or your modest and meek Brawler can stand up and take charge of a situation.

Hasty Hothead	Young & Restless
Rakish Romantic	High-Tech Techie
Sneaky Thief	Mutinous Mutant
Heroic Hero	Thrill Seeker
Merry Prankster	Rebellious Robot
Brave Brawler	Beautiful Brawler

The point of Archetypes is to help define the Brawler and to give you surprising options for narrative play. However, if during the course of play you find a trait you have chosen isn't fitting with your play style or the type of Brawler your character is becoming, simply discuss with the other players if they would be okay with you revisiting them. Fun comes first.

DEFINING YOUR FIRST ARCHETYPE

Your first archetype is all about who your Brawler is and how they see themselves. How do they define themselves? What makes them stand out from their Crew?



When writing your first Archetype, ask yourself the following questions and fill in the sheet with your answers:

- Title What makes my Brawler's personality unique among the crew?
- Trait 1 What does my Brawler enjoy about this aspect of themselves?
- Trait 2 What about this lets my Brawler help others or bring the Crew closer?
- Trait 3 How might my Brawler act against type?
What's another part of them that might be unexpected about this?

Example

FILLING OUT YOUR FIRST ARCHETYPE



Letitia asks herself the first question “*What makes my Brawler's personality unique among the group?*”. Using her Throw Focus as inspiration, she decides her Brawler is an adrenaline-fueled thrill seeker! So she fills in the Archetype Title with “**Thrill Seeker.**”

She moves onto the next question: “*What does my Brawler enjoy about this aspect of themselves?*” She decides that they live for the adrenaline rush! They truly feel alive when their life is on the line. So she fills in Archetype Trait 1 with “**Adrenaline Rush.**”

Letitia can't quite figure out how to answer the third question: “*What about this lets my Brawler help others or bring the Crew closer?*” so she asks her Crewmates to help her decide on an answer. Through conversation she decides that while her Brawler throws herself into danger, she always does it for a good reason. So she fills in Archetype Trait 2 with “**Help the Helpless.**”

And for the final question, “*How might my Brawler act against type?*” Letitia decides that her Brawler is perfectly fine putting her life in danger but seeing her friends come to harm makes her fall to pieces. Letitia fills in the third Trait with “**Fear of a Failing Friend.**”

ARCHETYPE TITLE 1 Thrill Seeker!	ARCHETYPE TITLE 2
TRAIT 1 Adrenaline Rush	TRAIT 1
TRAIT 2 Help the Helpless	TRAIT 2
TRAIT 3 Fear of a Failing Friend	TRAIT 3

DEFINING YOUR SECOND ARCHETYPE

Your second archetype is all about how your Crew sees your Brawler. What kind of history do you have with them? What do they know about you that you might not know about yourself?

When you're ready to define your second archetype, pick a group from the list below and ask your Crewmates the questions in that group. You can even ask the DJ what they know about your character. Let their answers help you determine what you write down.

REMEMBER!

You always have final say in what you write down! Be open and honest with your Crew. Listen to them, discuss your thoughts and let their responses act as inspiration for your Brawler.

While tension between Brawlers is fun in Knockout City, tension between people in the real world is not.

Everyone should be having fun or no one is.

ACTIVITY



These questions will define your Brawler based on a job or large hobby

- Title** What does my Brawler do with their life outside brawling?
- Trait 1** What does my Brawler like about this activity?
- Trait 2** How is this helpful to those around my Brawler?
- Trait 3** What about this gets in the way of the Crew?

RELATIONSHIP



These questions will define a relationship with your Brawler as central to how they relate to the world

- Title** What ties our Brawlers together? Is this public or private?
- Trait 1** What does my Brawler like about this activity?
- Trait 2** How does my Brawler act that you appreciate?
- Trait 3** Is there anything I could do to jeopardize this relationship?

STRUGGLE



These questions will create interesting narrative conflict that you can then explore or change through play

- Title** What does your Brawler dislike in mine? Why is this a problem?
- Trait 1** How does my Brawler act that makes people think this way?
- Trait 2** What's a positive aspect of this, even begrudgingly?
- Trait 3** What could my Brawler do to change your mind about this?

SECRETS



These questions will reveal something about your Brawler that they don't yet realize about themselves

- Title** What does my Brawler do with their life outside brawling?
- Trait 1** What does my Brawler like about this activity?
- Trait 2** How is this helpful to those around my Brawler?
- Trait 3** What about this gets in the way of the Crew?



Example **FILLING OUT YOUR SECOND ARCHETYPE**

Letitia reads over the various questions and decides that she wants to explore her Brawler's relationship to her crew, so she chooses **Group 2 - Relationship**.

Letitia turns to their Crewmate, Sue, and asks the first question. ***"What ties our Brawlers together? Is it public or private?"***. Sue thinks for a second and suggests that their two Brawlers are siblings and Letitia's is the big sister. Letitia loves this idea and writes **"Big Sister"** in the Archetype Title.

Letitia asks Sue the second question ***"How does my Brawler act that you appreciate?"*** Sue suggests that Letitia's Brawler always likes how she makes sure her little sister is being heard and her opinion is being respected and taken into consideration. Letitia notes down **"Amplifies Little Voices"** as Trait 1.

Letitia asks the second question, ***"How does my character act that gets on your nerves?"***. Sue suggests Letitia's Brawler is always scaring off new friends and partners by going into Big-Sister-Bodyguard mode. Letitia loves this as well and fills in Trait 2 as **"Big Sister Bodyguard"**.

Letitia asks Sue the final question, ***"Is there anything I could do to jeopardize this relationship?"*** Sue considers this and suggests that her Brawler would never forgive her big sister if she hurt herself during one of her stunts. Letitia doesn't really like this because the whole idea behind her Brawler is to get into fights and take risky action.

They discuss, and with the help of the group, they decide that Letitia can take all the risks she wants but if her actions ever gets her sister or any of her crewmates hurt, Sue's Brawler will never forgive her. Letitia agrees and fills out the final Trait with **"No Collateral Damage"**.

ARCHETYPE TITLE 1	ARCHETYPE TITLE 2
Thrill Seeker!	Big Sister
TRAIT 1	TRAIT 1
Adrenaline Rush	Amplifies Little Voices
TRAIT 2	TRAIT 2
Help the Helpless	Big Sister Bodyguard
TRAIT 3	TRAIT 3
Fear of a Failing Friend	No Collateral Damage

ENERGY DRINKS

The Energy Drinks section of your Brawl Sheet will come into play during the Brawl.

Before doing any action in the Brawl you can choose to chug up to 3 Energy Drinks which will increase the number of dice you'll roll, therefore increasing your chances of success!

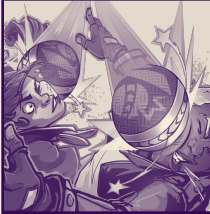
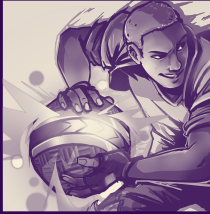
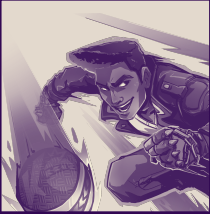

HEARTS

In the unfortunate but likely event that you get hit with a Ball, you will lose a Heart.

Lose 2 Hearts and you're knocked out, baby! But you ain't outta the game yet! Next round you'll respawn with all your Hearts refreshed and ready to brawl!

Example of a completed Brawler sheet



BRAWLER NAME		PRONOUNS	
DOTTIE DAMAGE		SHE/HER	
PLAYER NAME		PRONOUNS	
Letitia		She/They	
FOCUS			
			
THROW ❖	CATCH ◇	DODGE ◇	TACKLE ◇
ARCHETYPE TITLE 1		ARCHETYPE TITLE 2	
Thrill Seeker!		Big Sister	
TRAIT 1		TRAIT 1	
Adrenaline Rush		Amplifies Little Voices	
TRAIT 2		TRAIT 2	
Help the Helpless		Big Sister Bodyguard	
TRAIT 3		TRAIT 3	
Fear of a Failing Friend		No Collateral Damage	
ENERGY DRINKS		HEARTS	



CREWS

In order to make it in Knockout City, you're gonna need a Crew! A Crew is made up of Brawlers from all over Knockout City who have decided to group up and protect each other when the going gets tough. Every Crew has a Name, a Crew Logo, and a Hideout that they call home.

Everyone at the table should discuss what they want their Crew to be like and fill in the Crew Sheet.

Example
CREW SHEET



CREW



CREW NAME

HIDEOUT LOCATION

RUMBLE REASONS

CREW LOGO

--	--

BOND POINTS

Spend Bond to:

Add +1 to Any Dice Value

Trigger Dodge Deflect

Trigger Tackle Steal






CREW BOOSTS


Lucky Ball Resawns

Re-roll 1 Ball Spawn   

Refreshing

Refresh 1 Energy Drink   

Fake Throw

Re-roll your Dice Pool   

NAMING YOUR CREW

Every Crew needs a cool name. Something to stand out from the crowd. Something you'd be proud to wear on the back of your jacket, or have spray painted on the side of a building. Something that strikes fear into the hearts of the other Rival Crews.

CREW NAME

DIAMOND DOGS

What is it that brought you all together? Do you have a shared hobby like high-speed racing? Are you all from the same neighborhood? Are you a group of Mutants fighting for territory above ground? Discuss with the group and fill in the name on the Crew Sheet.

CREW LOGO

Now that you have a cool Crew Name, you're gonna need a cool Crew Logo to go along with it.

Crew Logos appear as holograms floating off the back of your outfit. When you walk down the street, everyone will know who you are because of your glowing Crew Logo. Discuss with your Crew what imagery you'd like to have on your Crew Logo and either draw it in the box, find an image online, or describe it with text.

CREW LOGO



HIDEOUT LOCATION

Every Crew worth their salt has a Hideout. A safe place they go to celebrate after victory or lick their wounds after defeat.

HIDEOUT LOCATION

ABANDONED BOWLING ALLEY

Hideouts are generally secret spaces found in harder to reach areas of Knockout City. Spaces hidden from authority. Rooftops, abandoned buildings, blocked off alleyways, or a confiscated double-decker bus floating over the city make for great Hideouts.

Discuss possible Hideout locations, decide on some stand-out features to personalize the space and write its name on the Crew Sheet.

DETERMINE YOUR RUMBLE REASONS

If there's one thing you need to know about Knockout City, it's that Brawl is life. Brawlers brawl for many reasons. Some do it for power, some do it to settle beef between Crews, and some do it for fun and camaraderie.

Answer the following questions and consider what reasons your crew might have to fight in a Brawl. These aren't the only reasons your Crew might get into a Brawl, but they will help you and the DJ keep in mind what's important enough to fight over.

BOND POINTS

Bond points represent the special bond you and your fellow Brawlers share. You will earn these during the Setting the Stakes phase and spend them during the Brawl.

See the Building Bond section below for more information on earning and spending these points.

RUMBLE REASONS	CREW LOGO
Diamond Street Neighborhood Someone Stealing from local shops Brawling with rival school	

What place, object, or idea does your Crew care about as a group?

What is happening in Knockout City that your Crew wants to change?










What might your Crew do that interferes with the status quo or authority of Knockout City, and why do you think it's a good thing?

BOND POINTS	
Spend Bond to: Add +1 to Any Dice Value Trigger Dodge Deflect Trigger Tackle Steal	

CREW BOOSTS

The more Brawls you win, the more your crew will gain prestige and notoriety in Knockout City. This progression is represented by Crew Boosts on your Crew Sheet.

For every Brawl your Crew wins, you can fill in one diamond next to a Crew Boost as a reward.

CREW BOOSTS	
Lucky Ball Respawns	Re-roll 1 Ball Spawn   
Refreshing	Refresh 1 Energy Drink   
Fake Throw	Re-roll your Dice Pool   

Detailed List of Crew Boosts:

Lucky Ball Respawns Max 3	Choosing the Lucky Ball Respawns Crew Boost allows you to reroll a Ball Spawn location whenever a Ball respawns in the Map!
Refreshing Max 3	Choosing the Refreshing Crew Boost allows you to refresh 1 spent Energy Drink at any time!
Fake Throw Max 3	Choosing the Fake Throw Crew Boost allows you to reroll your entire Dice Pool after you have already rolled!

You may trigger a Crew Boost once for every level you have unlocked

Choosing a Crew Boost you already own upgrades it by one level



RIVAL CREWS

Knockout City is a city of a million brawlers and on your journey to be the best, you're gonna have to brawl with the rest. Every game of Knockout City Rivals will end in a knock-down, drag-out brawl between the player's Crew and the Rival Crew. In this section we'll fill out the Rival Crew Sheet and make some enemies.

Example
RIVAL CREWS SHEET



RIVAL CREW

RIVAL CREW NAME

RIVAL CREW HIDEOUT

ARCHETYPE TITLE 1

ARCHETYPE TITLE 2

TRAIT 1







TRAIT 1

TRAIT 2

TRAIT 2

TRAIT 3

TRAIT 3

RIVAL BRAWLER NAME <input type="text"/>	RIVAL BRAWLER NAME <input type="text"/>	RIVAL BRAWLER NAME <input type="text"/>
VS. BRAWLER NAME <input type="text"/>	VS. BRAWLER NAME <input type="text"/>	VS. BRAWLER NAME <input type="text"/>
RIVAL FOCUS <input type="checkbox"/> THROW <input type="checkbox"/> CATCH <input type="checkbox"/> DODGE <input type="checkbox"/> TACKLE	RIVAL FOCUS <input type="checkbox"/> THROW <input type="checkbox"/> CATCH <input type="checkbox"/> DODGE <input type="checkbox"/> TACKLE	RIVAL FOCUS <input type="checkbox"/> THROW <input type="checkbox"/> CATCH <input type="checkbox"/> DODGE <input type="checkbox"/> TACKLE
		
		

RIVAL CREW NAME

Coming up with a Rival Crew can be as simple as taking everything you know about the player's Crew and doing the opposite!

RIVAL CREW NAME

If the player's Crew is a ragtag group of scrappy brawlers barely getting by, make the Rival Crew a well connected and respected group of high-society Brawlers. Your Rumble Reasons are also a great source of inspiration for a Rival Crew.

Think up a general vibe of the Rival Crew and then add their name to the Rival Crew Sheet.

RIVAL CREW HIDEOUT

Rival Crews need a place to hang out, too!

Pick a cool location for them to have their Hideout and fill it in here.

RIVAL CREW HIDEOUT

RIVAL CREW ARCHETYPES

Creating a Rival Crew is similar to creating a Brawler in the sense that Rival Crews also have 2 Archetypes to help define their personality.

The Rival Brawlers share the same Archetypes between them. If the Rival Crew has an Archetype titled "Plays Dirty" all the Rival Brawlers have it.

ARCHETYPE TITLE 1	ARCHETYPE TITLE 2
<input type="text"/>	<input type="text"/>
TRAIT 1	TRAIT 1
<input type="text"/>	<input type="text"/>
TRAIT 2	TRAIT 2
<input type="text"/>	<input type="text"/>
TRAIT 3	TRAIT 3
<input type="text"/>	<input type="text"/>



The DJ will begin filling out the first Archetype by answering the following questions:

- Title** What brings this Rival Crew together?
- Trait 1** How do they act that shows they enjoy this aspect of their Crew?
- Trait 2** What about this Archetype lets the Rival Crew do unique things?
- Trait 3** How might they act against type?
What's another part of them that might be unexpected about this?

Example

FILLING OUT THE FIRST RIVAL CREW ARCHETYPE



The group reads over the questions and notices the Rumble Reason “**Brawling with a Rival School**” on the Brawler’s Crew Sheet and decides to use that as inspiration. To answer the question “*What brings this Rival Crew together?*”, they decide that the Rival Crew are students at a wealthy school and names them “**The Gilded Lily Crew**”.

They also decide that the Rival Crew make an exclusive country club their Hideout.

RIVAL CREW NAME	RIVAL CREW HIDEOUT
The Gilded Lily Crew	Sky-High Country Club

The DJ reads the next question, “*How do they act that shows they enjoy this aspect of their Crew?*” and decides that the Rival Crew flaunts their money and cruelty by paying poor and struggling Crews to brawl with each other for The Gilded Lily’s amusement.

The DJ moves onto the next question, “*What about this Archetype lets the Rival Crew do unique things?*”, and decides you can get away with a lot if you’ve got the right connections! Knowing the right people helps them stay out of trouble, keeping them safe in the streets and their reputation intact.

And the final question, “*How might they act against type? What’s another part of them that might be unexpected about this?*”, the DJ turns to the group for help. They discuss it and agree that if the Gilded Lily Crew gets in trouble, they might lose their scholarship to the school, or their access to the family credit card, or worse yet... They might have to do community service!

ARCHETYPE TITLE 1	ARCHETYPE TITLE 2
High Society High School	
TRAIT 1	TRAIT 1
Well Funded Fights	
TRAIT 2	TRAIT 2
Friends in High Places	
TRAIT 3	TRAIT 3
Too Big to Fail	

With the first Archetype filled out the DJ will turn to the players and ask them to help define the Rival Crew from the point of view of the Brawlers.

The DJ asks the players the following set of questions

- Title** What about this crew sets them apart from us?
- Trait 1** What about this difference does the enemy crew enjoy?
- Trait 2** How does this aspect make our crew dislike this crew?
- Trait 3** Is there anything our crew likes or respects about them, even begrudgingly?

Example

FILLING OUT THE SECOND RIVAL CREW ARCHETYPE



The Brawlers read the first question: **“What about this crew sets them apart from us?”** and decide that it isn’t the money that sets them apart, it’s the cruelty. They ask the DJ to write in **“Too Cruel To Be Kind.”**

Reading the next question, **“What about this difference does the enemy crew enjoy?”** they decide that the Rival Crew loves toying with people’s emotions. No one expects them to be cruel and they’re delighted that they tricked another person. They ask the DJ to write in **“Such Gullible Fools.”**

The third question, **“How does this aspect make our crew dislike this crew?”** is easily answered, when The Gilded Lily Crew causes chaos, they simply splash some money around and everyone lets them get away with it. They ask the DJ to write in **“Money Talks.”**

The final question is always the toughest, **“Is there anything our crew likes or respects about them, even begrudgingly?”** but they come up with the idea that even though they’ve had everything handed to them on a silver platter, they’re amazing brawlers. They ask the DJ to write in **“Amazing Brawlers.”**

ARCHETYPE TITLE 1	ARCHETYPE TITLE 2
High Society High School	Too Cruel to be Kind
TRAIT 1	TRAIT 1
Well Funded Fights	Such Gullible Fools
TRAIT 2	TRAIT 2
Friends in High Places	Money Talks
TRAIT 3	TRAIT 3
Too Big to Fail	Amazing Brawlers

DEFINING THE RIVAL BRAWLERS

The next section of the Rival Crew Sheet has space for defining the Rival Brawlers, however, we don’t fill this in just yet.

That’s what the narrative scenes in the Setting the Stakes phase are for! During the Setting the Stakes phase of narrative play, the players will meet various members of the Rival Crew and decide who they are, what their name is and what their personality is like.

Every Brawler will introduce their own Rival Brawler before the Brawl breaks out.

FINAL CHARACTER CREATION CHECKLIST

Everyone at the table agrees on what kind of game they want to play?



Every player has created a Brawler?



The players have created a Crew?



The DJ and the players have created the Rival Crew?



AND WITH THAT...

**We're finished with character creation
and it's time to move on to the next
phase—Setting the Stakes!**

PHASE 1



SETTING THE STAKES

Let's get ready to roleplay!

The Setting the Stakes phase will have players taking turns choosing scenes to roleplay in and literally Set the Stakes for the Brawl to come! Scenes will involve the Brawlers exploring their personalities and friendships, getting into and out of trouble, meeting the Rival Crew Members, and ultimately discovering what it is they're fighting for!

Setting the Stakes Scenes are not brawls. They are preludes to the Brawl! The scenes you will be roleplaying are all about finding out what the beef is between these two Rival Crews and why a Brawl is the only way to settle it!

During the scenes, the players will play as their Brawlers and the DJ will play as everyone else as well as offer commentary on the action. Setting the Stakes scenes should last only a few minutes each, enough time to have fun, explore the scene, and make some decisions for the narrative. To keep things simple, it's recommended that any individual scene stay contained to a single location but if you feel the story demands a scene change, go for it!

You will NOT roll dice during a Setting the Stakes scene! If you want to do something and everyone at the table agrees it'd be fun if you did it, then do it, baby! If you're not used to this kind of roleplaying, this freedom of choice can feel a little strange at first, but the best way to get comfortable is by trying!

If you find yourself getting lost or overwhelmed by the narrative, feel free to ask your fellow Brawlers or the DJ for ideas on what you could do. Knockout City Rivals is a game about collaborative storytelling, so collaborate!

ROLEPLAYING TIP



While speaking in character is fun for some people, if you don't feel comfortable doing that or have a hard time coming up with things to say, try speaking in the third person!

Saying "My Brawler makes an eloquent speech that convinces the Rival to stop and think about their actions." is perfectly acceptable! You don't need to come up with an entire eloquent speech off the top of your head to make a fun story.

There is no wrong way to play as long as everyone is having fun!

Brawlers always stick together, so your scenes should involve the entire Crew in some capacity. While you can choose to have a solo interaction between a single Brawler and the DJ, such as dialing in on a specific relationship with a Rival Brawler, they should be treated as a smaller scene inside a larger scene that involves the rest of the crew. For instance, while one Brawler has an intimate conversation with a Rival, maybe the rest of the crew is waiting back at the Hideout having their own narrative.

ROLEPLAYING TIP



Try not to introduce more characters than needed. Knockout City Rivals is about the two Crews interacting as they lead up to the Brawl, so make sure they interact!

While the DJ roleplays all the other citizens of Knockout City, they should keep in mind that if they want to introduce a new character, consider if there is someone on the Rival Crew who could fit that role instead.

Anyone can suggest an end to the scene but it is ultimately up to the person who chose the scene to decide when it's over. When a scene ends, the person who picked the last scene chooses the next person to go (You can even ask the DJ to pick a scene). If you have an idea for a scene, speak up! Just make sure every Brawler feels included and has had a chance to pick a scene at least once.

ROLEPLAYING TIP



The Brawl is inevitable!

Keeping the scenes either about the relationships between the Brawlers, the relationships with the Rival Crew, or related to a Rumble Reason will help keep the narrative on track towards the Brawl!

BUILDING BOND

During a Setting the Stakes scene, if the Brawlers roleplay an interaction that showcases how they work together, protect each other, deepen their bonds, and ultimately ride or die for each other, the DJ should reward them with Bond points.

Add a token to the Bond points section of the Brawlers' Crew Sheet.

Brawlers can only earn 1 Bond point per scene to a maximum of 3 Bond points.

Bond points are spent during the Brawl to either increase any dice value by 1 point or trigger special effects on a successful Dodge or Tackle. Anyone on the Crew can spend them but once they are spent, they are gone for good!

Example

EARNING A BOND POINT



The Diamond Dogs are in the middle of a scene involving meeting a Rival at Galaxy Burger.

Letitia and Sue describe how Letitia's Brawler gets the attention of the Gilded Lily Crew by throwing a Milky Way Shake at their car. The Rival Crew angrily jumps out of their car and gives chase. Meanwhile, Sue's Brawler sneaks into their now vacant car and hotwires it. Smashing through garbage cans, Sue's Brawler pulls up next to Letitia and, laughing and jeering, they pull away into the sky, leaving the Gilded Lily Crew abandoned and humiliated.

As the scene ends, the DJ suggests that they should earn a Bond point for their teamwork and comradery and the rest of the table agrees.

Letitia places a token on an empty Bond point on their Crew Sheet.

BOND POINTS

Spend Bond to:

Add +1 to Any Dice Value

Trigger Dodge Deflect

Trigger Tackle Steal



RIVALRIES

During the course of playing out the Setting the Stakes scenes, Brawlers will meet the Rival Crew and each Brawler will develop a Rivalry with one of the other Rival Brawlers.

Rivalries represent a specific relationship between a Brawler and a Rival Brawler that will help flesh out your story, add drama to the narrative and be used by the DJ to impact the Brawl itself!

When you meet a Rival Crew Member, you should give them a name, a Focus, and a personality based off of the Rival Crew's Archetypes. You should also discuss anything specific about this Rivalry that you'd like to include. Maybe you two were old childhood friends, ex-Crewmates or partners, or even siblings! The DJ should take all of this into consideration when roleplaying as the Rival.

By the end of the Setting the Stakes phase, every Brawler should have met a Rival from the Rival Crew and interacted with them in a way that establishes a Rivalry. There should be one Rival on the Rival Crew Sheet for every Brawler.

During the Brawl, the DJ will use these Rivalries to either increase any dice value by +1 point or trigger special effects on a successful Dodge or Tackle. Rivalries are not spent on use.

Only the Rival Crew benefits from the Rivalry.

RIVAL FOCUSES

Rival Brawlers have a Focus which will add +1 Dice when they perform that action, just like the players' Brawlers. When defining a Rival Brawler, always choose a Focus that has not been claimed yet. Rival Brawlers should not share Focuses.

During a Setting the Stakes scene, when a Rival Brawler is introduced do the following:

1 Pick a Name	Choose a memorable name for your Rival and fill in the Rival Name section.
2 Discuss Personality and Background	Discuss what this Rival is like. What is their background? Where are they from? What do they want?
3 Pick a Focus	Rivals have Focuses like any other Brawler. Fill in the diamond next to a Focus that has not yet been claimed by a Rival.
4 Define the Rivalry	Fill in the Brawler's name who created this Rival under the Versus Brawler Name section.
5 Continue the Scene	Continue the scene with the DJ playing as the newly created Rival.









Example **CREATING A RIVAL**

It's Letitia's turn to choose the scene and she chooses "Knocked Out!" because she wants to see how the Diamond Dogs handle defeat.

Letitia says that the Diamond Dogs are headed to the Holowood Drive-In when The Gilded Lily Crew pulls up next to them and revs their engine. They want to race. Letitia decides the driver of the car is a Rival for her Brawler. The DJ asks Letitia to name the Rival and she chooses "Cordelia Goldfinch". The DJ writes this name in the Rival Brawler Section on the Rival Crew Sheet. The DJ also writes in Letitia's Brawler's name under Versus Brawler Name to show that they share a Rivalry.

Letitia decides Cordelia Goldfinch's focus will be **Tackle** to showcase her hot headed and confrontational style. The DJ fills in Tackle under Rival Focus on the Rival Crew Sheet.

The scene continues with the DJ taking on the role of Cordelia. As the "Knocked Out!" scene progresses, The Diamond Dogs ultimately lose the street race and the Rivalry is cemented.

RIVAL BRAWLER NAME	RIVAL BRAWLER NAME	RIVAL BRAWLER NAME
Cordelia Goldfinch		
VS. BRAWLER NAME	VS. BRAWLER NAME	VS. BRAWLER NAME
Dottie Damage		
RIVAL FOCUS	RIVAL FOCUS	RIVAL FOCUS
<input type="checkbox"/> THROW <input type="checkbox"/> CATCH	<input type="checkbox"/> THROW <input type="checkbox"/> CATCH	<input type="checkbox"/> THROW <input type="checkbox"/> CATCH
<input type="checkbox"/> DODGE <input checked="" type="checkbox"/> TACKLE	<input type="checkbox"/> DODGE <input type="checkbox"/> TACKLE	<input type="checkbox"/> DODGE <input type="checkbox"/> TACKLE
		
		

SETTING THE STAKES FLOW

The Setting the Stakes phase will consist of 5 scenes.

1 Introduce the Crew	Choose a Scene Prompt from the list below and let each Brawler introduce themselves.
2 Introduce the First Rival	Choose a Scene Prompt from the list below and introduce the first Rival Brawler to the game. <i>There can be multiple Rivals in this scene but only spotlight the new Rival.</i>
3 Introduce the Second Rival	Choose a Scene Prompt from the list below and introduce the second Rival Brawler to the game. <i>There can be multiple Rivals in this scene but only spotlight the new Rival.</i>
4 Introduce the Third and Final Rival	Choose a Scene Prompt from the list below and introduce the final Rival Brawler to the game. <i>There can be multiple Rivals in this scene but only spotlight the new Rival.</i>
5 INTRODUCE THE BRAWL!	Choose a Scene Prompt from list below and let's get ready to rumble! Use this scene to wrap up any narrative threads needed to begin the Brawl!

SETTING THE STAKES SCENE PROMPT

Choose a Setting the Stakes Scene Prompt from the list below:

BRAWL IS LIFE!



In Knockout City, Brawls happen! Use this prompt to explore your Crew Brawling in a narrative scene.

Does your crew win? Do they lose? Do they get caught cheating? Do the cops break it up?

This prompt is perfect for starting a game of Knockout City Rivals since it gives everyone a chance to show off their skills.

HANGIN' OUT



In Knockout City, there's always some place to put down the ball, put up your feet and let it all hang out! You never know who you're gonna run into or what trouble you'll get into! The night is young and so are you, baby!

This prompt is perfect for starting a game of Knockout City Rivals. Try starting out by introducing your Brawlers in your Hideout.

CHEESE IT, IT'S THE COPS!



The KO City PD are the buzzkill of any Brawler trying to make some noise in the city. Getting caught by them is usually nothing more than a couple hours in time-out and a serious hit to your street cred.

Maybe this scene ends with the arrival of the cops or starts in the middle of the chase!

HIGH SPIRITS!



Things couldn't be better! You and your Crew are on cloud nine and everything is going your way! Maybe you just won a Brawl, or you just bought a sweet new outfit, or you won a lifetime supply of Boba Cola!

Choose this scene prompt to explore your Crew at the top of their game! How do you handle success? Does it change you?

KNOCKED OUT



Things couldn't be worse! Everything has been going wrong for you and your Crew lately! Maybe someone keyed your car, or your pet armadillo is missing, or you got caught by the KO City PD and thrown in the slammer!

Whatever's happening, life stinks right now!

CALM BEFORE THE STORM



Tensions in Knockout City have never been higher! There's an electric charge in the air that's making your throwing arm ache!

Use this prompt to have a more personal or emotional scene. Not every interaction with a Rival has to be explosive. Sometimes a simple conversation is all that's needed to stoke the fires.

ROLL YOUR OWN



Make up your own scene idea! This is your game, play it how you want!

To help establish a scene, try asking yourself these questions:

- What kind of story do I want to tell?
- Is this a scene about getting into trouble, getting out of trouble, or something else?
- Does this scene explore a relationship or push towards the Brawl?
- Where does this scene take place?
- Is anyone from the Rival Crew here?



THE BRAWL

Tensions between the Crews have finally exploded onto the streets and an epic Dodgebrawl Battle has broken out in the big city!

The rules of the Brawl are simple: The Brawlers will fight in a 3v3 Elimination Match. First Crew to earn 6 points wins.

They'll pick a location, pick a Special Ball, and start brawling!

During a Brawl, you will be moving your Brawler between Zones on a Map, picking up and throwing balls, and spending Energy Drinks and Bond points to affect the odds of your dice rolls.

Every Brawler your Crew KO's will earn you 1 point. First Crew to 6 points will be crowned the winner! And in Knockout City, the winners take all, baby!

MAKING THE MAP

In Knockout City, a Brawl can break out at any place, at any time. This section will show you how to create a fun arena for your Brawlers to throw down in!

PICK A BRAWLING BACKDROP

First thing you should do is decide the general Backdrop that the Brawl takes place in.

The Backdrop should be thematic to the narrative you've built in the Setting the Stakes scenes.



DEFINE THE ZONES

Time to get in the Zone, baby!

Zones represent the more specific areas that make up the Brawling Backdrop. You will need at least 6 Zones to create a Map. You can have more than 6 Zones but don't go above 12.

To begin, take turns writing on a notecard a specific location that would appear in your Brawling Backdrop. Arrange the notecards within reach of all the Brawlers.

Then, number the Zones starting from 1 to the number of Zones you have created. These numbers will be used to determine where Balls will spawn during the Brawl.

Finally, everyone at the table should help arrange the notecards into a shape that better represents the Brawling Backdrop but also provides fun gameplay. See page 50 for premade Maps.

Brawlers will move between these Zones as they brawl, so when designing the final layout, keep the following in mind:

- Brawlers Move between Zones wherever the notecards overlap. Corners don't count
- Try to create fun paths for the Brawlers so they must pass through one Zone to reach another
- Balls can be Passed and Thrown into any Zone, they don't have to be touching

SPAWNING BRAWLERS

Locate the 2 farthest Zones from each other and place the Brawlers in one of them and the Rival Crew in the other.

SPAWNING BALLS

Roll 3 Dice, place 2 Standard Ball Tokens on the Zones that correspond to the values on the first two dice. Place the Special Ball Token on the Zone that corresponds to the value on the third dice.

2 Balls cannot Spawn in the same Zone.

For Maps with more than 6 Zones:

Reroll the duplicate dice until you roll an empty Zone.

*For each ball, roll 2 dice instead of 1. If the first dice is Even, count **UP** from the lowest numbered Zone equal to the value on the second dice. If the first dice is Odd, count **DOWN** from the highest numbered Zone equal to the value on the second dice.*

SPECIAL BALLS

The Brawlers should read over the list of Special Balls and choose which one they want to play with.

Each Special Ball changes the game in fun and exciting ways, so be sure to read the rules for the Special Ball before the Brawl starts.

If, for some reason, you do not want a Special Ball, you can simply spawn a Basic Ball as the third Ball.

See page 47 for a detailed list of all Special Balls.

Or try **PARTY MODE!** Every time you spawn a new Ball, choose a random Special Ball from the list!

ADDING COVER

Sometimes, when the Brawl gets really hectic, you just gotta run for Cover!

Adding Cover Spots to a Map allows a single Brawler to Take Cover on their turn. A Brawler Taking Cover in a Cover Spot gains +1 Dice to any Catch or Dodge roll as long as they are Taking Cover.

Each Map has 2 Cover Spots and to add them, draw a square in a Zone adjacent to the Brawler's spawning Zone and draw another square in a Zone adjacent to the Rival's spawning Zone.

ADDING LANDMARKS

Knockout City is full of surprises and Landmarks represent the ever changing hustle and bustle of the city.

At the start of every round, roll a single dice and place a token on the Zone that matches the value.

For Maps with more than 6 Zones:

Any Brawler in the Landmark Zone can add +1 to any dice they've rolled. Brawlers should narrate how the specific Zone they are in helps them in their roll.

Roll 2 dice instead of 1. If the first dice is Even, count up from the lowest numbered Zone equal to the value on the second dice. If the first dice is Odd, count down from the highest numbered Zone equal to the value on the second dice.

When a new round starts, reroll the dice and move the Landmark to the new Zone. A Landmark cannot be in the same Zone 2 rounds in a row. Reroll until you get a new Zone.



Example **CREATING A MAP**

The Brawl has begun and it's time to make a map! The DJ and the Brawlers discuss ideas for what the **Brawling Backdrop** could be. Letitia suggests that the Diamond Dogs take the fight to the Rival Crew's Hideout! The Sky-High Country Club! Everyone agrees and they begin to brainstorm Zones.

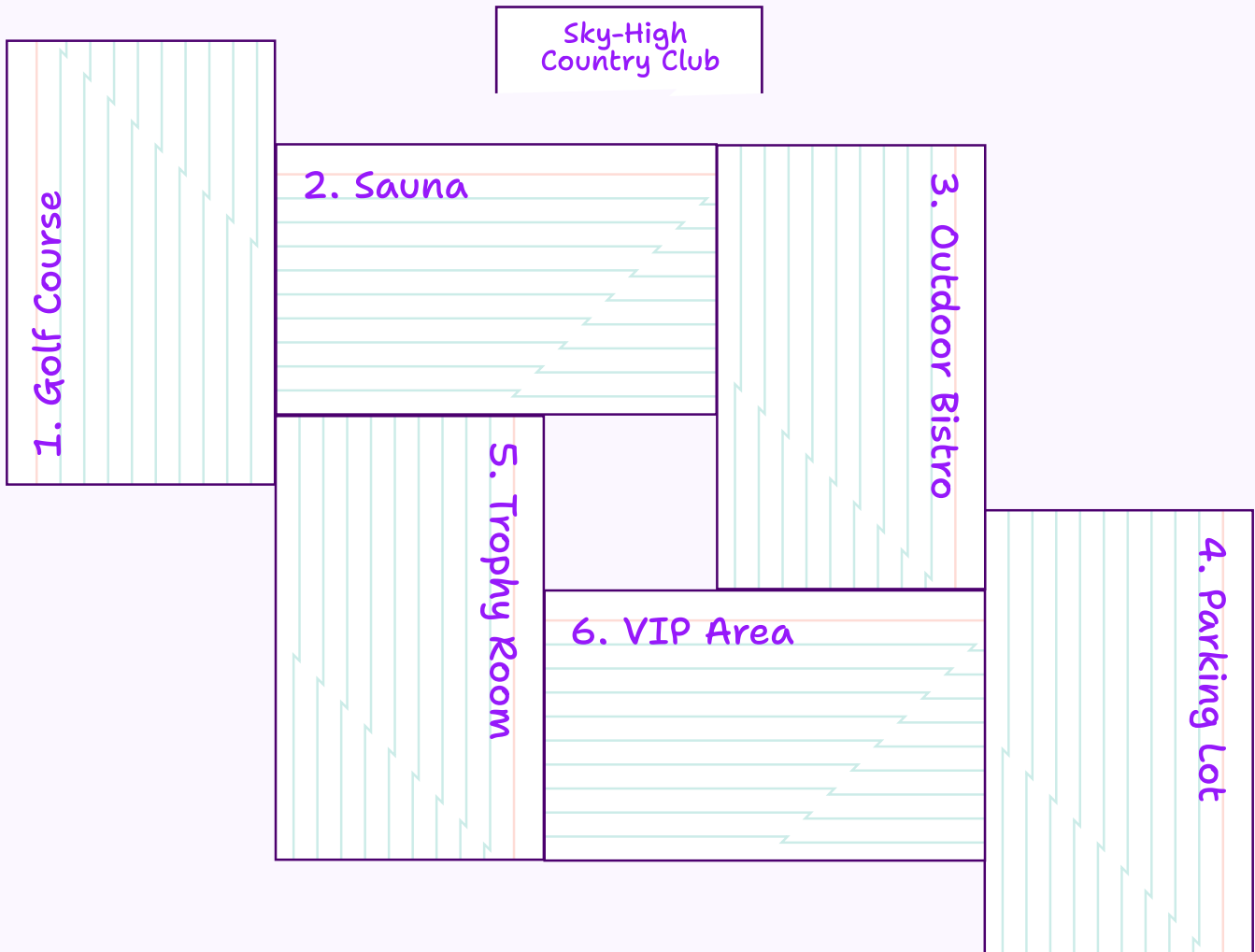
By the end of the brainstorm, they have 6 cards with different numbered Zones on them.



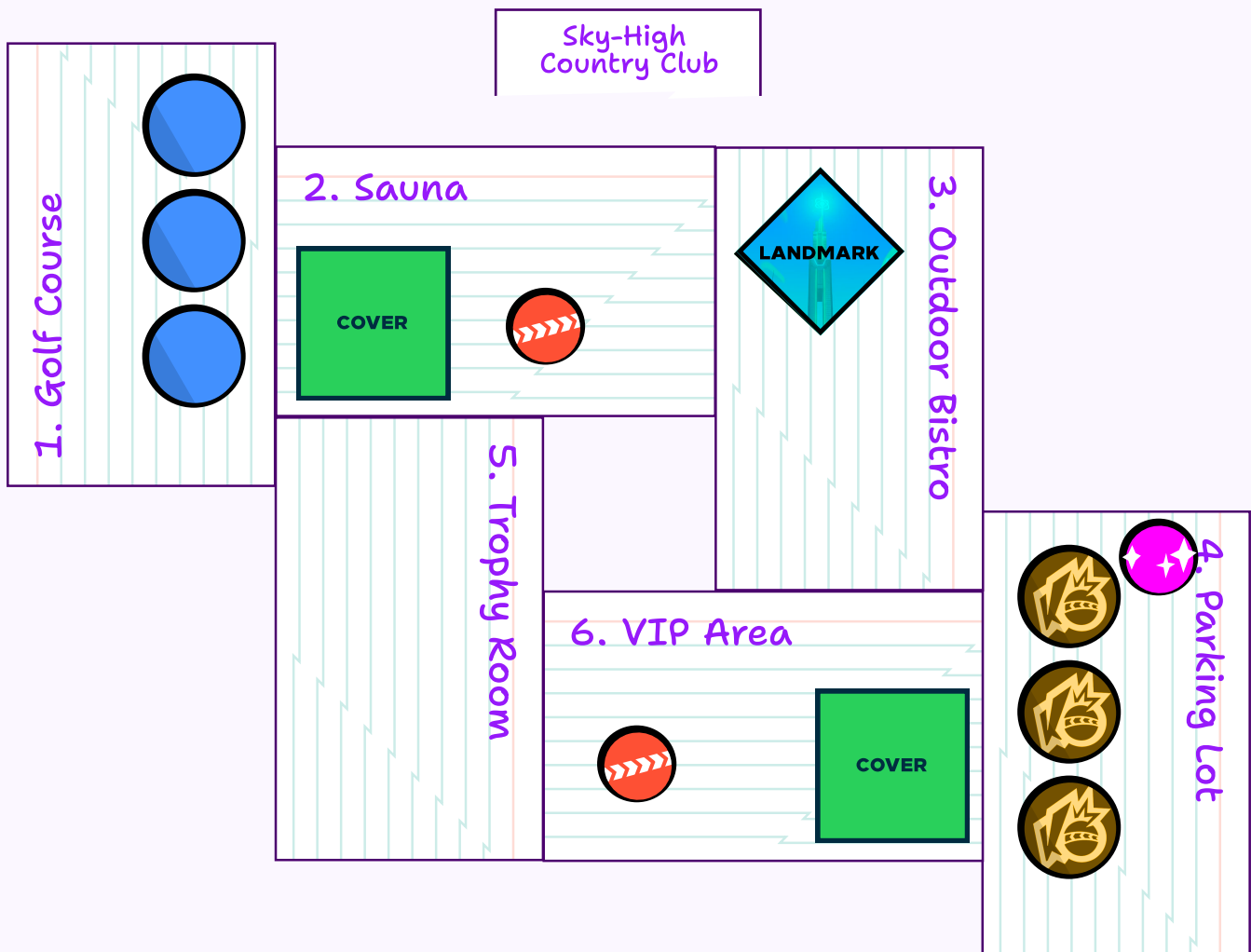


Example of Creating a Map

Next, they must arrange these Zones to make a fun arena to Brawl in. Keeping in mind that not every Zone should touch to create fun paths, they end up with the following:



Example of Creating a Map



They determine that the Golf Course and the Parking Lot are the two farthest Zones from each other so that's where they spawn their Brawlers. The Brawlers place their Brawler Tokens in the Parking Lot and the DJ places the Rival Crew Tokens in the Golf Course.

The DJ rolls three dice and places Ball Tokens on each Zone that corresponds to the values on the dice. The third dice being the location of the Special Ball.

The Brawlers read over the Special Ball list and choose the Bomb Ball as their Special Ball.

The DJ rolls a dice to determine the Landmark Zone and rolls a 3, the Outdoor Bistro. The DJ places a Landmark token on the Zone.

The group decides that the VIP Area and the Sauna are good Zones to place the Cover Spots so they draw them in.

The Map is done! They're ready to begin the Brawl!

ROLLING DICE AND BUILDING A DICE POOL

Finally, the moment we've all been waiting for: it's time to roll some dice, baby!

For every Action you perform where you must roll dice, you will begin by building your Dice Pool.

Your Dice Pool always starts with a single base die. You will never roll less than one die.

Next, read through the Building the Dice Pool section of the chosen Action and add any dice as it describes.

Now, give them a good shake and roll them bones! When the dice settle, simply **find the single highest number you rolled**. That's the only number that matters! If your number is highest, you win!

You can't roll higher than a 6 or a lower than a 1. In the event of a tie, success always goes to the Defender.

DRINKING ENERGY DRINKS

Every Brawler starts the Brawl with three Energy Drinks. Energy Drinks are spent before you roll to add bonus dice to your Dice Pool.

The Attacker must always declare how many Energy Drinks they are going to drink before the Defender decides how they are going to respond.

The more dice you roll, the better the odds you'll succeed. However, once you drink an Energy Drink it is gone for the entire round! The only way to regain Energy Drinks is to be KO'd and to respawn at the beginning of the next round.

BOND POINTS

Remember those Bond points you were earning in the Setting the Stakes scenes? Well, now is when you get to spend them!

Spending a Bond point will add +1 to any dice you've rolled. This makes them perfect for breaking ties or turning a missed catch into a Perfect Catch! You can also spend Bond points to trigger a special ability after a successful Dodge or Tackle.

A Bond point cannot increase a dice value past 6.

Bond points are spent after you have rolled and you can spend as many Bond points as you have left in your Bond points stash on your Crew Sheet.

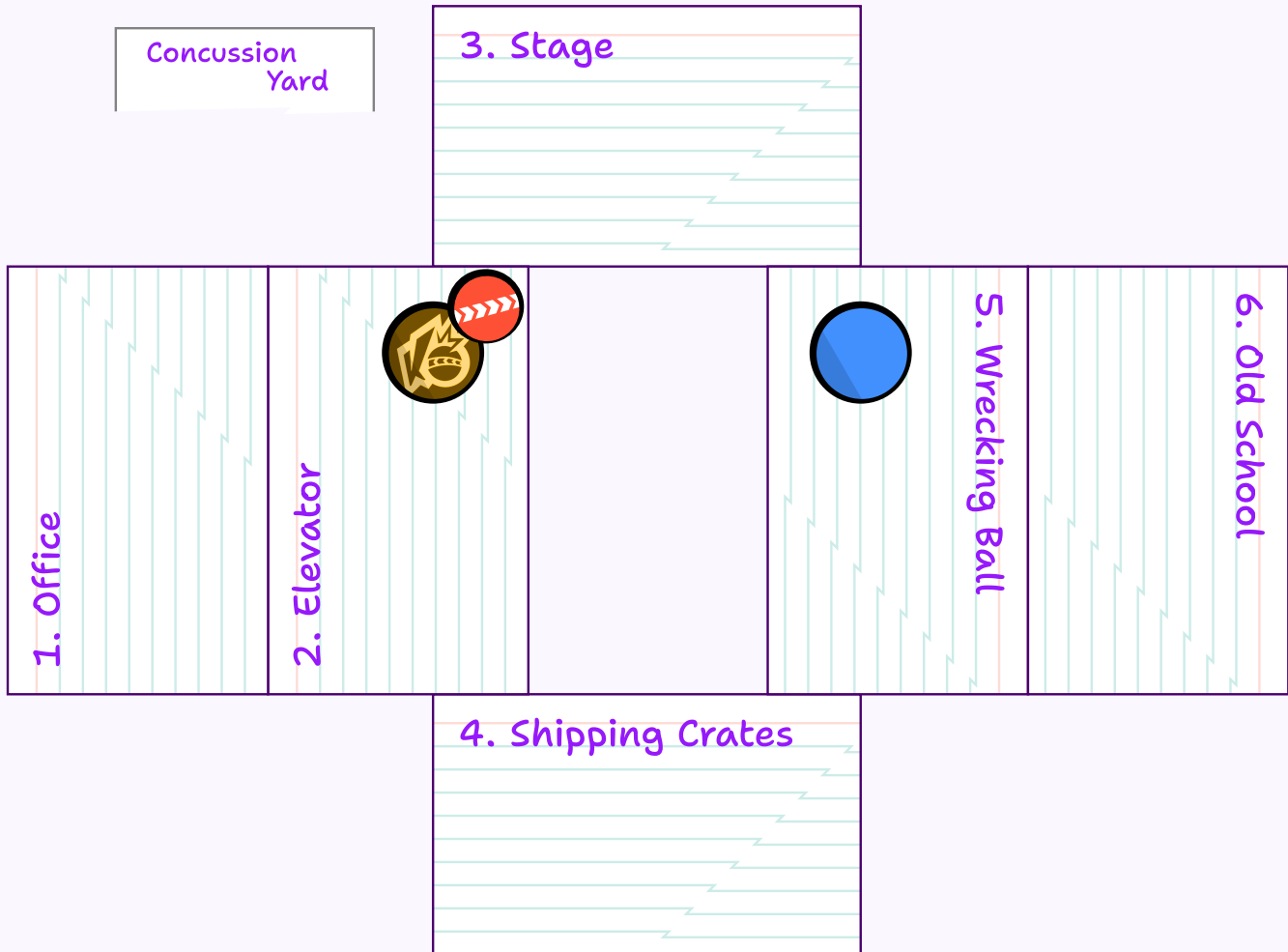
While **Bond points do not refresh like Energy Drinks**, you can earn Bond points by performing certain actions detailed below in the Actions section.



Example

THROWING A BALL

It's Letitia's turn and she wants to throw a Ball at her opponent who is standing near the Wrecking Ball.



Letitia finds the Throw Action and reads through the section on building the Dice Pool. It says:

Building the Throw Dice Pool

- Add +1 dice to your **Base Dice Pool**
- Add +1 dice if your Brawler has the **Throw Focus**
- Add +1 dice for each level of **Charge on the Ball**
- Add +1 dice for each spent **Energy Drink**
- Subtract -1 from the Highest Value Dice rolled for each **Zone from you to your Target**
- Subtract -1 from the Highest Value Dice if you are **Taking Cover**

To start her Action, Letitia takes **1 base dice**. Because her Brawler's **Focus is Throw**, she gains another dice. She checks and sees that her ball has **no Charge** on it so she doesn't take any dice for Charge.

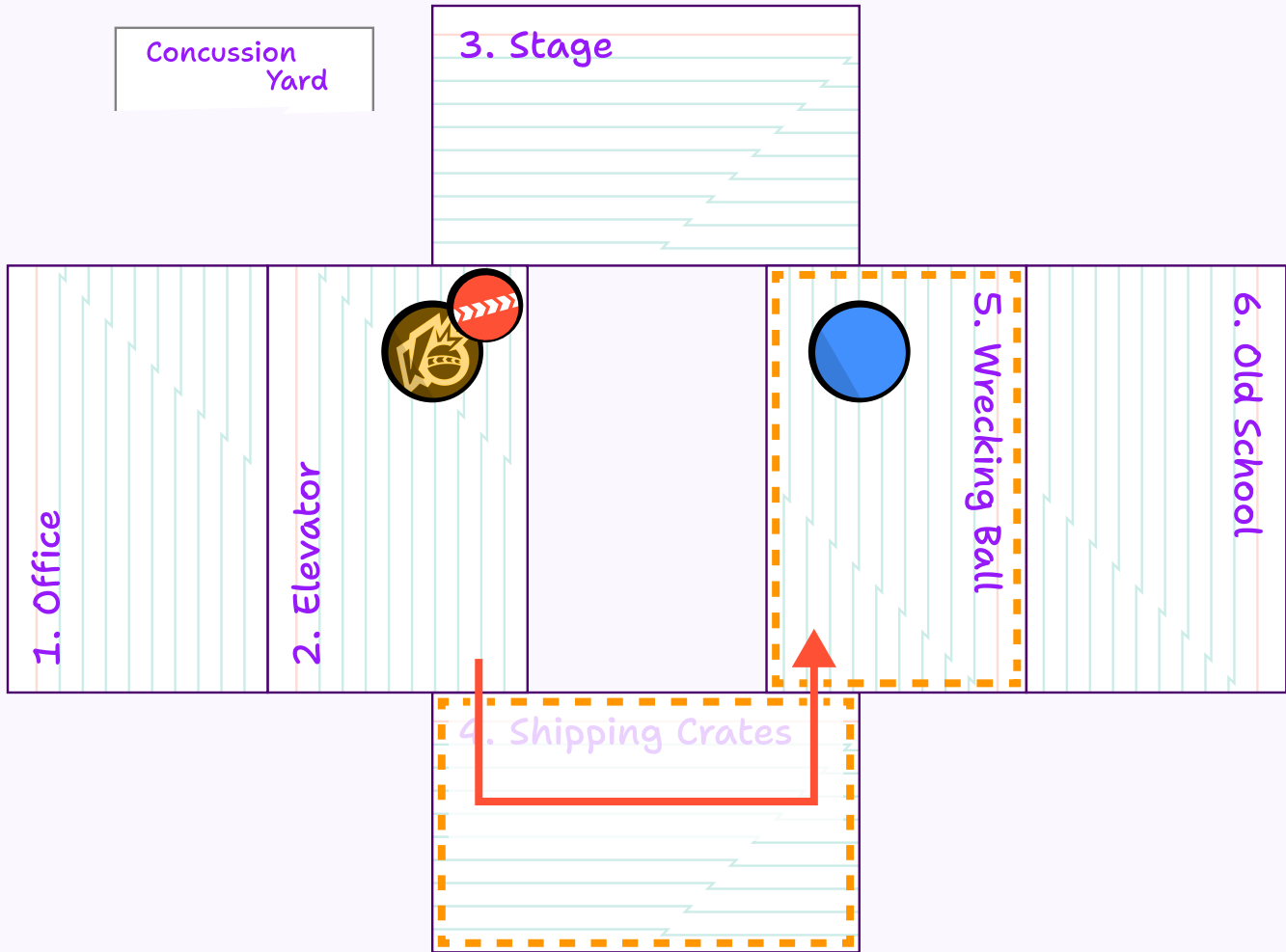


Example of Throwing a Ball

She decides to drink **two Energy Drinks** to give herself 2 more dice. Giving her a final total of 4 dice in her Dice Pool.

She rolls her Dice Pool and looks for the highest value. She rolled a 4, 2, 1, and a 5. She discards the lower dice and chooses the 5.

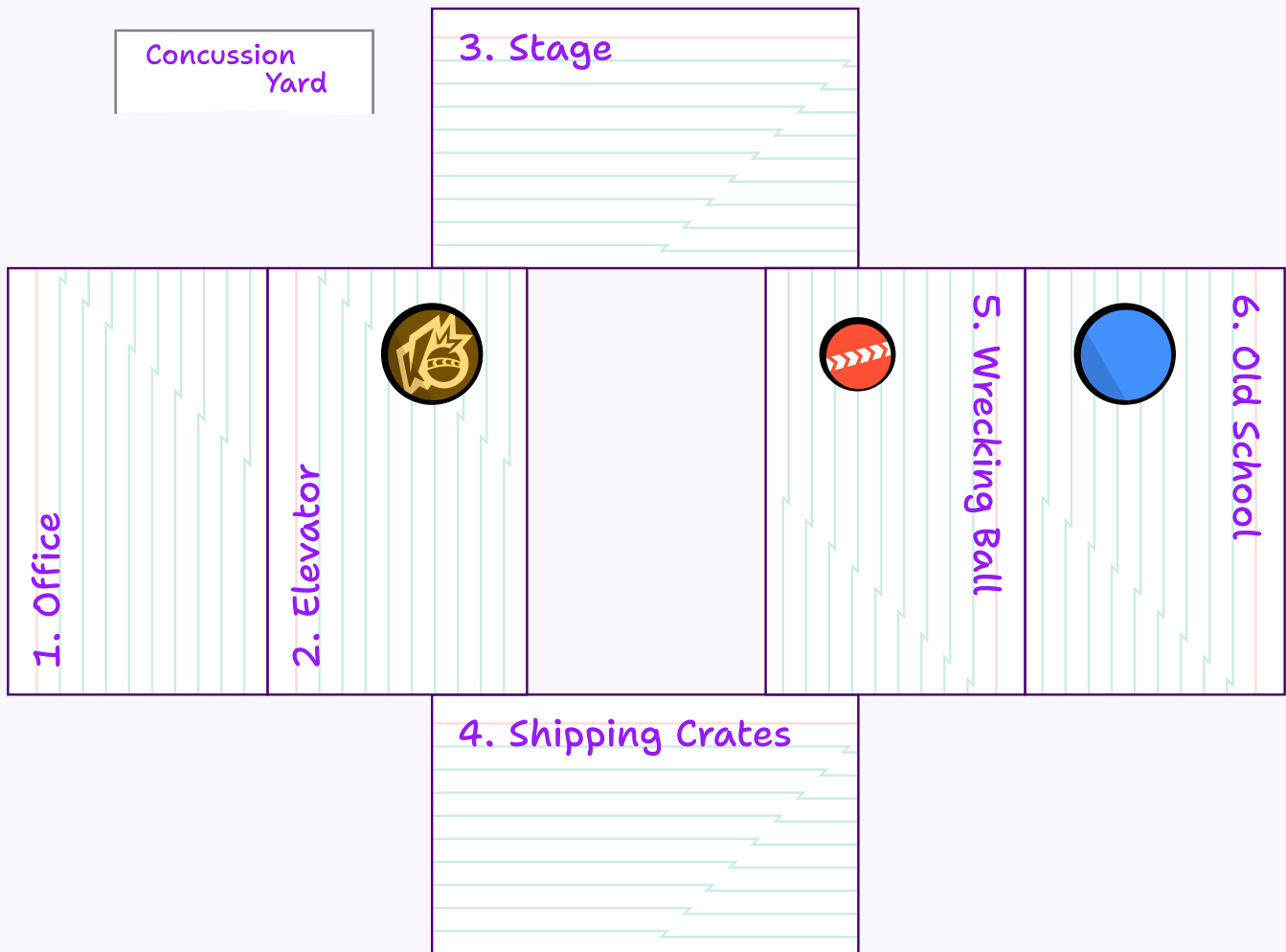
Next, she counts the number of Zones between her and her opponent.



There are 2 Zones between them, so she subtracts 2 from her Highest Value Dice giving her a final value of 3.

Her opponent tried to Catch and rolled a high value of 2. Letitia's value is higher so the Ball hits her opponent!

Example of Throwing a Ball



Her opponent loses a Heart and is Knocked Back! Letitia places the ball in the Zone she threw into and moves her opponent to an Adjacent Zone.

BRAWLING AND RIVALRIES

During the Brawl, the DJ will play as the Rival Crew. Rival Brawlers can do everything a Brawler can do except earn Bond points.

Instead of spending Bond points to increase the final result of their dice, **Rival Brawlers can add a +1 to any of their dice when they are rolling against the Brawler they share a Rivalry with!**

Rivalries only benefit the Rival Crew and not the Brawlers.

Rivalries cannot increase a dice value past 6.

This is a knock-down, drag-out brawl, therefore the DJ should play to win! Just keep in mind that everyone is here to have fun, so try to keep any taunting between the Brawlers in game.

SEIZING INITIATIVE

First thing's first, we gotta find out who goes first! To do this, all Brawlers should roll a single die and the DJ should roll three dice, one for each Rival.

Whichever Crew rolled the dice with the single highest value goes first. If there is a tie, reroll the tied dice until there is a winner.

ACTIVATION DECK

To help with remembering turn order, write all Brawler names on separate note cards and designate two discard piles near the Map, one for each Crew. When your Brawler is Activated, place your note card face up in the proper discard pile for your Crew.

When your turn is over, flip your note card upside down. It is now the opposite team's turn. They will Activate their next Brawler by placing their note card face up in their discard pile.

Only the currently Active Brawler should have their note card face up.

The winning Crew will choose any of the Brawlers in their Crew to Activate. This Brawler begins the round.

Rivalries, Bond points, Landmarks and Energy Drinks do not count for this roll.

If it is your Crew's turn to Activate a Brawler and you discarded all your note cards. Pick your discard pile back up, hand the correct note card back to the correct Brawler and choose which Brawler to Activate.

A previously Activated Brawler cannot be Activated again until all Brawlers on the Crew have been Activated.

If you are the final Brawler standing on your Crew, you will Activate after every Brawler on the opposing team ends their turn. Play keeps swapping back and forth between opposing teams until one Crew reaches the score threshold and wins!

THE RULES OF THE BRAWL

In an Elimination Match, when all Brawlers on a Crew are KO'd, the round is over.

New Round Flow:

1. Move all Brawlers still standing back to their initial spawn locations retaining current Heart and Energy Drink amounts.
2. Place all Knocked Out Brawlers in the same zone as their Crew but with all their Hearts and Energy Drinks replenished.
3. Remove all Balls and Landmarks from play and reroll and respawn them.
4. Play passes to the losing Crew, and a new Activation Deck is begun.

WINNING THE BRAWL

When a Brawler is Knocked Out, the opposing Crew receives 1 Point.

The first Crew to reach 6 Points is crowned the winner!

ACTIONS

Now that you have the initiative, what can you do with it?

Each Brawler has 3 Action Points they can spend on their turn.

Each Action they perform will cost 1 Action Point.

GRAB BALL

Pick up a dodgeball on the ground.

CHARGE BALL

If the Ball is uncharged, add +1 Charge to the Ball. When throwing a Charged Ball, you gain +1 Dice for each level of Charge.

PASS

Pass a ball to a Crew Mate. Brawlers automatically Catch balls passed to them.

The Brawler you passed to can now choose to do any of the actions under **Catch Bonus Reactions** on page 39. Your turn continues as normal after all Reactions have been resolved.

You cannot pass to a Brawler who is Balled Up or a Brawler who is already holding a Ball.

TAKE COVER

If you are standing in a Zone with an unoccupied Cover Spot, you may Take Cover within it. While Taking Cover, you receive +1 Dice for all Catch and Dodge Actions.

To Throw or Tackle from behind cover you must subtract -1 from the Highest Value Dice you rolled.

To step out from behind cover you must spend 1 Action Point.

MOVE

Move to an Adjacent Zone on the Map.

Adjacent Zones are Zones that clearly overlap. Zones that only touch at the corner do not count. You cannot jump over gaps.

If you are holding a Ball with Charge levels, moving more than 1 Zone on your turn will remove all Charge from the Ball.

BALL UP

Taking “Be the ball” to a whole new level! Balling Up allows you to be picked up by your Crew Mates and thrown like any other ball. **All standard Throw, Catch, Dodge and Tackle rules apply to a Balled Up Brawler.**

Brawlers being held in Ball Form cannot be targeted.

THROW ME!

If you Ball Up in the same Zone as a Crew Mate, you can shout “Throw Me!” for 1 Action Point and jump into their hands. Your Crew Mate can then perform a Throw or Pass Action for free! Only the currently Balled Up Brawler may spend Energy Drinks or Bond points to affect this roll.

Jumping out of a Crewmate’s arms does not cost an action.

KOING A BRAWLER WHILE BALLED UP

Being hit by someone who is Balled Up is an Instant KO, regardless of how many Hearts you have.

Additionally, because Balling Up is the ultimate example of trust and loyalty between Crew Members, when you KO a Rival Brawler, your Bond points instantly refresh to the maximum 3 points! What’s a little high risk without a high reward?

BEING CAUGHT WHILE BALLED UP

However, if you are Caught while Balled Up, the Brawler who caught you has a few options. They can Start a Rally with you, Pass you to a Crewmate, Hold you, or try to throw you off the side of the Map, instantly KO’ing you!

If you’re about to be thrown off the side of the Map, both Brawlers must roll to see who wins:

Defending Brawler:

- Add +1 dice to your Base Dice Pool
- Add +1 dice for each spent Energy Drink

Attacking Brawler:

- Add +1 dice to your Base Dice Pool
- Add +1 dice for each spent Energy Drink

Break Free Success Table

Defender Rolled Highest <i>Defender Breaks Ties</i>	You’re free! Phew! That was a close one! You break free and land safe and sound in the same Zone as the Attacking Brawler.
Attacker Rolled Highest <i>Defender Breaks Ties</i>	Yer outta there! Uh oh! You failed to break out in time! The Attacking Brawler throws you off the edge of the map, instantly KO’ing you! Bad luck, baby!

THROW

Here it is! The star of the show, the humble Throw!

To Throw a ball you must first pick your Target and build your dice pool. You can throw at any Target in any Zone, however, for every Zone between you and your Target, you must subtract -1 from the Highest Value Dice you roll. Throwing at a target within your Brawler's Zone has no penalty.

Building the Throw Dice Pool

- Add +1 dice to your **Base Dice Pool**
- Add +1 dice if your Brawler has the **Throw Focus**
- Add +1 dice for each level of **Charge on the Ball**
- Add +1 dice for each spent **Energy Drink**
- Add +1 to the Highest Value Dice rolled if you are in a **Landmark**
- Subtract -1 from the Highest Value Dice rolled for each **Zone from you to your Target**
- Subtract -1 from the Highest Value Dice if you are **Taking Cover**

The Throwing Brawler declares how many Energy Drinks they are drinking before the Target Brawler chooses an action.

Your Target performs a free Catch, Dodge or Tackle Reaction and builds their own Dice Pool. Both Brawlers roll at the same time and compare the Highest Value Dice.

Throw Success Table

Thrower Rolled Highest Defender Breaks Ties	Direct Hit! Your Target takes 1 Heart of Damage and drops any ball they may be holding! The Ball loses all Charge and drops in the Zone it was thrown into. Knock Back! Move your Target into any Adjacent Zone except your own. If your Target has lost 2 Hearts, they're Knocked Out, baby!
Target Rolled Highest Defender Breaks Ties	Close but no cigar! Resolve the Success Table for the Target's chosen Action.

CATCH

**Heads up! There's a dodgeball flying directly for your dome!
Better catch it if you wanna stay conscious!**

Building the Catch Dice Pool

- Add +1 dice to your **Base Dice Pool**
- Add +1 dice if your Brawler has the **Catch Focus**
- Add +1 dice if your Brawler is currently in **Cover**
- Add +1 dice for each spent **Energy Drink**
- Add +1 to the Highest Value Dice rolled if you are in a **Landmark**

Catch Success Table

Catcher Rolled Highest Defender Breaks Ties	Nice Catch! Drop any Ball you may be holding, you are now holding the newly Caught Ball. Take a Catch Bonus Reaction from below.
Thrower Rolled Highest Defender Breaks Ties	Direct Hit! You take 1 Heart of Damage and drop any ball you may be holding! The Ball loses all Charge and drops in the Zone it was thrown into. Knock Back! The Throwing Brawler moves you into any Adjacent Zone except their own. If you've lost 2 Hearts, you're Knocked Out, baby!
Catcher Rolled Doubles	PERFECT CATCH! If ANY of your dice are doubles, regardless of value, you Perfect Catch! Add additional +1 Charge to the Ball! (Max +5 Charge) Take a Catch Bonus Reaction from below.

Catch Bonus Reaction

You may perform a Catch Bonus Reaction for free if someone has Passed a ball to you, if you have Caught a ball thrown at you, or a Balled Up player performed a Throw Me! action.

A Ball can only be Charged past 1 by being successfully Caught. Passing a Ball multiple times does NOT increase Charge.

Start a Rally!

- Pick a Target and immediately Throw the ball

Pass It On!

- Immediately Pass the ball to an ally
- Normal Pass rules apply

Hold! (Can only Hold! once per turn)

- Add +1 to your Bond points (Max 3)
- Activated Brawler continues their turn

DODGE

What's a dodgeball game without Dodging?! Dodging is a great way to escape danger when you're low on Hearts. Dodging allows you to avoid being hit with a Ball but also keeps you safe from being Tackled.

DODGING A BALL

If an opponent is throwing a ball at you and you declare that you are going to Dodge it, you must **first take a free Move Action and move into any Adjacent Zone**. You can use this Move Action to increase the distance between you and the Thrower, thereby making their Throw more difficult. If you were Taking Cover at the time, you must take the free Move Action to Dodge out of cover into an Adjacent Zone but you still **add +1 dice to your Dice Pool for Taking Cover**.

Building the Dodge Dice Pool

- **Only when Dodging a Ball:** Take a free **Move Action**
- Add +1 dice to your **Base Dice Pool**
- Add +1 dice if your Brawler has the **Dodge Focus**
- Add +1 dice if your Brawler was **Taking Cover**
- Add +1 dice for each spent **Energy Drink**
- Add +1 to the Highest Value Dice rolled if you are in a **Landmark**

Dodge a Ball Success Table

Dodger Rolled Highest Defender Breaks Ties	Smooth moves! You successfully dodge out of the way! Additionally, you may spend a Bond point or trigger a Rivalry to Deflect the Ball into an Adjacent Zone of your choice . If not, the Ball lands in the Target Brawler's Zone. The Ball loses all Charge.
Thrower Rolled Highest Defender Breaks Ties	Direct Hit! You instantly take 1 Heart of Damage and drop any ball you may be holding! The Ball loses all Charge and drops in the Zone it was thrown into. Knock Back! The Throwing Brawler moves you into any Adjacent Zone except their own. If you've lost 2 Hearts, you're Knocked Out, baby!

DODGING A TACKLE

If an opponent is trying to Tackle you and you declare that you are going to Dodge it, **you do NOT** take a free **Move Action** before the roll. Only if you succeed in Dodging the Tackle do you take the **Move Action**.

Building the Dodge Dice Pool

- Add +1 dice to your **Base Dice Pool**
- Add +1 dice if your Brawler has the **Dodge Focus**
- Add +1 dice if your Brawler is currently **Taking Cover**
- Add +1 dice for each spent **Energy Drink**
- Add +1 to the Highest Value Dice rolled if you are in a **Landmark**

Dodge a Ball Success Table

<p>Dodger Rolled Highest Defender Breaks Ties</p>	<p>That's some fancy footwork!</p> <p>You successfully dodge out of the way of the Tackle!</p> <p>Take a free Move Action.</p>
<p>Thrower Rolled Highest Defender Breaks Ties</p>	<p>That had to hurt! You failed to Dodge the Tackle!</p> <p>You instantly drop any ball you may be holding! The Ball loses all Charge and lands in the Tackling Brawler's Zone.</p> <p>Knock Back! Your Target moves you into any Adjacent Zone except their own.</p>

TACKLE

If you see a Rival Brawler with a ball and you want it... Go ahead and Tackle them to get it! The Brawler you are Tackling can perform a free **Dodge Reaction** to try to avoid you. Both Brawlers roll at the same time and compare the Highest Value Dice.

You can only Tackle a Brawler who you share a Zone with or who is in a Zone adjacent to you, this includes the free Tackle Reaction to a Throw.

Building the Tackle Dice Pool

- Add +1 dice to your **Base Dice Pool**
- Add +1 dice if your Brawler has the **Dodge Focus**
- Add +1 dice if your Brawler was **Taking Cover**
- Add +1 dice for each spent **Energy Drink**
- Add +1 to the Highest Value Dice rolled if you are in a **Landmark**
- Subtract -1 from the Highest Value Dice if you are Tackling a Brawler in an **Adjacent Zone**
- Subtract -1 from the Highest Value Dice if you are currently **Taking Cover**

Tackle Success Table

<p>Tackler Rolled Highest Defender Breaks Ties</p>	<p>Nice Tackle, baby!</p> <p>Tackled Brawler instantly drops any ball they may be holding!</p> <p>Knock Back! Move yourself into the same Zone as the Tackled Brawler and then Move them into any Adjacent Zone.</p> <p>If they were holding a ball, you may spend a Bond point or use a Rivalry to Steal the Ball and trigger a Catch Bonus Reaction. The Ball retains whatever Charge it had.</p> <p>If not, the Ball loses all Charge and lands in your Zone.</p>
<p>Dodger Rolled Highest Defender Breaks Ties</p>	<p>They successfully dodged out of the way of the Tackle.</p> <p>Dodging Brawler must perform a free Move action into any Adjacent Zone.</p>

Tackling against a Throw

<p>Tackler Rolled Highest Defender Breaks Ties</p>	<p>Nice Tackle, baby!</p> <p>Tackled Brawler instantly drops any ball they may be holding!</p> <p>Knock Back! Move yourself into the same Zone as the Tackled Brawler and then Move them into any Adjacent Zone.</p> <p>If they were holding a ball, you may spend a Bond point or use a Rivalry to Steal the Ball and trigger a Catch Bonus Reaction. The Ball retains whatever Charge it had.</p> <p>If not, the Ball loses all Charge and lands in your Zone.</p>
<p>Thrower Rolled Highest Defender Breaks Ties</p>	<p>Direct hit!</p> <p>You instantly take 1 Heart of Damage and drop any ball you may be holding!</p> <p>The Ball loses all Charge and drops in the Zone it was thrown into.</p> <p>Knock Back! The Throwing Brawler moves you into any Adjacent Zone except their own.</p> <p>If you've lost 2 Hearts, you're Knocked Out, baby!</p>

WINNING THE BRAWL

When a Crew reaches 6 Points, they are crowned the winners!

The Brawlers and the DJ should play one last narrative scene to discuss what happens next. How do the winners celebrate? How do the losers commiserate? Does this deepen the Rivalry or is the beef successfully squashed?

CREW ADVANCEMENT

Winning a Brawl brings more than just bragging rights! You also gain the ability to choose a Crew Boost from the bottom of your Crew Sheet. These Crew Boosts give you special abilities you can trigger during your next Brawl!

THAT'S BRAWL, FOLKS!

WIN OR LOSE, THIS DOESN'T HAVE TO BE THE END FOR YOUR BRAWLERS.

If you want to play another game with them, take what you know about the previous game and revisit their Archetypes and Rivalries to show how they've grown and changed.

A defeat can be turned into a win if it helps someone grow as a person.

And a win can inspire a Crew and affirm the bond they share together.

BALL TYPES

BASIC BALL

Your Standard Issue, Genuine, Knockout City Dodgeball



If a Brawler is hit with a Basic Ball they take 1 Heart of damage and are Knocked Back.

If a Brawler successfully Dodges a Basic Ball, the Basic Ball is added to the Zone it was thrown into.

BOMB BALL

Does 1 Heart of Damage to the Zone it Exploded in



If a Bomb Ball hits a Brawler, it explodes! Everyone in the Zone takes 1 Heart of damage.

If a Brawler successfully Dodges a Bomb Ball, the Bomb Ball still explodes in the Zone it was thrown or deflected into, hitting every Brawler in the Zone for 1 Heart of Damage.

The Bomb Ball is destroyed after it explodes. Respawn a new Bomb Ball.

Bomb Balls only explode if they are Thrown.

CAGE BALL

Traps a Brawler in Ball Form for 1 Turn



If a Cage Ball hits a Brawler, instead of taking damage, they become Caged Up and forced into **Ball Form!**

While Caged Up, a Brawler can only Move between Zones or Dodge but they must subtract -2 from the Highest Value Dice when Dodging.

If they can manage to roll into the hands of a Crew Mate, the Crew Mate can spend 1 Action Point to bust them out on their turn! The Caged Brawler is now free in the Zone they were picked up in. Otherwise, they must wait until their next turn and use an Action Point to break themselves free.

If they have an Action Point left over while being held, they may shout **"Throw me!"** and trigger a Throw Action for free. Any Energy Drinks, Bond points, or Rivalries used must be spent by the Caged Up Brawler.

If a Caged Brawler takes a Heart of damage, the Cage breaks, freeing them.

If a Brawler successfully Dodges a Cage Ball, the Cage Ball remains in play and is added to the Zone it was thrown into.

The Cage Ball is destroyed after a Brawler breaks out of it. Respawn a new Cage Ball.

BALL TYPES

SNIPER BALL

Charge and Throw with No Distance Penalty



The Sniper Ball is the perfect weapon for KOing opponents from long distance!

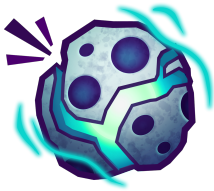
A Sniper Ball must be Charged by hand before it can be thrown. A Sniper Ball cannot gain charge by being Passed.

Once a Sniper Ball is Charged you may Throw it at an enemy without any distance penalty!

Throwing the Sniper Ball without a Charge is awkward and hard to do so you must subtract an additional -1 from the Highest Value Dice you roll.

MOON BALL

**Add +1 Move Distance While Holding
Add +1 Knockback to Brawler on Hit**



While holding the Moon Ball, if you perform a Move action you can move 2 Zones instead of 1.

If a Brawler is hit with the Moon Ball they receive 1 Heart of damage and are Knocked Back 2 Zones instead of the standard 1.

MULTI-BALL

Three Balls in One!



What's better than throwing one ball? How about throwing three?

The Multi-Ball allows you to trigger 3 Throw Actions for the price of 1 Action Point!

Each Throw Action depletes the Multi-Ball by 1 and is resolved separately. Any Energy Drinks or Bond points spent on a Throw only impact that Throw.

If you Charge the Multi-Ball, each Ball you throw WILL share the Charge!

If you Pass a Multi-Ball you pass one Ball at a time. You can only Throw or Pass as many Balls as currently contained in the Multi-Ball.

If you drop the Multi-Ball, it retains whatever number of Balls it contained at the time.

Individual Multi-Balls are destroyed if they touch the ground. When the last Multi-Ball is destroyed, respawn a new Multi-Ball.

BOOMERANG BALL

Boomerang Ball Returns to Thrower on Successful Hit



If the Thrower successfully hits their Target with the Boomerang Ball, the Target takes 1 Heart of Damage and the Boomerang Ball returns to the Thrower.

The Thrower must choose to either Catch or Dodge the Boomerang Ball.

If the Thrower successfully Catches the Boomerang Ball, add +1 Charge and trigger a Catch Bonus Reaction.

If the Thrower does not successfully Catch or Dodge, the Thrower is hit by the Boomerang Ball.

Instead of taking 1 Heart of Damage, they are Knocked Back into an Adjacent Zone.

The Boomerang Ball bounces off of them and lands in an Adjacent Zone of the Targeted Brawler.

The Boomerang Ball loses all Charge.

If the Target successfully Dodges or Tackles a Boomerang Ball, normal Dodge and Tackle rules apply.

POISON BALL

Poisons a Zone on the Map



If a Poison Ball hits a Brawler, they take 1 Heart of Damage and it explodes!

Upon exploding, the Poison Ball fills the Zone with a Poisonous Gas. Every Brawler in the Zone must instantly perform a free **Move Reaction** into an adjacent Zone.

That Zone is now Poisoned for 3 turns. You can keep track of this by placing a dice with the 3 face up and subtracting 1 for every turn.

A Brawler can choose to Move through the Poisoned Zone but they must take 1 Heart of Damage.

If a Brawler ends their turn in the Poisoned Zone, they take another 1 Heart of Damage.

A Balled Up Brawler can be thrown through the Poisoned Zone without being damaged.

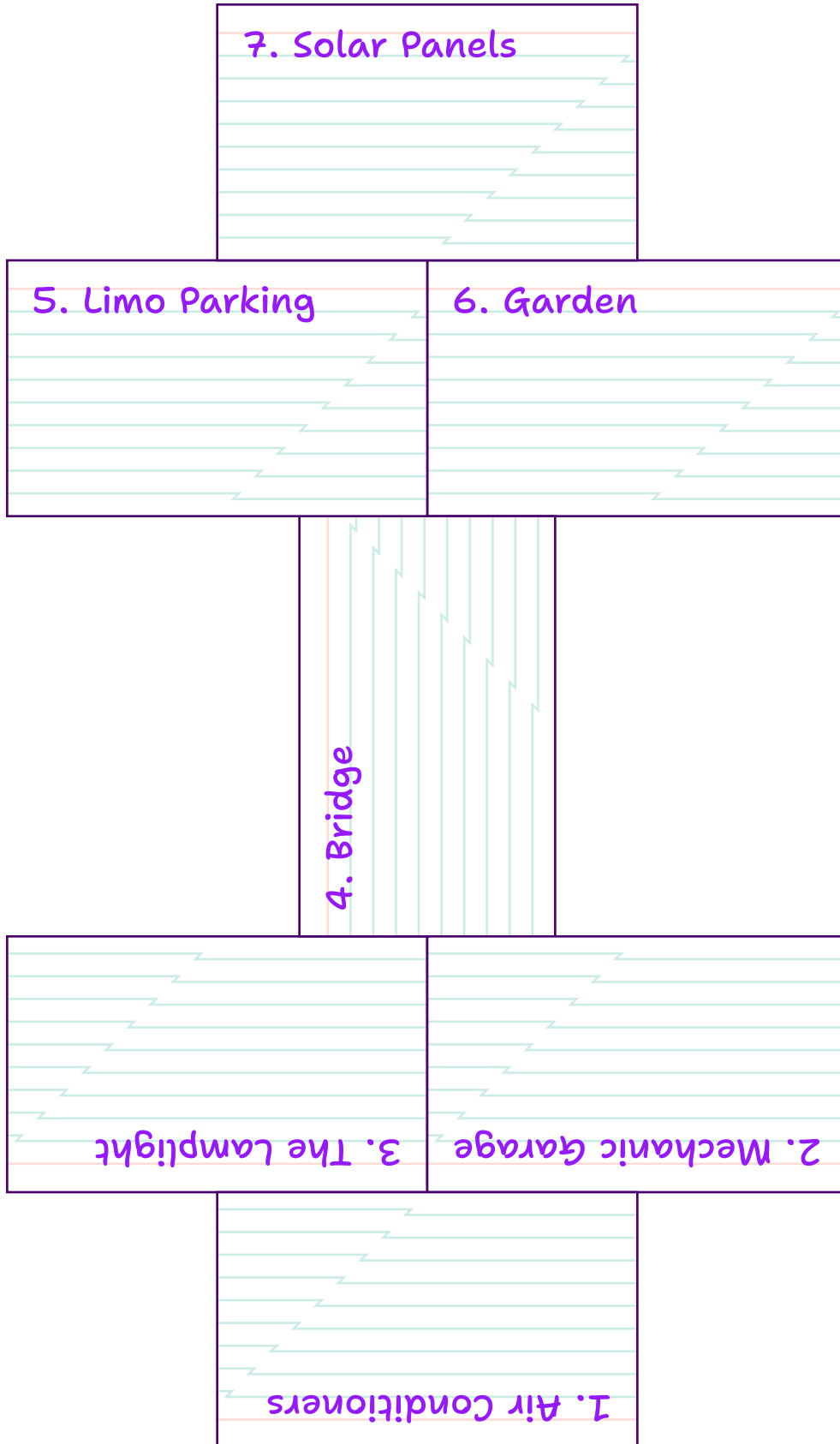
A Brawler can be Tackled or Knocked Back into the Poisoned Zone for 1 Heart of Damage. They instantly move to an Adjacent Zone after taking the damage.

If a Brawler successfully Dodges a Poison Ball, the Poison Ball still explodes in the Zone it was thrown into, forcing all Brawlers in the Zone to move to an Adjacent Zone.

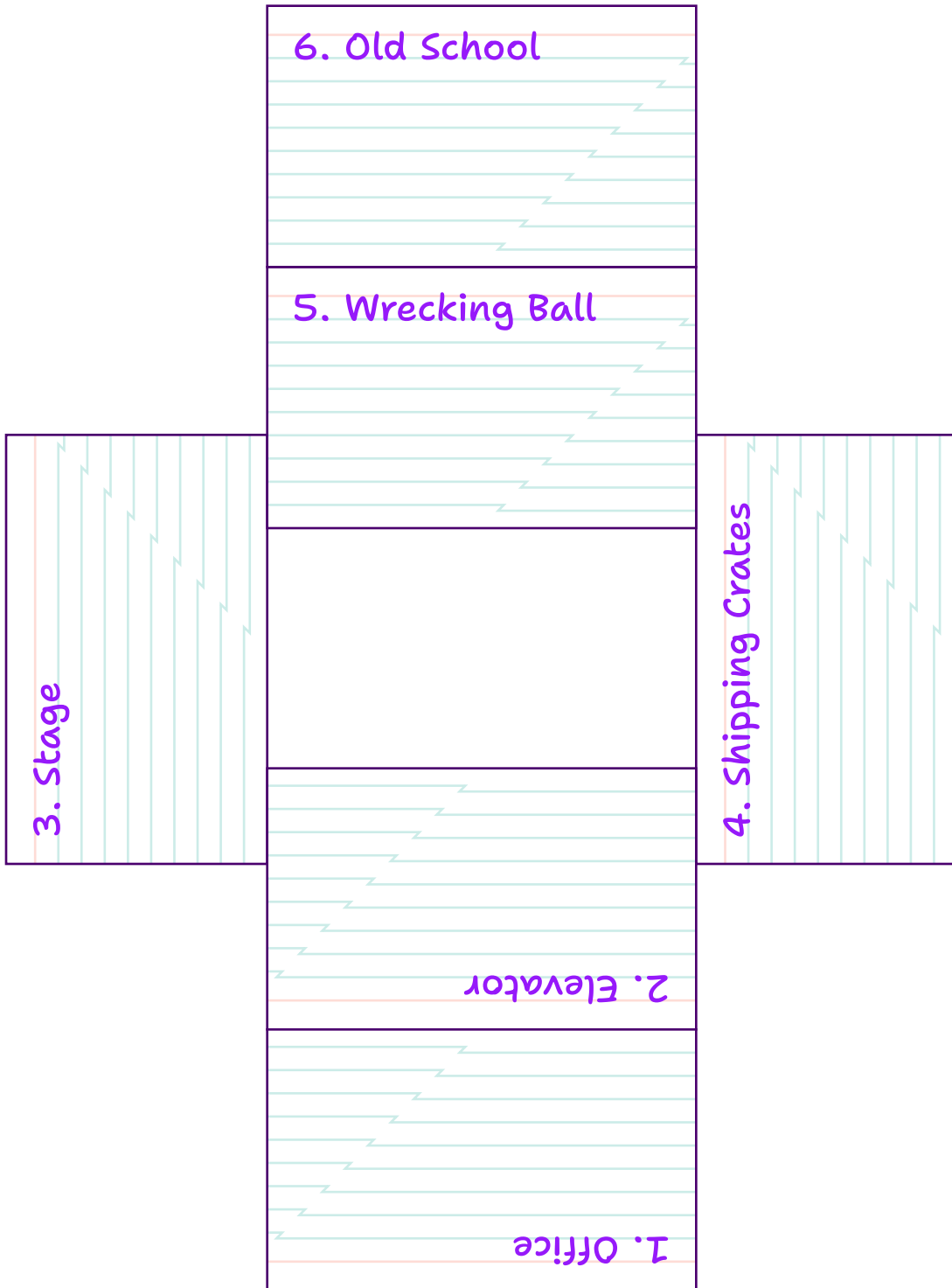
The Poison Ball is not destroyed after it explodes. The Poison Ball remains in the Poisoned Zone.

Poison Balls only explode if they are Thrown.

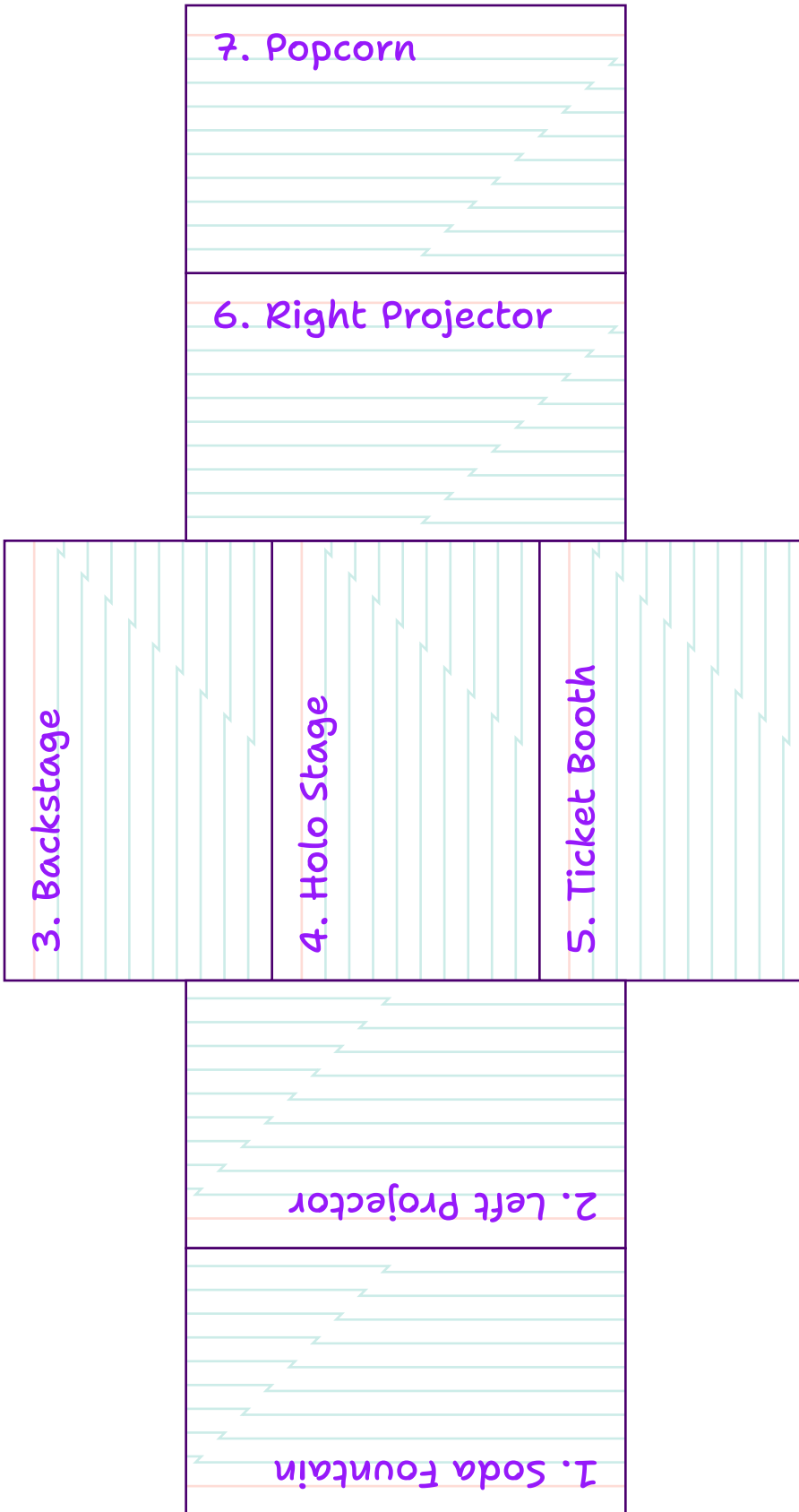
ROOFTOP RUMBLE

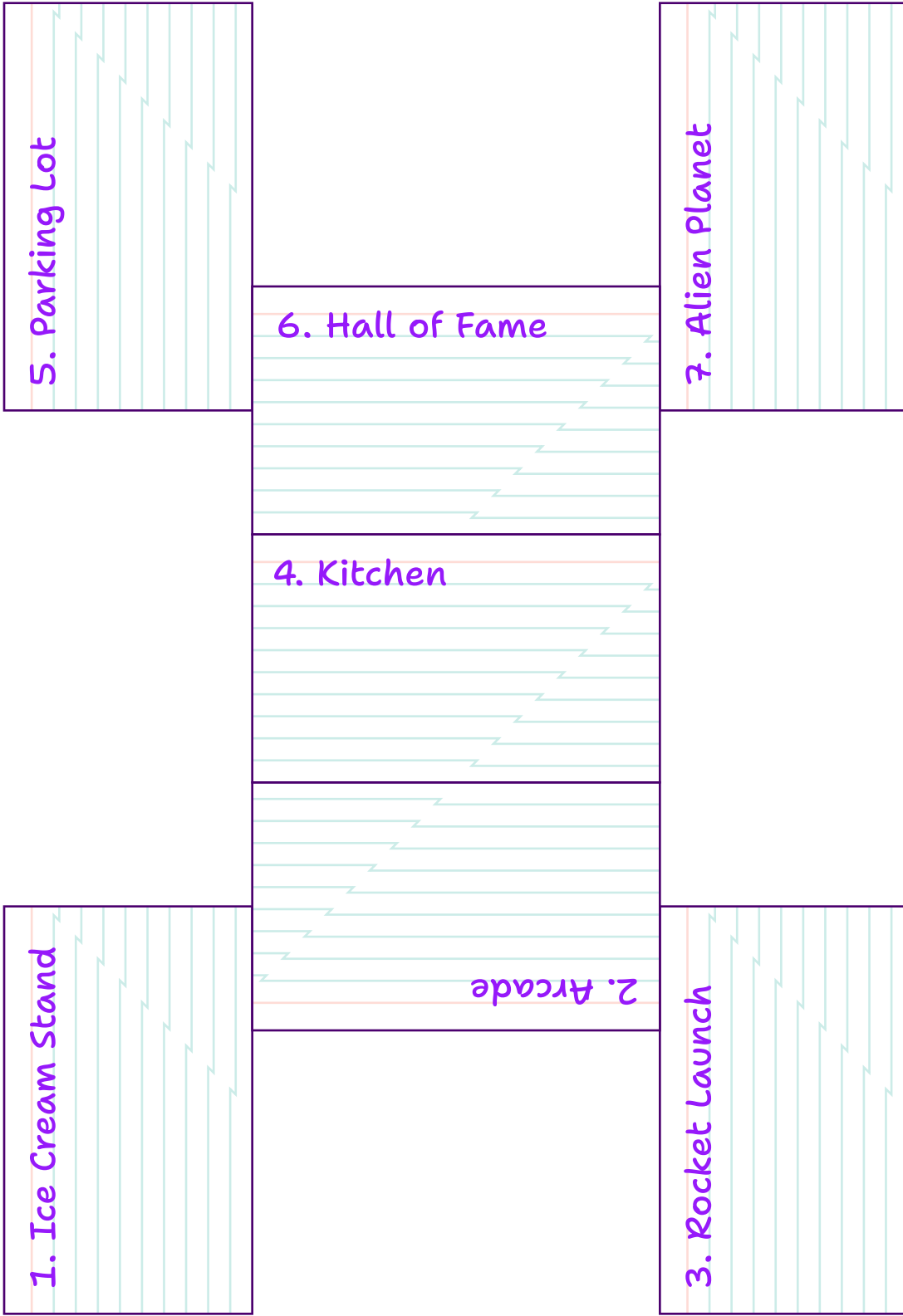


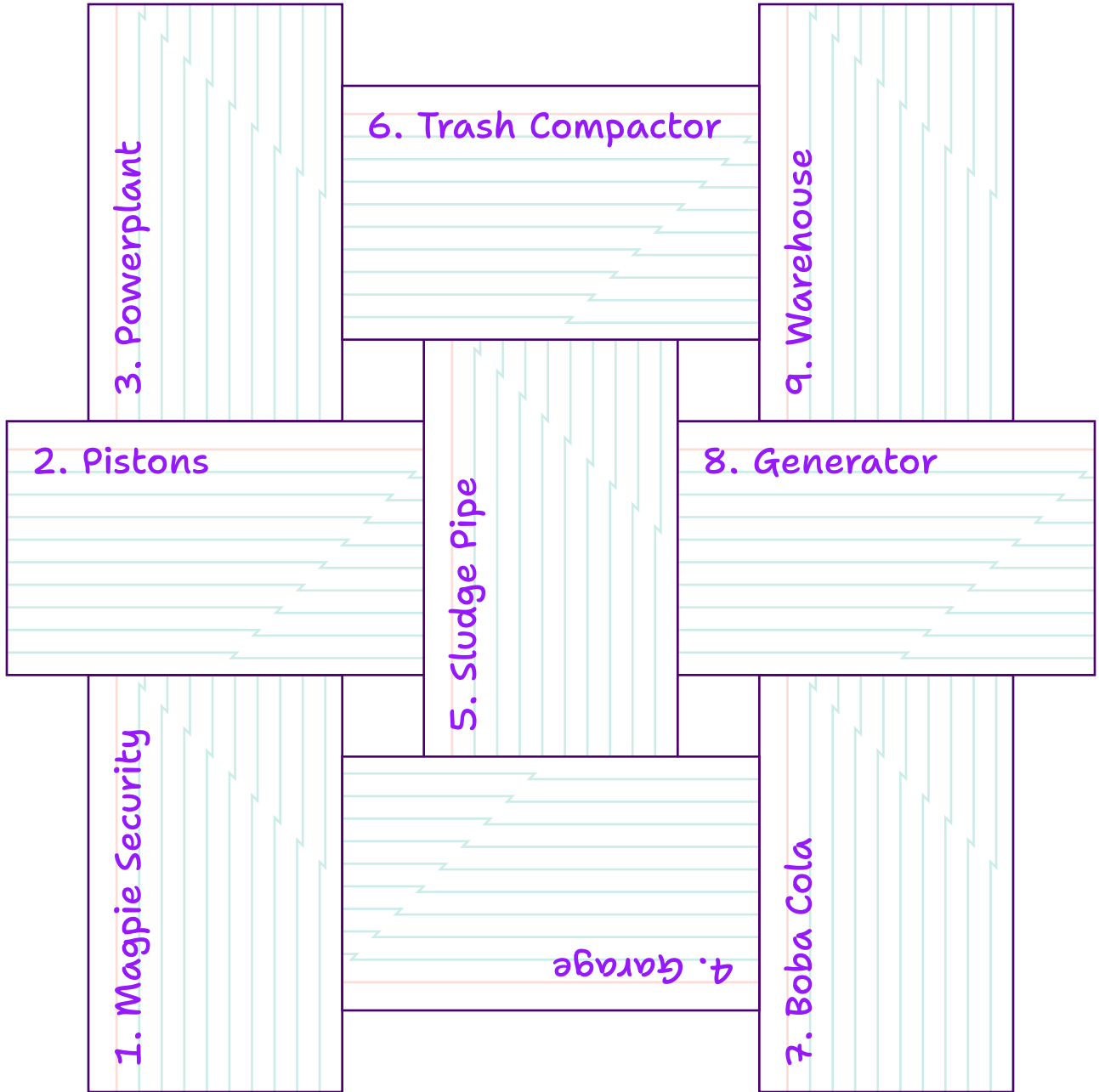
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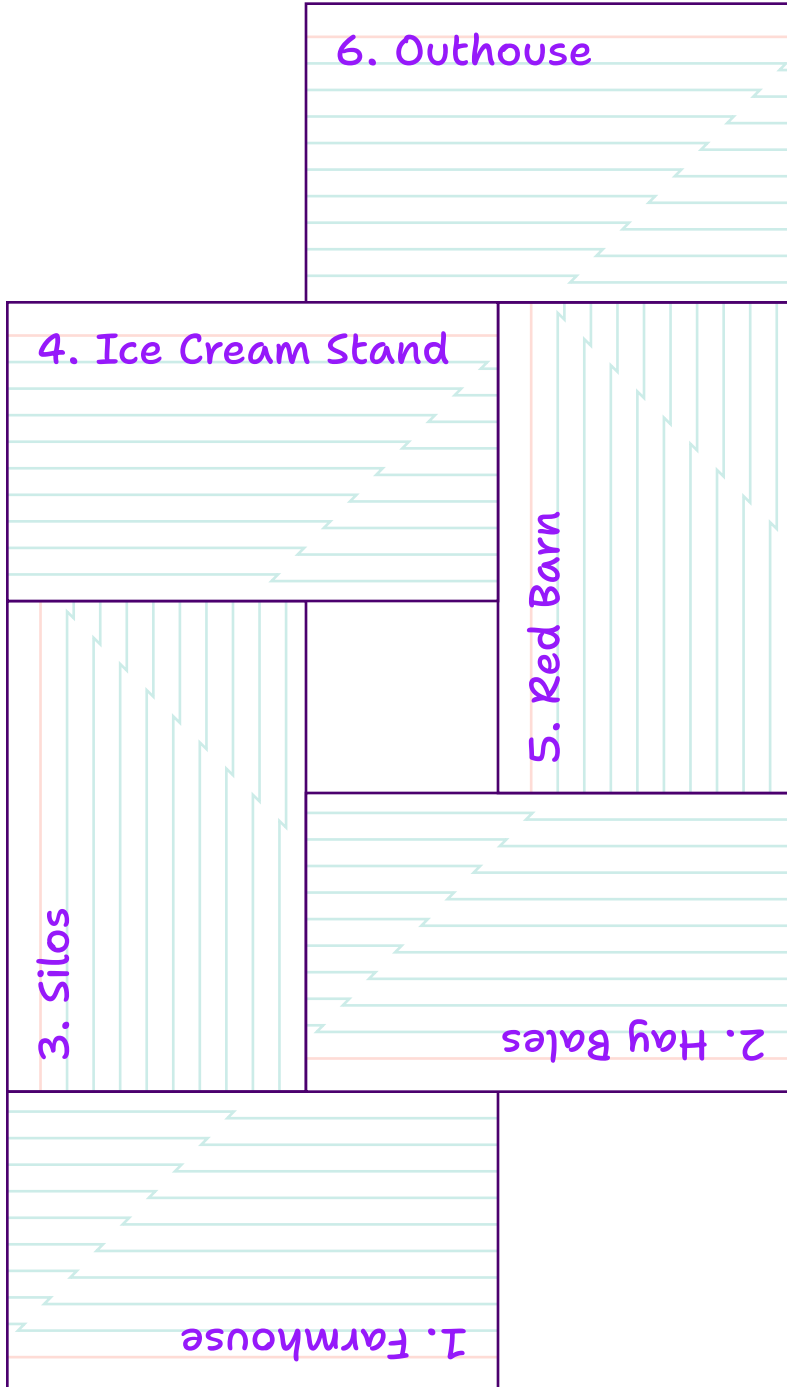


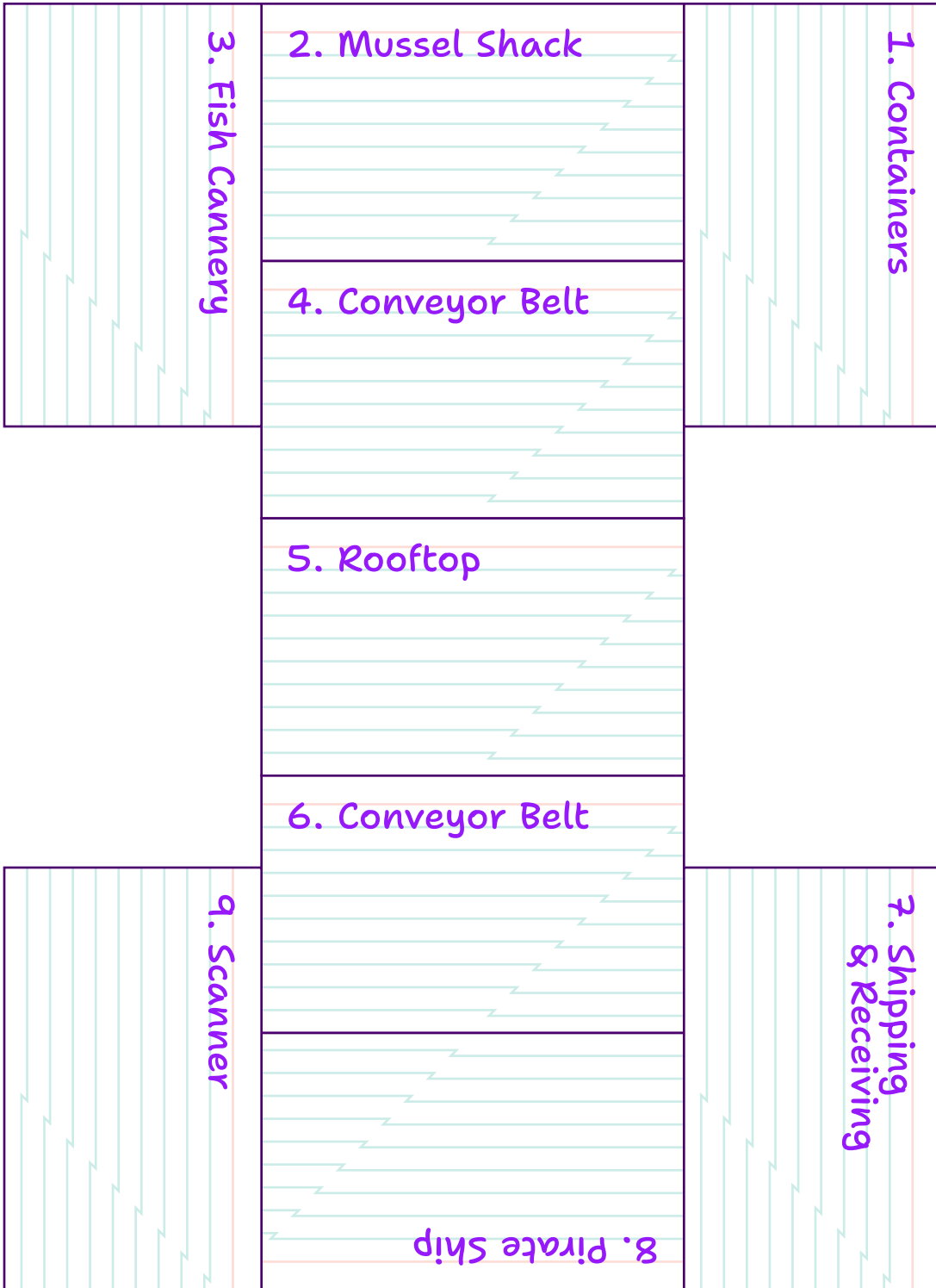
HOLOWOOD DRIVE-IN

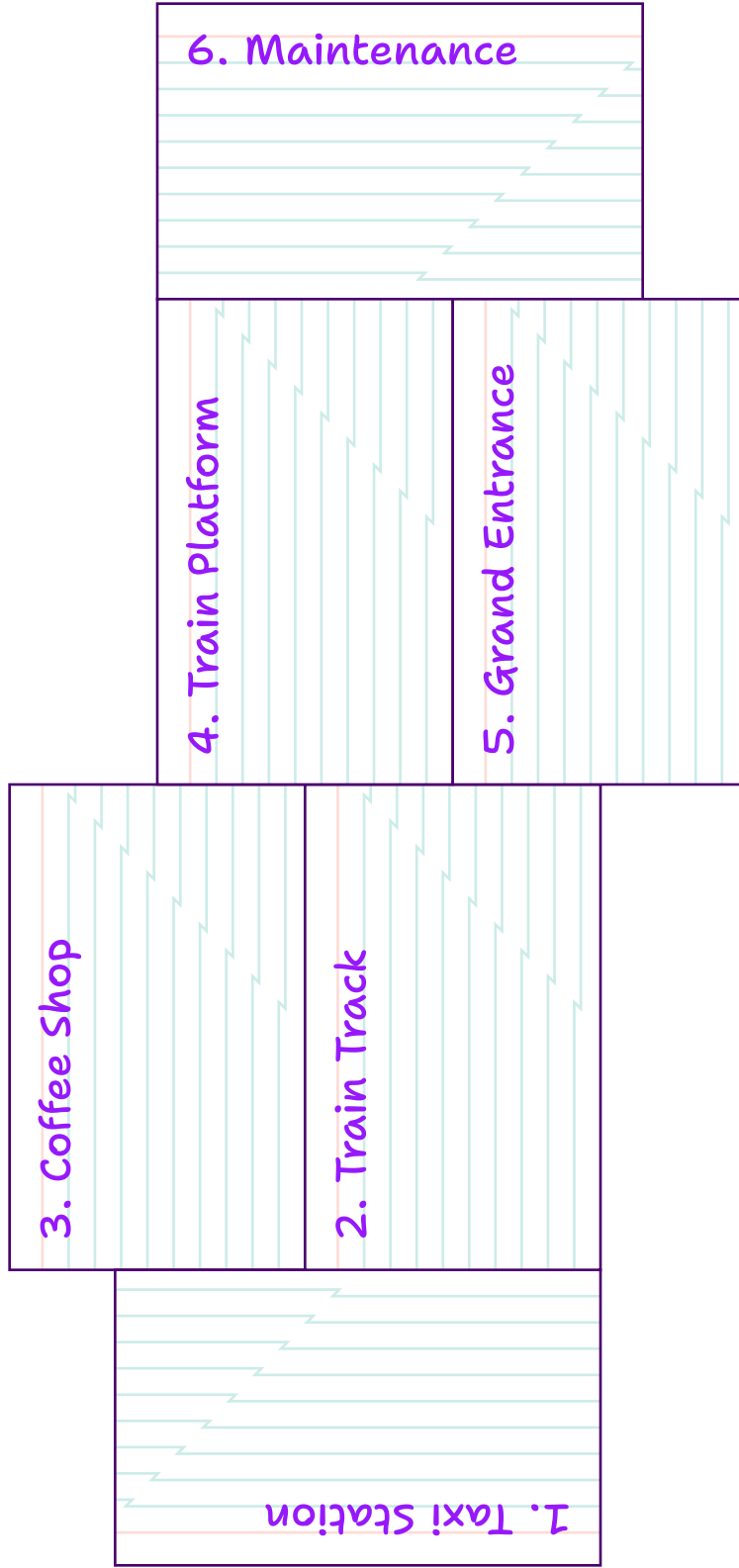


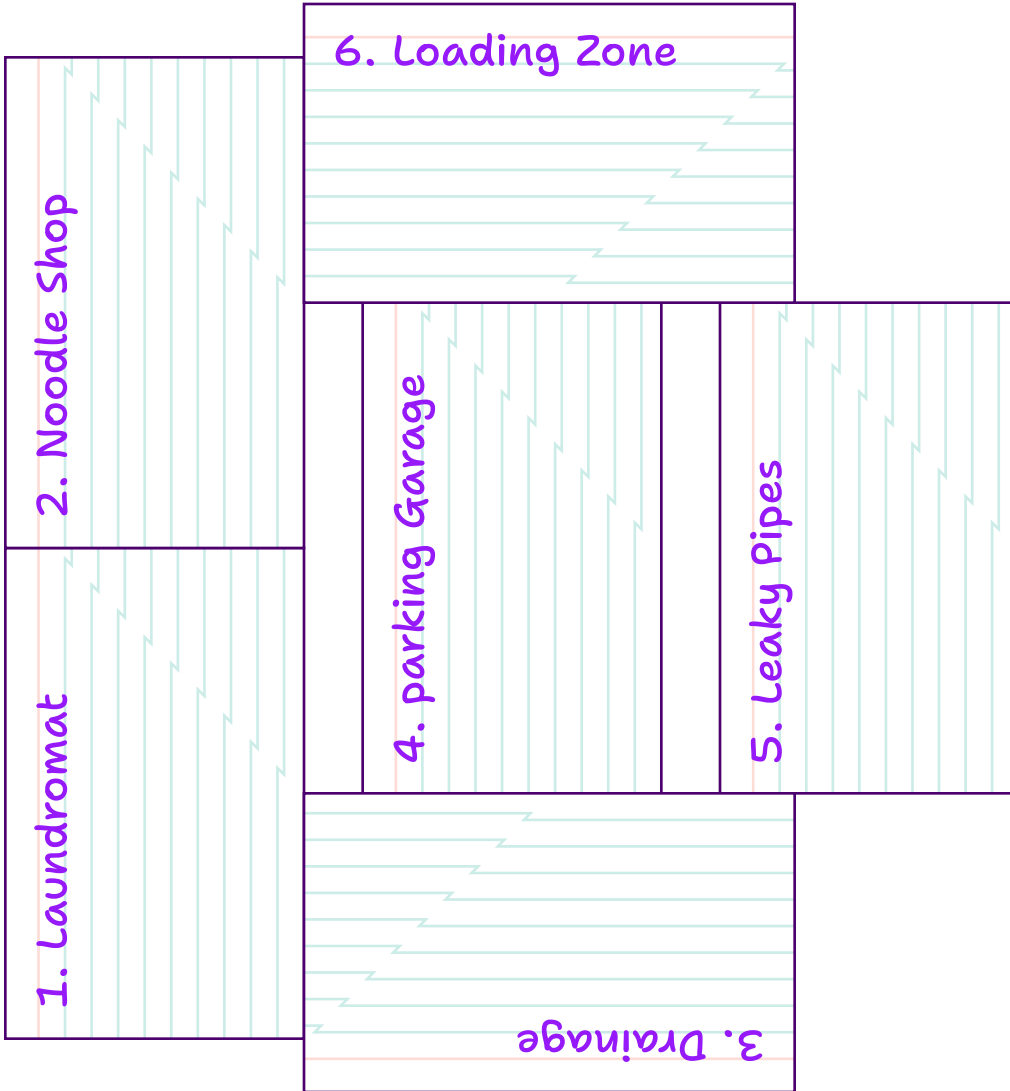




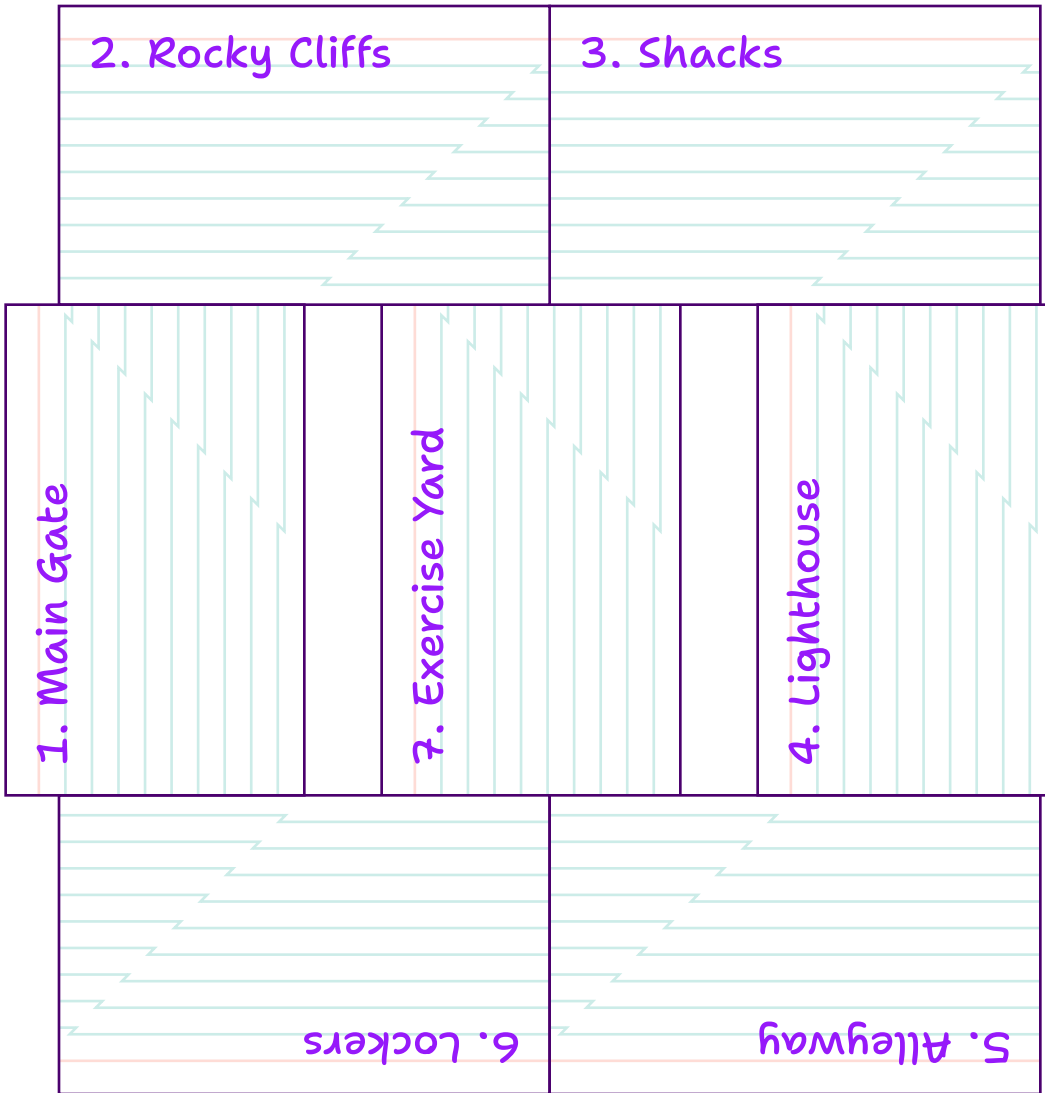


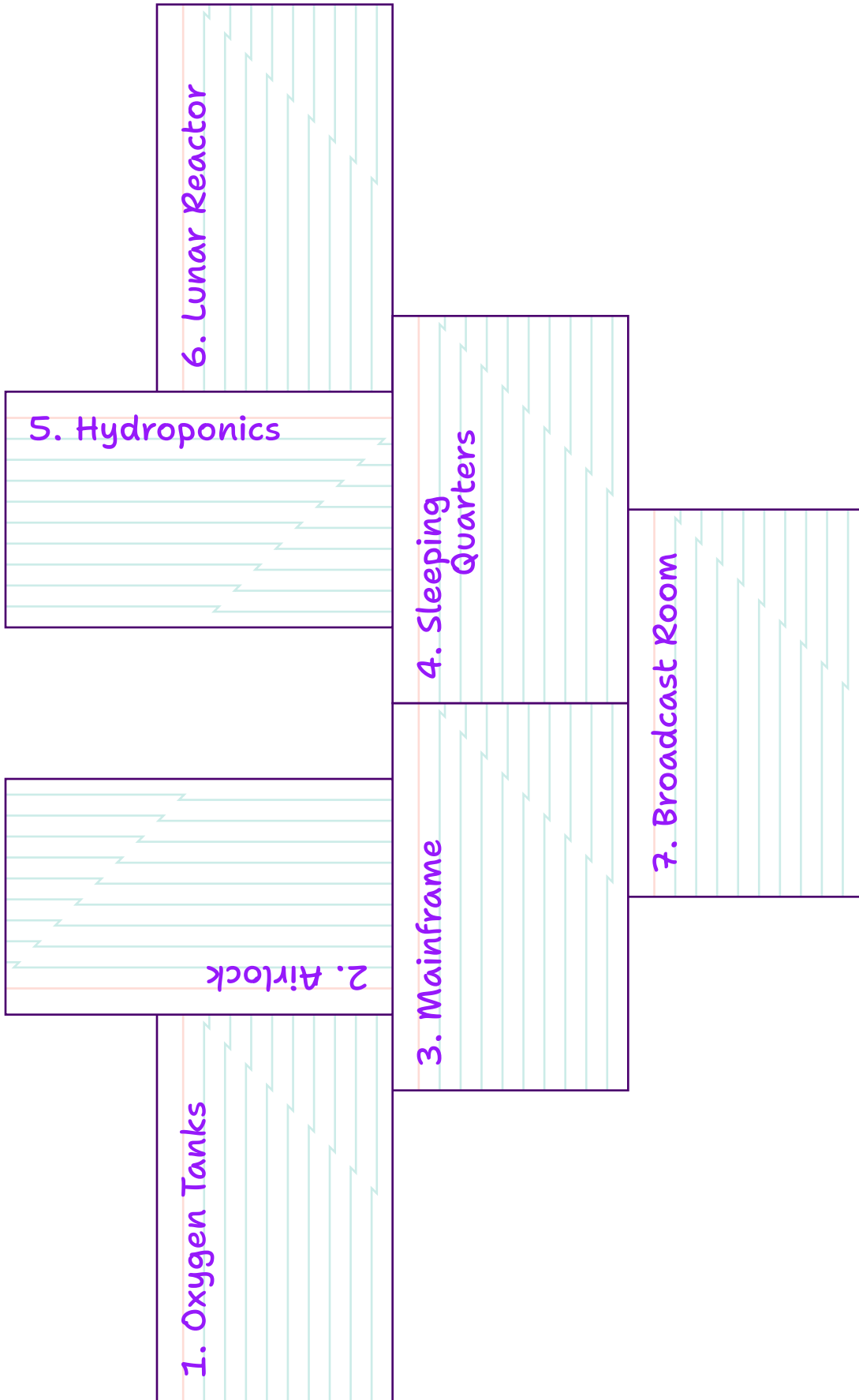






<p>1. Arcade</p>	<p>3. Underpass</p>	<p>6. Bus Stop</p>
<p>2. Cinema</p>	<p>4. Clocktower</p>	<p>7. Shopping Center</p>
	<p>5. Movie Theater</p>	





BRAWLER



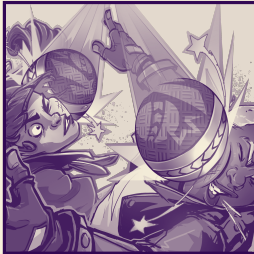
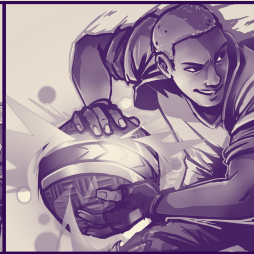
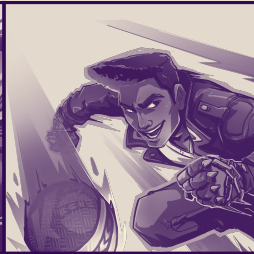
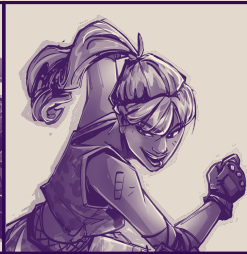
BRAWLER NAME

PRONOUNS

PLAYER NAME

PRONOUNS

FOCUS

			
THROW ◊	CATCH ◊	DODGE ◊	TACKLE ◊

ARCHETYPE TITLE 1

TRAIT 1

TRAIT 2

TRAIT 3

ARCHETYPE TITLE 2

TRAIT 1

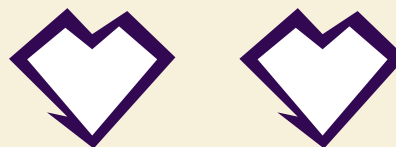
TRAIT 2

TRAIT 3

ENERGY DRINKS



HEARTS



CREW



CREW NAME

HIDEOUT LOCATION

RUMBLE REASONS

CREW LOGO

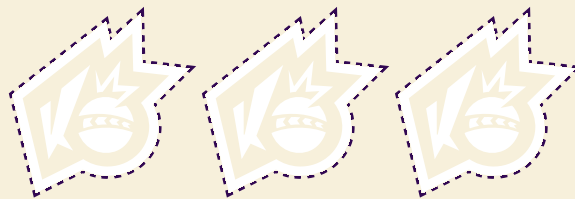
BOND POINTS

Spend Bond to:

Add +1 to Any Dice Value

Trigger Dodge Deflect

Trigger Tackle Steal






CREW BOOSTS




Lucky Ball Resawns

Re-roll 1 Ball Spawn   

Refreshing

Refresh 1 Energy Drink   

Fake Throw

Re-roll your Dice Pool   

RIVAL CREW



RIVAL CREW NAME

RIVAL CREW HIDEOUT

ARCHETYPE TITLE 1

ARCHETYPE TITLE 2

TRAIT 1

TRAIT 1

TRAIT 2

TRAIT 2

TRAIT 3

TRAIT 3

RIVAL BRAWLER NAME

RIVAL BRAWLER NAME

RIVAL BRAWLER NAME

VS. BRAWLER NAME

VS. BRAWLER NAME

VS. BRAWLER NAME

RIVAL FOCUS

<input type="checkbox"/> THROW	<input type="checkbox"/> CATCH
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<input type="checkbox"/> DODGE	<input type="checkbox"/> TACKLE
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RIVAL FOCUS

<input type="checkbox"/> THROW	<input type="checkbox"/> CATCH
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<input type="checkbox"/> DODGE	<input type="checkbox"/> TACKLE
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RIVAL FOCUS

<input type="checkbox"/> THROW	<input type="checkbox"/> CATCH
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<input type="checkbox"/> DODGE	<input type="checkbox"/> TACKLE
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