



Bo Jackson Battle Arena Limited Play Official Rules

Summary

- There are 3 play modes in Bo Jackson Battle Arena:
 - Rookie
 - Substitution
 - Playmaker
- In all 3 modes you compete head-to-head in a series of 7 Battles. Win the most Battles to win the game.
- In all 3 modes, once a Battle has concluded its result cannot be changed.

Set Up

Deck Placement

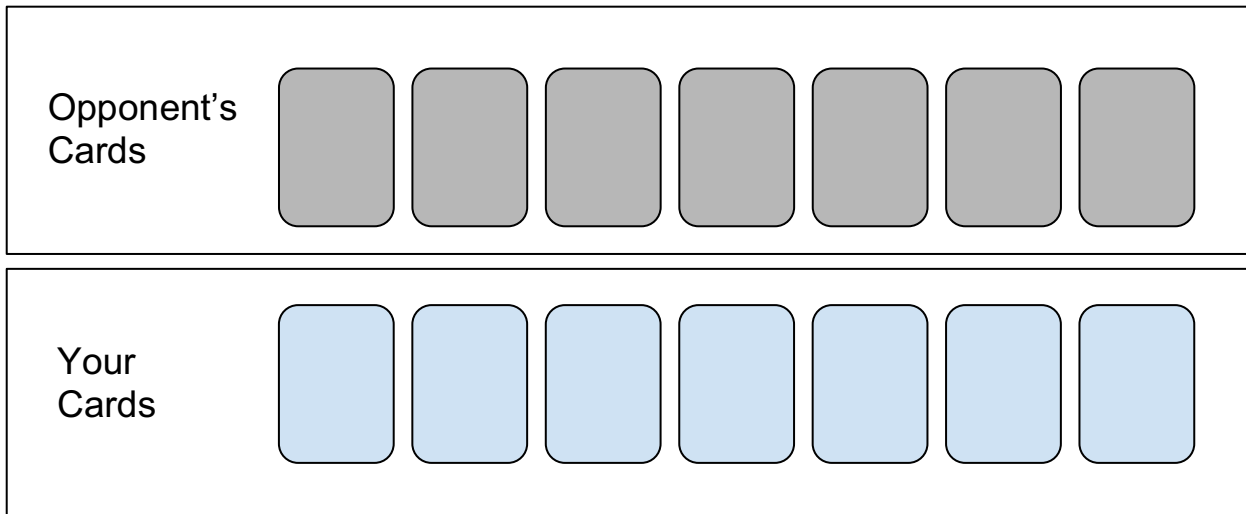
- Depending on which level of gameplay you play will decide what decks you end up using.
- Hero Deck
 - Gets slotted under the far left zone in the 7 zones
 - This deck consists of only the 40 Heroes in the product
 - This Deck will be used in every game mode
- Playbook
 - Get slotted next to your Hero Deck
 - Consists of the 20 Plays that are in each deck
 - This Deck is only used in Playmaker
- Hot Dog Deck
 - Gets slotted on the far right next to your Discard Pile
 - Consists of the 10 Hot Dogs in each Deck
 - You cannot have more than 10 Hot Dogs in a Hot Dog Deck
 - You use this Deck in Substitution Mode and Playmaker

Determining Who Has “Honors” (i.e. Who Goes First):

- If you’ve just played a game against the same Player, the loser of the previous Game chooses who has “Honors” to start the new Game.
- If it is a new game, Players flip a coin to determine who is the Home and Away team. The Home team gets to choose who has “Honors” (i.e. who goes first).

Board Setup

- All Games are played on a board with 7 Battle Zones:



- Each Player’s cards will go head-to-head with their Opponent’s cards in the corresponding Battle Zone.
- Below the 7 Battle Zones, you also need spaces for the following:
 - Hero Deck
 - Playbook Deck
 - Hot Dog Deck
 - Discard Pile

The best way to learn is to play a few games at each level starting with Rookie Mode and working your way up. Have fun and good luck!

Rookie

- This mode only requires a Hero Deck for each player. *See Deckbuilding in the Setup section for specifics.*
- Players flip a coin and the winner of the coinflip can choose Home or Away team.
- The Home team will Battle from left-to-right (meaning Battle #1 is the far left Battle Zone and Battle #7 is the far right Battle Zone). The Away team will Battle from right-to-left.
- Each Player then shuffles their Hero Deck and draws 7 cards.
- Each Player then places their 7 Heroes, face down, in the Battle Zones in the order they wish their Heroes to Battle.
- Once a Player places a Hero card face down for Battle they can no longer peek at the same card again.
- Each player then goes 1-by-1 and flips over their Heroes starting with Battle #1 and ending with Battle #7.
- The Hero with the higher power total in each Battle is the winner.
- Battles can end in a tie.
- The Player with the most wins after 7 Battles or the first to win 4 Battles wins the game.
- Games can also end in a tie unless *(optional)* the Players declare tiebreakers active prior to starting the game. The default tiebreaker method is a sudden death draw of the top hero from each Player's Hero Deck played head-to-head until there is a winner, if another tie, then redraw and play until there is a winner.

Substitution

- In addition to a Hero Deck as in Rookie Mode, both Players also begin the game with a Hot Dog Deck. *See Deckbuilding in the Setup section for specifics.*
- Game setup and playing your 7 Hero lineup face down is identical to Rookie mode.
- Both Players then draw a hand consisting of 4 Hero cards from their Hero Deck.
- At the beginning of each turn (PRIOR TO REVEALING HEROES) each Player now has the option to pay 2 Hot Dogs as energy cost (by moving the Hot Dogs to your Discard Pile) and replacing the Hero in the current Battle with a new Hero from their hand.
- The Player who most recently won a Battle (in the current game) has "Honors" and makes their substitution decision first. If no Battles have been won in the current game the Player who started with "Honors" continues to go first.
- If a Player chooses to substitute, they must first show the originally played Hero to their opponent and then place that Hero (along with the 2 required Hot Dogs) into their Discard Pile and place a new Hero from their hand face down in the current Battle Zone.
- If the Player with "Honors" passes and does NOT substitute for this Battle, they do not get a second chance to substitute after their opponent chooses to substitute or not.

- When a Player makes a substitution, place the new Hero face down and wait until both Players have made their substitution decision and then it's time to reveal.
- After completing a substitution the Player should draw a new card from their Hero Deck.
- A Player can only substitute once per Battle.
- If a Player has less than 2 Hot Dogs they can no longer substitute.
- After substitution decisions are complete, each Player's Hero is revealed and the winner is determined based on total power (just like Battles in Rookie mode).
- The Player with the most wins after 7 Battles or the first to win 4 Battles wins the game (including an optional tiebreaker mentioned in *Rookie*).

Playmaker

- In addition to a Hero Deck and a Hot Dog Deck, both Players now begin the game with a Playbook Deck. *See Deckbuilding in the Setup section for specifics.*
- Plays often give Heroes specific power upgrades or they may target opponent Heroes in an effort to decrease their power (Plays can do many things that impact the game).
- The rules of Playmaker are the same as Substitution mode up until the Heroes in a Battle begin being revealed. At that point Players will have the option to run Plays in an effort to win the Battle.
- As with substitution decisions, the Player with "Honors" runs their Play(s) first.
- All Plays have a Hot Dog cost which must be paid in order to run the Play (some Plays cost zero).
- To run a Play, pay the Hot Dog cost by moving the required number of Hot Dogs to the Discard pile and follow the instructions on the Play card.
- A Player may run as many Plays on their turn as they can afford in Hot Dog cost.
- If a Player is unable to pay the required Hot Dog cost they cannot run the play.
- After both Players have completed their turns and run any desired Play(s), the Battle winner is determined based on the total Power of each Player's Hero(es) in the active Battle.
- In Playmaker mode, each Player draws 1 additional Play at the conclusion of each Battle. The number of Plays you hold will differ from Battle to Battle as the Game progresses.
- The Player with the most wins after 7 Battles or the first to win 4 Battles wins the game (including an optional tiebreaker mentioned in *Rookie*).