



Q.P. ARENA

AN EPIC BATTLE ROYALE OF ABSURD PROPORTIONS

Rulebook

O.P. ARENA

AN EPIC BATTLE ROYALE OF ABSURD PROPORTIONS

Components



84 "Dude" Cards



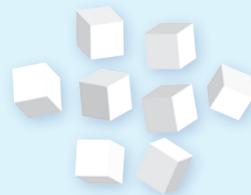
1 Scoring Track



25 Shield Tokens



25 Nerph Tokens



18 White Reroll Cubes



1 Extra Six-Sided Die

For Each Player Color:



1 Six-Sided Power Die



30 Damage Markers



1 Scoring Marker

Overview and Objective

The O.P. Arena has floated at the center of the M82 galaxy for 8 billion years and has been home to the most intense battles of all time. Players from across the multiverse send their champions to the arena in search of glory and riches, but only a handful make it out alive. You've been training your Dudes since you were a child, and your time has finally come! Send your Dudes into the pit, crush all those that stand before you, and emerge victorious!

O.P. Arena is played over a series of game turns, where you will use your Dudes' abilities to attack other players' Dudes. Earn Victory Points by having your Damage Markers on Dudes when they die, by dealing killing blows, and through special game effects.

The first player to 30 Victory Points (VP) wins!

Why not Dudettes?

In O.P. Arena, we use "Dude" as a gender-neutral term because we love the idea of referring to a T-Rex as a dude. That's funny to us, and we hope it's funny to you. In early versions of our game, we referred to the various dudes and dudettes with respect to their gender, but we found that the text boxes got out of control fast. Every effect that refers to a Dude had to be written as "Dude or Dudette," and some creatures are sexless. Playtesters revolted. We respect everyone, but we decided to just stick with "Dude" because it lines up better with the game's intended humor.

Setup

1. Shuffle the Dude cards together into a Dude deck and place it in the center of the play area. Need to fill up on Dudes? This is where you draw them from. And remember to leave some space beside the deck for the Dude Discard pile. Cause, you know, lots of Dudes are gonna die.
2. Select a player color, then collect Damage Markers, Scoring Marker, and six-sided Power die in the same color. Each player should place their Scoring Marker near the Scoring Track.
3. Dump all the Nerph and Shield Tokens on the table in one big, sloppy pile. We'll call that pile the Supply.
4. Give each player 3 Reroll Cubes and leave any remaining Reroll Cubes in the box. Each Reroll Cube can be spent to reroll one die, one time. The player who owns a Reroll Cube can only spend it to reroll their own die. Once you use all 3 of your Reroll Cubes, they're gone for the rest of the game. There is no way to get them back or earn more, so use them wisely. When you use a Reroll Cube, return it to the box.
5. Each player should take 1 Shield Token and 1 Nerph Token from the Supply. These are starting tokens that you can use on your turn, and if you want more, you'll need to earn them.
6. Deal 3 cards from the Dude deck to each player. This is your starting hand of Dudes. There are many like them, but these are yours.
7. Using any means necessary, determine which player is the First player.
8. Players 1, 2, & 3 must choose 1 or 2 Dude cards from their hand and place them face down in front of themselves. Players 4-6 (if applicable) may choose 0, 1 or 2 Dudes at their discretion and place them face down in front of themselves. Reveal those Dudes simultaneously. These Dudes are now in play under their owners' control. When these starting Dudes are revealed none of their abilities are triggered.

Important: *Players are not allowed to read the Dude abilities of any Dude controlled by any other player and may not ask any other player about their Dudes' abilities. Players may only ask for a Dude's name, type (i.e.: Pirate Taco, Monster), and 2 special ability names (i.e.: Pistolas and Extra Guacamole!). This info must be given if asked, but that's it. As you play more games, you will learn what each Dude can do, and you will gain the power to crush n00bs in future games. In the meantime, enjoy the chaotic beauty of the arena! If a player has great eyes and can read the abilities on your Dudes from their seat, no big whoop. Don't rules lawyer it. The reason for this rule is to keep the game moving. Slowing down the game to read all the text on every new card that comes out is lame. Just try to remember the spirit of this rule:*

Keep the game moving.



How to Play

O.P. Arena is played over a series of player turns, starting with the First Player. A turn is divided into 6 Phases. They are listed here for your reference, but detailed on page 6 if you have any questions.

Phase 1 - Discard a Dude

- a. The current player may discard any 1 Dude they have **in play**. Any other player that has damage on the discarded Dude earns 1 VP per damage token of their color on the discarded Dude.
- b. Do you have a Dude with an ability that lets you do something automatically, without rolling, at the start of your turn? Lucky you, you can use it here.

Phase 2 - Call for Dudes!

- a. You must say aloud "Call for Dudes!" At this time, any player may put a Dude in play if they have less than 2 Dudes in play, starting with the player to the left of the current player.
- b. Do you have a Dude with an ability that lets you do something when it is put in play, without rolling? Lucky you, you can use it here when you put the Dude in play.

Phase 3- Play 1 Token (1 Shield or 1 Nerph).

- a. You may play 1 token that you own. If this would cause an effect to be triggered on a targeted card, the targeted card effect happens first, then the token effect.

Phase 4 - Roll your Power Die

- a. Roll your Power Die.
- b. If you don't like your roll, you may spend a Reroll Cube that you own to reroll your Power Die. You only have 3 Reroll Cubes to last the entire game: you may use all 3 in one turn, spread them out, or not use them at all. You're in control, Chief.

Phase 5 - Place your rolled Power Die

- a. Your Dudes have several abilities and you get to choose one to execute based on your die roll. You place the Die on a base attack, skill power, or un-Nerphed special ability on one of your Dudes in play, as long as the die placed equals or exceeds the value listed on the spot you place it on.
NOOB TIP: *You execute an ability before any REACTIVE effects are triggered.*
- b. If you cannot do anything because you rolled badly, or choose not to do anything, you may take any 1 token from the Supply. **NOOB TIP:** *Try to have at least one Dude in play that can do something with a low roll.*
- c. If you rolled a 1, and cannot activate an ability with this roll, and do not reroll, this is an **Epic Fail**, and you may take any 2 tokens from the Supply as a pity reward. But you should do so in shame. All other players may ridicule you with insulting, off-color taunts.
- d. Ask if anyone has any REACTIVE effects based on your roll.
REACTIVE effects are individual Dude powers listed on the bottom of each Dude card.

- e. Activate any REACTIVE effects in turn order, starting with the current player and moving clockwise. Yes, dear, that means you may be able to execute an ability AND enjoy using your Dudes' REACTIVE effect(s). *If you kill a DUDE before its turn, it does not get to execute any REACTIVE effect that would have triggered, because it's already dead. Duh.*
- f. If an ability you take on a Dude causes an effect to be triggered, the effect on the targeted Dude happens, and then the effect of the action. BOTH will happen even if death results, as triggered effects are simultaneous, while REACTIVE effects are not.



Phase 6 - Cleanup

- a. Discard up to 2 Dudes from your hand.
- b. Draw back up to 3 cards. If you have 3 or more, you may not draw cards.
- c. Hand size is unlimited.

Play each Step in order, and don't mix 'em up. When you've completed your Cleanup Step, play passes clockwise to the next player, and continues in this pattern until someone has scored 30 or more VP.



Dude Anatomy 101

Every Dude is put together a little differently, but you'll find they share a set of common traits and icons. These are important, so listen up!

Each Dude card features some, but not necessarily all of the following:

- 1. Basic Attack** - The roll required for your Dude to hit with a Basic Attack, and the amount of damage the Dude deals if successful. For example, if you roll a 6 on your Power Die, and place it on a Dude's Basic Attack of 5, that Dude deals 5 points of damage to any 1 Dude. To place your Power Die on a Basic Attack, your roll must equal or exceed the number shown.
- 2. Skill Power** - The roll required for your Dude to use its Skill Power, and the number of tokens (Shield and/or Nerph) you may take when the Skill Power is used. For example, if you roll a 5 on your Power Die, and place it on a Dude's Skill Power of 4, you may take 4 tokens of your choice from the Supply. To place your Power Die on a Skill Power, your roll must equal or exceed the number shown.
- 3. Persistent Effects** - Indicates that the Dude's ability text describes an important ability that is not activated with your Power Die, but is always in effect, or triggered at a certain time. Read your Dude's abilities to determine what the persistent ability is.
- 4. Reactive Effects** - A REACTIVE effect is an ability that is triggered when a player rolls a particular number on their Power Die. Sometimes a REACTIVE effect is triggered when any other player rolls the number, or when any player rolls the number (this one includes you). If multiple REACTIVE effects are triggered at the same time, they resolve in turn order, starting with the current player and going clockwise. If a single player has multiple Dudes with REACTIVE effects that trigger at the same time, then that player chooses the order in which they resolve. If a Dude is killed before it can execute its REACTIVE effect, the killed Dude's REACTIVE effect does not trigger.
- 5. Abilities** - Little boxes on the bottom of a Dude card that describe a Dude's 2 special abilities. Many of these abilities can be used during the Dude Action Phase, but some have different timing. Some will require a Power Die to activate, some are PERSISTENT, and some are REACTIVE. No two Dudes are alike!
- 6. Health** - A reminder that most Dudes can only take 7 damage before they die. Yes, that means a Pirate Taco can take the same beating as Cthulhu. Try not to think too hard about it. And besides, everyone should know that the OPARC (O.P. Arena Rules Committee) handicaps the health of participants with advanced science in the spirit of fairness.
- 7. Portrait** - A visual reminder of how awesome the Dude is, to make sure you don't ever forget it.



Phase 1 - Discard a Dude

You **may** choose to discard a Dude that you have already put in play. If you do, award VP to each other player that has damage on the Dude; 1 VP for each Damage Marker that matches the player's color damage on the discarded Dude. *So for example, if you discard a Dude you have in play that has 2 damage done by Dick (BLUE), and 1 damage done by Jane (RED), Dick gets 2 VP and Jane gets 1 VP. **NOOB TIP:** Giving other players easy points like this is usually a bad idea, so try not to do it often.*

You do not gain any VP for your own damage on one of your Dudes that you choose to discard. If there is no damage on a Dude you discard, lucky you, no one gets any VP when you discard it.

Phase 2 - Call for Dudes!

At this point you must loudly proclaim, **"Call for Dudes!"** This is the time when new Dudes are allowed to enter the arena. Of course, to field new Dudes, a player must have space to do so. If you already have 2 or more Dudes in play, you may not place another Dude. Dude placement must start with the current player, and then moves clockwise around the table. When a player puts a Dude in play they must announce the name of the Dude (i.e.: "Introducing KARATE SAUSAGE!") and the type of Dude (i.e.: "HE'S A MONSTER!"). If any player places a Dude that has an ability that triggers on placement, that player may execute that ability.

Oh, and this is important. **You may only have 2 Dudes in play at a time.** However, if a specific effect tells you to draw, steal, or otherwise put a new Dude in play, you may exceed this limit.

Phase 3 - Play a Token

Now's your chance to use those Tokens you've been piling up. You may play 1 Nerph on any 1 ability of any Dude in play **or** 1 Shield Token on any 1 Dude in play.

Tokens and How to Use Them

Two different types of Tokens are used in the O.P. Arena. You can collect Tokens from the Supply through a variety of game effects, but most commonly from successfully using a Skill Power. If you don't have a token available, then you cannot play one.

Nerph Tokens - When you play a Nerph Token, name 1 specific ability on any 1 specific Dude in play and place the Nerph Token over the ability. That ability may not be used again!

Shield Tokens - When you play a Shield Token, place it on any Dude in play. When a player places a Nerph Token on a Shielded Dude, instead of Nerphing an ability, return that Nerph Token and the Shield Token to the Supply. A Dude may only have 1 Shield Token at a time.

When a Dude dies, return any tokens that were on that Dude back to the Supply.

Only Special Abilities may be Nerphed; you may not Nerph Basic Attacks or Token Skills.

Phase 4 - Roll Your Power Die

Now's your chance to lay forth the mightiest of beatdowns. Roll your Power Die!

Phase 5 - Place your rolled Power Die

Regardless of how many Dudes you have in play, you may activate exactly 1 Dude during your turn and execute 1 of its Dude Actions. You may pick any basic or Special Ability on any Dude you have in play, as long as the number you rolled equals or exceeds the target number shown.

A final roll that cannot activate any ability is a Fail and nets you a token of your choice from the Supply. A roll of a 1 that is not rerolled and that cannot activate an ability is an Epic Fail: grab any 2 tokens from the Supply.

If your roll equals or exceeds the required roll for multiple basic and/or special attacks/abilities across one or more of your Dudes, you must pick one, and assign your die to it by placing it on the associated die-shaped graphic. You may then execute that attack or ability. Higher numbers tend to have more powerful effects!



If your die roll equals or exceeds only one of the available options across your Dudes, you may execute that one ability or you may choose to Fail. If you choose to Fail, you may disregard your die roll and take a single token from the Supply instead. Hopefully, you're not so worthless and weak to choose this option in the Arena.



Resolve the action as follows, based on where you place your die:

- **Basic Attack** - If your roll is equal to or greater than your Dude's Basic Attack Power, you may place your Power Die here, and deal damage equal to your Dude's Attack Power to your target. In O.P. Arena, your Dudes can attack any Dude in play. That includes your own Dudes, or even themselves.
- **Token Skill** - If you roll equal to or greater than your Dude's Token Skill Power, you may place the die on the Token Skill and collect Tokens from the Supply equal to your Dude's Skill Power. These Tokens may be in any combination of Shields and Nerphs.

NOOB TIP: Remember, you do not deal damage or take tokens equal to your roll; you go by what is printed on the Dude.

- **Use a Special Ability** - Refer to the Ability's text for its effect. Any Ability that features a number in a die-shaped graphic () can be activated by placing your Power Die with a number that equals or exceeds the number shown. When you place your Power Die on a Special Ability, execute the ability as described on the card. Persistent and Reactive abilities cannot be used as Dude Actions, so they do not require a Power Die placement. They are always in effect or are triggered by a game condition as per the text on the card. Reactive effects are triggered just by rolling a specific number, not by placing it.



Down for the Count!

Whenever you deal damage to any Dude, you place your colored Damage Markers on the injured Dude equal to the amount of damage you have dealt.

A Dude dies when it has received damage equal to its health, regardless of damage colors, or when an effect "kills" the Dude. A Dude may not have more Damage Markers on it than it has health. This means, if you attack a Dude and deal more damage than it has health, you only place enough Damage Markers on that Dude until the total number of Damage Markers equals its total health (most likely 7). Damage over health value does not count toward determining the most or second most damage.

When this happens, take the following steps in order:

Award 2 VP to the player or players (if tied) who dealt the most damage to the Dude, based on the Damage Markers on the Dude at the time of death.

Award 1 VP to the player or players (if tied) that dealt the second most damage to the Dude, based on the Damage Markers on the Dude at the time of death.

Award 3 VP to the player who dealt the killing blow. Put the killed Dude in the Dude Discard pile. (Yes, you can get the VPs for killing a Dude as well as having the most or second most damage on that Dude.)

When any player earns Victory Points, they should move their Scoring Marker up on the Scoring Track equal to the number of VP they have earned.

If your Damage Markers are not present on a Dude, you cannot qualify to have the most or second most damage!

A kill effect does not add damage to a Dude, it just kills it outright. VPs are awarded as described above: the player doing the killing gets 3 VP. Those with the most Damage Markers on the Dude that is killed get 2 VP and those with the second-most get 1 VP.

Ability Terminology

Adjacent - Refers to the players seated to your immediate left and to your immediate right.

Discard - Means you toss the card in the Dude Discard Pile or return any game pieces to the Supply.

Execute - Use a Dude's ability, as specified by the card. No, this doesn't mean you get to chop someone's head off.

Kill - Kills a Dude outright. You are considered to be the player that landed the killing blow. Kill effects do not deal damage to the Dude.

Global - You won't see this word show up much, but a Global ability is one that immediately affects every Dude in play. For example, "Deal 2 damage to all other Dudes," that's what we're talking about. Global abilities do not target anything, so they can still affect Dudes that can't be targeted!

Phase 6 - Cleanup

1. You may discard any Dudes in hand.
2. If you have less than 3 Dudes in your hand, draw cards from the Dude deck until you have exactly 3 in your hand.
3. If you have 3 or more Dudes in your hand, lucky you. You're full. No new Dudes for you!
4. Pass play to the next player in clockwise order.

Game End

The game ends immediately as soon as one or more players have reached or exceeded 30 Victory Points. The player with the most Victory Points wins! In the case of a tie, the player with the most Damage Markers on Dudes remaining in play wins. If still tied, the player who has the most Dudes in play wins. If there is still a tie, the tied player who has the most Dudes in hand wins. If there is still a tie, the player with a Dude in play that has the highest Base Attack number wins. If there's still a tie, the player with the most tokens wins. If there's still a tie, nobody wins. The overseers of the O.P. Arena demand a rematch, and that rematch is required to be played without delay.

Variants

Super Savage Double Dip Grind Match - Play until someone has 50 VP (instead of 30).

Mega Explosion Omega Death Mode - Play until every single Dude in the Dude deck is dead or otherwise discarded, except for ONE. The player with the last Dude standing wins!

Quadruple Fudge Gulag Team Clash - Pair up in teams of 2 and combine your VP with your teammate. Play until a team has 50 VP (instead of 30).

Extra Elastic Veteran-Only Throwdown - Draw up to 5 Dudes instead of 3. *Best for experienced players who know all the cards.*

Ain't Got Time For That Speed Bout - Play until someone has 20 VP (instead of 30)

George P. Fustercluck Championship Tournament - There is no limit to the number of Dudes players may have in play and rerolls are not allowed.

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