

# Structure of the game

## The Bout

- Before the bout
- Three jams
- Halftime
- Three more jams
- After the bout

## The Jam

- Roll team dice
- Secretly choose a strategy
- Reveal strategies and play them out
- Total up Team Dice and add to score
- Make a scene (optional)

## Making moves

Whenever you want to have an **Effect** on the bout or another player, describe what you want to do and how you think it will have the effect you want. **Roll** a number of dice equal to the **Stat** that you're using. For example, if you're rolling **HEART** and you have a "3" in **HEART**, you'll roll three dice.

## Modifying your roll

Add one die if:

- The action relates to one of your bonds
- You *push yourself* (take two stress)
- You *play selfishly* (take an advantage die from your team)

Remove one die if:

- You *take one for the team* (remove a disadvantage die from your team)

## Success or Failure

After you roll, count your successes.

When you are rolling **against** someone, your successes are dice that are **3** or **lower**.

When you are rolling to **help** someone (including yourself), your successes are dice that are **4** or **higher**.

If you have **no successes**, you fail. You take **one stress** and your own team takes **disadvantage**. Describe how your move backfires.

If you have **at least one success**, you get the move's **Effect**.

## Effects

### Stir Up Drama

1 Success: Give a stress token to your target.  
2+ Successes: Give your target's team disadvantage.

### Boost Morale

1 Success: Clear a stress token from your target.  
2+ Successes: Give your target's team advantage.

### Offense

1+ Successes: Replaces as many of your own team's dice as you want with your successes

### Defense

1+ Successes: Replace as many of the opposing team's dice as you want with your successes

### Set 'Em Up

1 Success: Give an advantage to your target's team  
2+ Successes: Clear a stress token from your target

### Shut 'Em Down

1 Success: Give a disadvantage to your target's team  
2+ Successes: Clear a stress token from your target

