

**CAGED
IN**

RULES

Introduction

Good evening fight fans and welcome to Caged In! You're joined by a capacity crowd in your own living room to witness mixed martial arts action at its finest! The fight starts in about ten minutes so we have just enough time to recap the rules before the pummeling begins. Caged In is an epic game of card combat between two talented fighters. Players exchange punches, kicks, takedowns and submission attempts in order to defeat their opponent.

Components

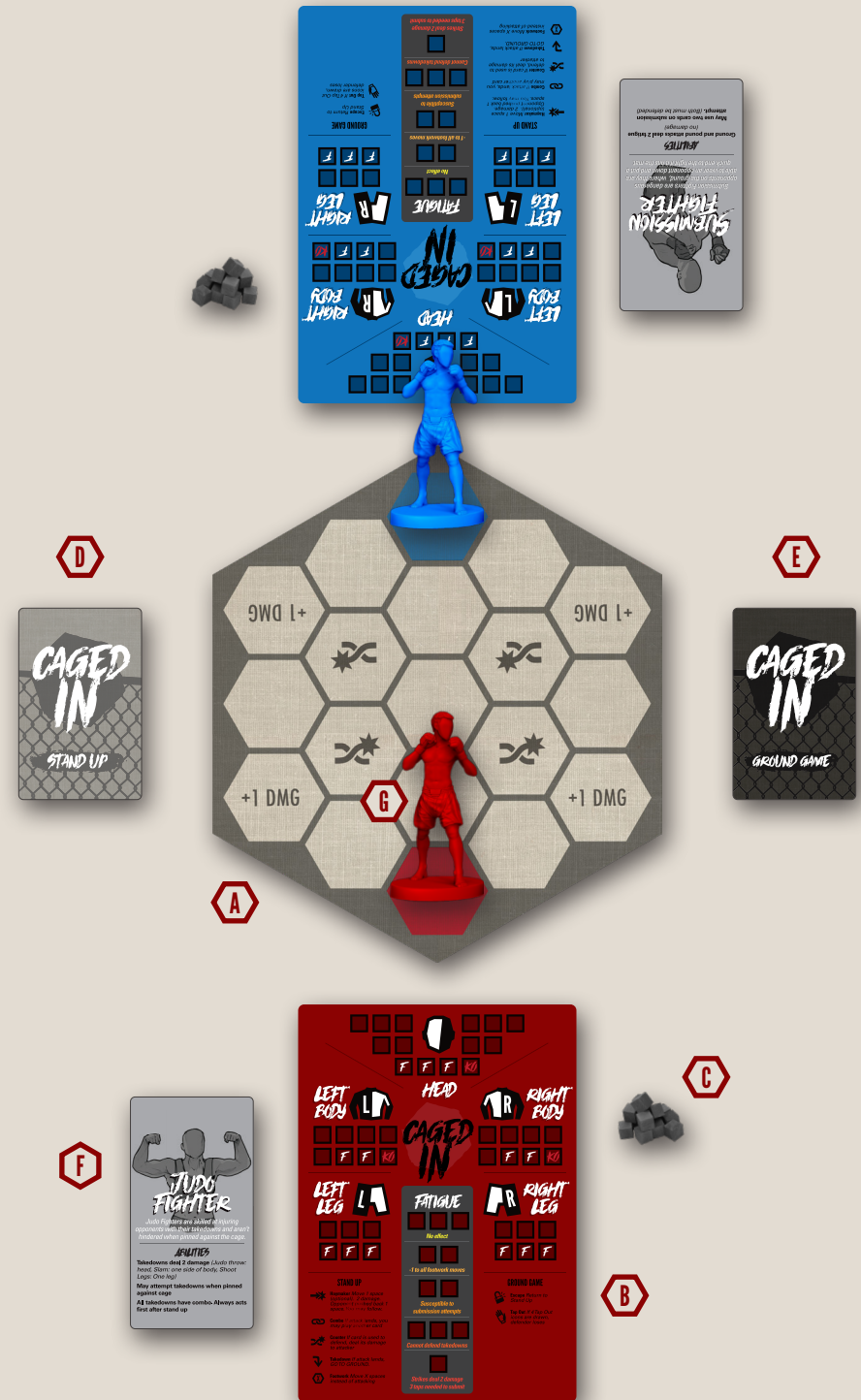
- A** 1 - Game Board
- B** 2 - Fighter Boards
- C** 64 - Damage/Fatigue cubes
- D** 54 - Stand-Up Deck Cards
- E** 30 - Ground Game Deck Cards
- F** 8 - Fighter Deck Cards
- G** 4 - Fighter Pawns

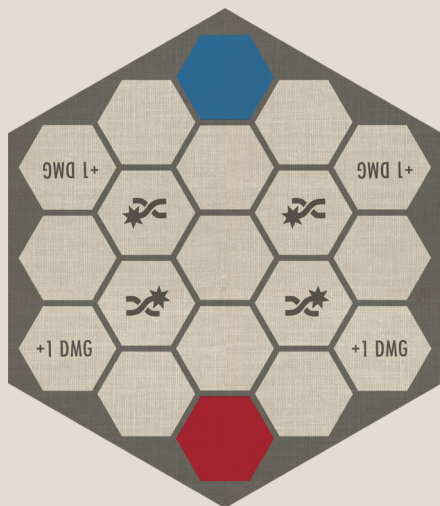
Setting Up

Each player takes a fighter board, selects a pawn, and secretly chooses a fighter type card. Pawns are placed on their respective colored hex in the cage to start the fight.

Each fight is split up into an agreed upon number of rounds, (though we would recommend a three-round fight). At the start of each round. Both decks are shuffled and five cards are drawn by each player from the stand-up deck.

Players then reveal to each other what fighter type they chose and place their fighter type card next to their fighter board where both players can easily refer to it during gameplay.





The Cage

Positioning is important in Caged In. Certain hexes in the cage will either aid or hinder the fighters during the bout:

1. Players draw one card at the start of their turn if their fighter pawn is standing on their own colored corner hex.
2. Fighters may counter-strike ANY blocked strike while their fighter pawn is standing on one of the counterstrike hexes in the cage. These hexes are marked with the counter strike symbol. *(Counter-strikes are explained in detail later.)*
3. Any fighter who suffers ground and pound damage while on one of the indicated corner hexes in the cage suffers one additional point of damage to the same body location. These hexes are marked with "+1 DMG".

Fighters that are pinned against the cage may not attempt takedown attacks until they are no longer pinned. A fighter is pinned if their pawn is in a hex touching the cage and the opposing fighter is in an interior hex that is adjacent.

Fighters may not use the combo ability while they are pinned against the cage.



Stand-Up Combat

Every stand-up card has a name in the center, and an information bar in the upper left corner. This information bar will tell you what the location of the attack for strikes, the takedown icon for takedown cards, any special abilities of the card (combo, counter-strike, or haymaker), and the footwork value of that card. This information can be used to help you plan out your attack and defense for the turn. If your hand is empty at any time during play, *immediately* draw four cards.

Footwork



All stand-up cards have a footwork value which may be used when the card is played instead of that card's attack (i.e. a strike or a takedown). When footwork is used, the acting player moves their pawn around the cage up to the indicated number of hexes. That player may not end their move in the same hex that they started in, and may not end their move on the same hex as another player. *Note: Fatigue may dictate that your fighter is too tired to move.*

Strikes



When pawns are adjacent players may play strike attacks from their hand to try to damage their opponent.

The strike is directed to a specific part of the opponent, and unless blocked, will do one point of damage to that area of the opponent. The defending fighter places a damage cube in that area on their fighter board.

If the defender has a stand-up card in their hand that features the same body location as the attack, then they may play it to defend, and no damage is taken. Players may opt not to defend if they wish. Successfully blocking an attack immediately ends the attackers turn.

Note: Strikes to the head must be defended on either the left or right side based on location. However, if damage is taken to the head, all damage is marked in the head area of the player board regardless of the side the head was damaged on.

If damage is taken in one area of the body to the extent that a fatigue space (marked with an "F") is covered, then that player must also place a fatigue cube in the fatigue meter area of their board as well. The fatigue meter will affect the fighter adversely as it fills up, and its effects are cumulative.

If damage is taken to one area of the fighter's body to the extent that a KO space (marked with a KO) is covered then that fighter is knocked out and loses the fight.

If a leg location's damage area is completely filled and the fighter receives more damage to that location, then that damage is applied directly to the fatigue meter instead. If the fatigue meter is filled and the fighter suffers additional damage to the filled leg location, then that fighter is knocked out and loses the fight.

Haymaker



Some strikes deal two damage points to the opponent instead of just one. A haymaker strike is indicated by a haymaker icon in the lower right-hand rules box of the strike card. When the card is played the attacking fighter may first move up to one hex in order to become adjacent or get into better cage position and then make the strike attempt. If successfully landed, the opponent receives two damage cubes to the indicated area of the body, and their pawn is moved to the hex directly behind them. If the pawn is unable to move straight backward because it is against the cage, it stays where it is. The attacker may move straight forward to follow the pawn and remain adjacent, but is not required to do so.

Combo



If an attack (strike, shove or takedown) with this symbol is successfully landed then the attacking fighter may continue their turn with another action. This may happen multiple times until the combo is ended. A combo is ended when an attack has been blocked, the attack played has no combo symbol, when the attacking player covers up, when a card is played for footwork instead of as an attack, or if the player chooses to end their turn. If a takedown card has the combo symbol, then the attacking player may take the first action on the ground, and then the combo would end.

Combos are a great way to stack up damage and give an attacker a positioning advantage, but prolonged combos can quickly tire out the attacker. Any action taken after the

third action in a combo costs one fatigue per action. Place a fatigue cube in the fatigue meter portion of the board, apply any effects from fatigue if needed, and the player may choose to continue to their combo if able. If the attacking fighter completely fills up their fatigue meter, then the combo immediately ends.

Counter-Strike



Some stand-up cards have the counter-strike icon in their rules box. If one of these cards is used to defend a strike, then the damage is dealt to the attacker's corresponding body location instead of the defender. This damage cannot be blocked by another card or prevented in any way. If a haymaker card is countered the attacker suffers 2 damage but is not pushed from their hex. Play continues with the defender (who just played the counter) now taking their turn as normal.

Shove

While fighters are on their feet they may play a stand-up card to shove their opponent instead of striking, throwing a takedown, or moving via footwork.

If the fighters are adjacent to one another the attacking fighter may play any stand-up card from their hand and declare it is to shove their opponent. As usual the defender can play a card of the same body location or takedown type to block the shove.

If successful then the attacking fighter pushes the defending fighter 1 hex in the direction of the attack. The attacking fighter may then move a single hex in any direction. *Note: This is not a footwork move so it is free and not affected by fatigue effects.*

The shove deals no damage of any kind to the defending fighter but may be used as part of a combo if the card used to shove has a combo symbol.

Covering Up

While the fighters are on their feet, they may opt to cover up, bolster their defense, and wait for the bell instead of throwing any punches or takedowns. Covering up offers the player one of two options:

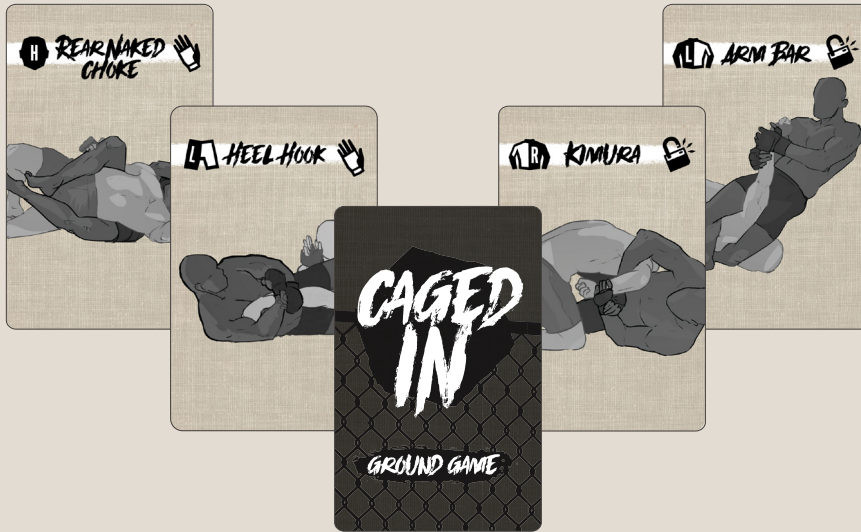
1. Instead of playing a card on their turn a player may discard one card and then draw up to two cards. This counts as their turn and play continues on with the next player as normal. The player may not exceed a hand size of four cards by covering up.
2. Instead of playing a card on their turn as normal a player may remove a single fatigue cube from their fatigue meter.

Takedowns



Takedowns stand-up cards are marked with the unique takedown symbol. They are played in the same manner as strikes. Takedowns can only be defended by an opponent discarding a takedown card of the same name as the one being played.

If a player successfully lands a takedown, then both of the players immediately discard their hands and go to the ground.



Going to the Ground

Fighting on the ground is similar to stand up fighting with a few key differences. Players start off by drawing four cards each, starting with the active player. Players take turns attacking and defending as they would on the feet. Just like with stand up fighting, if your hand is empty at any time during play, immediately draw four cards.

The ground game cards have three important areas on them. The first is the submission type at the top (rear naked choke, kimura, etc.) The second is on the upper right-hand corner of the card. This is either a tap or an escape icon. The third is the ground and pound location icon, which is on the top left of the card.

When fighting on the ground a player has three options on their turn:

1. Ground & Pound
2. Submission Attempt
3. Standing Up

Ground & Pound



A player may use their action to play a ground game card for its ground and pound effect. The defender may attempt to defend the ground and pound attack with a card from their hand *that is the same submission type as the attack* (armbar, kimura, rear naked choke, triangle choke, or guillotine choke). If the ground and pound is successful, the player may then choose to do either one damage to the body area shown on the card, adding a damage cube to the appropriate meter, or to wear down their opponent instead, and cause them to add one fatigue cube to their fatigue meter.

Submission Attempts



Instead of trying to attack the opponent via ground and pound, a player may instead attempt to end the fight right then and there with a submission. When attempting a submission the attacker checks the fatigue meter of the defending fighter. If the meter is filled to at least its 3rd level, indicating the opponent is susceptible to submissions, the opponent must defend this submission or risk being tapped out. If the opponent's fatigue meter is not yet filled to its 3rd level then the attacker must gain one fatigue for each cube short of the 3rd level in order to make the submission attempt. If the attacker cannot place every fatigue cube required, then they may not make the attempt. For example: If an opponent has five fatigue cubes in their meter, the player must gain one fatigue. If they have three fatigue cubes in their meter, the player must gain three fatigue in order to attempt

the submission. If the opponent has no cubes in their fatigue meter, then the player must gain six fatigue. The player must gain this fatigue prior to the opponent using a card to defend, or prior to them turning cards over to try to escape.

When a submission attempt is made, the player plays a ground game card for its submission type (arm bar, kimura, heel hook, rear naked choke, or triangle choke) The opponent may attempt to defend the move. This is done much in the same way as defending strikes, takedowns, and ground and pound. If the opponent discards a card of the same submission type, then the attempt is blocked and the opponent now takes their turn. If the opponent cannot block the submission attempt they become trapped in the move and must immediately begin to overturn cards from the top of the ground game deck. If the opponent overturns a ground game card with the tap symbol, they overturn the next card. They continue to do this until a card with the escape icon is overturned, or four cards with the tap symbol have been overturned. If four taps are overturned, then the submission is successful and the defending player is defeated regardless of their bodies' physical damage level. *Note: If the opponent's fatigue meter is completely full only 3 taps are required for a successful submission.*

If an escape is drawn then the opponent successfully escapes the move and may decide whether the fight remains on the ground or is brought to the feet. Regardless of whether the fight is brought to the feet or kept on the ground, play continues as normal with the opponent then taking their turn. Shuffle all cards overturned this way and place them on the bottom of the ground game deck.

Standing Up

If a player decides they don't want the fight to remain on the ground, they may use their action to attempt to stand up. The player plays any card from their hand and declares they are trying to stand up. The opponent may choose to defend the stand-up attempt in the same way they would defend a ground and pound or submission attempt by discarding a ground game card of the same type. If the opponent chooses not to defend the standing attempt, they may instead play one ground game card from their hand for a free ground and pound. This ground and pound cannot be defended by the player attempting to stand up, and the damage or fatigue is applied in the same way as a normal ground and pound attack.

If the player successfully stands up, both players discard their hands and draw four new cards from the stand-up deck. If the stand-up attempt is defended, then play continues on the ground. Whether the stand-up attempt is defended or successful, play continues as normal with the opponent taking their turn.

End of the Round

The round of each fight ends when the last card of either the stand up or ground game deck is drawn (or overturned in the case of a submission attempt).

Between rounds the fighter's corner goes to work and attempts to repair some damage and coach their fighters. Each player may remove two cubes in any combination between physical damage and fatigue from their fighter board. When removing cubes, start with the lower-right most cube and work your way back to the left and up. Removed damage cubes covering fatigue spaces on the damage meter can be reapplied in the forthcoming round(s), piling on yet

more fatigue to an already tired fighter.

Instead of recovering damage and fatigue, players may instead choose to gain some extra coaching and draw additional cards at the start of the next round. For every one of the two cubes that are left on the board the player may draw one extra card from the stand-up deck before the next round starts.

Pawns are placed back into their colored hexes to start the next round. Players shuffle the decks and draw five cards from the stand-up deck to start the next round. The player who went second in the previous round plays first.

Winning the Game

There are three ways to win a fight in Caged In: Knockout, submission, or decision.

A knockout occurs immediately when any KO symbol on a player's damage meter is covered up by a damage cube.

This occurs when either the head damage meter or the body damage meter on a specific side is completely full.

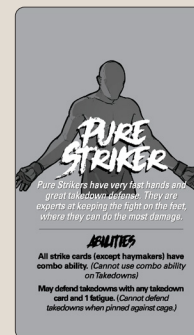
A submission occurs when a player attempts a submission on an opponent and that opponent overturns four cards in a row with the tap symbol (or three if the opponent's fatigue meter is full).

If at the end of the agreed upon rounds neither fighter has been knocked out or submitted, we go to the judges score cards for a decision. Players add up all damage and fatigue cubes on their fighter boards and compare. Whichever fighter has the least total number of cubes on their board wins the decision and the fight. If the result is a tie, then the fight is a draw.

Fighter Types

One of the best things about mixed martial arts is watching fighters from different fighting disciplines square off for bragging rights! In Caged In, you can choose from one of four different fighter types, all with different strengths and weaknesses. (Note: If this is your first or second time playing Caged In, you may want to play without fighter cards to get used to the basic game, and add in fighter cards when you're comfortable.) The four different fighter types players have to choose from are:

Pure Striker



Pure Strikers have very fast hands and great takedown defense. They may treat all strike cards in the stand-up deck except haymaker cards as though they have the combo symbol. They must gain one fatigue for every action beyond the third as they would with a normal combo.

Pure Strikers are also experts at keeping the fight on the feet, where they can do the most damage. When defending a takedown attempt, a striker may use any takedown card to do so, not just one of the same type. This added flexibility comes at a cost, however, and the Pure Striker must also gain one fatigue when defending all takedowns.

The one exception to their takedown expertise comes when their back is against the wall. Pure Strikers may not defend takedowns at all if they are pinned on the cage.

Judo Fighter



Judo Fighters are skilled at injuring opponents with their takedowns and can damage opponents with successful takedown attempts. Each successful takedown attempt deals two damage to the opponent, with the location of the damage being determined by the type of takedown: Judo Throw – Two damage to an opponent's head.

Slam – Two damage to one side of an opponent's body.

Shoot Legs – Two damage to one of the opponent's legs.

In all of these cases, the fight continues on the ground just as it would after a normal takedown

Judo Fighters are also comfortable when working with their backs against the cage and as such can attempt a takedown even when pinned against the cage.

Judo fighters are experts at following up as a fight transitions from one location to another. Judo Fighters always take the first action after standing up from the ground (even if they were the one who stood up) and may use the combo ability on ANY takedown.

Submission Fighter



Submission Fighters are dangerous opponents on the ground as they are extensively trained in various submission styles that allow them to wear an opponent down and put a quick end to the fight if it hits the mat.

Submission fighters may not use ground and pound attacks for physical damage. However,

when using ground and pound attacks to add fatigue, their opponent adds two fatigue cubes to their fatigue meter instead of one. These attacks are defended in the same fashion as regular ground and pound attacks.

When attempting to catch their opponent in a submission, two cards may be played from the Submission Fighter's hand instead of one. These can be different types of submissions, or the same submission type twice. Each card must be defended by another card of the same type by the opponent as normal. If both submission cards are not defended, then the opponent must overturn cards from the ground game deck and attempt to escape the submission.

Wrestler



The wrestler is skilled at using their superior strength and positioning on the mat to dominate their opponents.

Wrestlers excel at simultaneously hurting and wearing down their opponents on the ground. If successful, a Wrestler's ground and pound attacks deal both physical damage to the location listed on the ground game card

and fatigue to the opponent.

If an opponent is in the unfortunate position of being pinned against the cage on the ground, a Wrestler can do massive amounts of damage. If the Wrestler has an opponent pinned on the cage while on the ground, all ground and pound attacks have the combo ability. (All fatigue effects for combos still apply.)

HERE. WE. GO.

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The word 'CAGED' is written in a large, white, hand-painted, brush-stroke font. It is set against a solid black rectangular background. This entire graphic is placed behind a black chain-link fence that spans the width of the page. The fence's diamond pattern is clearly visible in the foreground.