



DOUBLE RUMBLE™

In a not-so-distant future, rampant pollution has caused an explosion of crime and a wave of strange mutations. The police are overwhelmed. It's up to a handful of heroes to return the city to peace. Scour the streets, explore the docks, and break into the undersea base to put an end to the chaos ravaging the city.

8BITBOX™



COMPONENTS

GAME COMPONENTS

- 76 Enemy cards
- 8 Boss cards
- 15 Equipment cards
- 1 Battle board (in 2 parts)
- 6 Fighter tiles
- 6 Ongoing effect tokens

CONSOLE MATERIALS

- 2 Controllers
- Around 10 big white cubes
- Around 20 small white cubes
- 1 green die, 1 blue die, 1 yellow die, 1 red die and 1 white die

OVERVIEW AND OBJECT OF THE GAME

In *Double Rumble*, two players cooperate to help their Fighters punch, kick, and throw their way through 4 Stages filled with formidable Enemies.

Each Stage is composed of a **SIDE SCROLL** phase (during which the Enemies are put into play) and a **BRAWL** phase (during which the Fighters battle the Enemies).

Choose your Special Attack, build up your Fury, and use your Equipment to beat a path all the way to the Boss.

Double Rumble can also be played solo. Take control of both Fighters to save the city!



GAME ELEMENTS

Fighter tiles

The Fighter tiles represent the players. They are placed on the board. A window is cut into them to make room for an Ongoing effect token.



Battle board

The Battle board contains two elements that are different on the front (side **A**) and the back (side **B**) and will change the difficulty of the game depending on which side you choose: the number of available credits at the top, and the first card to receive a cube at the bottom. On each side of the board there are 4 spaces for Fighter tiles.



Enemy cards

There are 4 packs of Enemy cards, called Stages, numbered on the back. They can be one of two different colors:



The Enemy on the back of this card is facing right.



The Enemy on the back of this card is facing left.

Space reserved for a white cube

Weak Spots

Base Strength

Enemy



Pictogram associated with the color of the Enemy's Power

Power

The front of each card shows an Enemy with a base Strength, usually one or two Weak Spots, and generally a Power. There is a space on the card next to the Strength for a Strength cube (little white cube).



The Streets



The Docks



The Undersea Base



The Mutant Hideout

Boss cards

The Boss cards are numbered on the back to show which Stage they appear on. The front shows a Boss with a Strength, Weak Spots, and one or more Powers.



The Stage 2, 3 and 4 Bosses inflict an Ongoing effect. The spaces along the right side are there to place Life cubes (big white cubes).

Equipment cards

Equipment cards represent an object and its effect.



Ongoing effect tokens

These tokens allow players to remember which Fighter is suffering from the Ongoing effect of the Boss.



Life cubes (big white cubes)

Life cubes are only placed on the Boss cards. They indicate the number of times you have to beat the Boss to eliminate it.



Strength cubes (little white cubes)

Strength cubes are only placed on Enemy cards. They increase the Enemy's strength by 1.



Green die, blue die, yellow die, red die, and white die

These dice allow you to resolve Battles and some in-game effects.



Controllers

The Controllers each have 3 wheels on them. The central wheel indicates your remaining life (♥), from 0 to 9. The left-hand wheel indicates your Fury level, which can go from ↓ (level 0) to ↑ (level 4). The right-hand wheel shows a symbol representing your Special Attack.



GAME SETUP

- 1** Choose a difficulty level and form the Battle board by assembling it as shown in the table below. Place the board facing you, in the middle of the table.

Difficulty	Easy	Medium	Hard
Upper part	A	B	B
Lower part	A	A	B

We recommend that the players play sitting next to one another, facing the board.



- 4** Separate the 8 Boss cards by the Stage number on the back. Draw a random one without looking at it for each Stage. Place them face down next to one another in ascending order above the board. Place the other Boss cards back into the box.



- 5** Separate the 4 packs of Enemy cards based on the numbers on the backs of the cards (but not according to color). Shuffle each pack. Randomly remove 8 cards from each pack and place them back into the box without looking at them. Make 4 face-down decks with the remaining cards, placing them on top of their corresponding Boss card.



- 2** Place the cubes and the dice within easy reach of the players.



- 3** Shuffle all the Equipment cards and place them face down next to the board, forming the Equipment deck.



- 6** Place a little white cube on the rightmost space in the available credits zone.



- 7** Each player chooses 1 Fighter tile and places it on one of the spaces on the right side of the Battle board, facing right.



- 8** Take the Controller that matches the color of your Fighter. Move the left-hand wheel to ↓, move the central wheel to ⚡ and move the right-hand wheel to the symbol of your choice.



GAMEPLAY

A game of **Double Rumble** is played in 4 rounds, called Stages. Each Stage is played in 2 phases:

1 SIDE SCROLL

2 BRAWL



1 SIDE SCROLL

During this phase, you and your partner will choose the best place to put each card for the current Stage.

Follow the Draw and Placement steps as described below and repeat them until all of the cards in the current Stage have been placed, including the Boss. Begin with Stage 1.

A / DRAW

A player draws the first card from the current Stage deck and reveals it. You can always look at the color of the cards remaining in the deck.



B / PLACEMENT

Place the card you drew **in the last position** of one of the two valid rows (see **ROWS** sidebar on the next page). Feel free to discuss as much as you like with the other player to determine which row is the best to put this new card into. If the deck for this Stage is not yet empty, return to the Draw step. Otherwise move on to the **BRAWL** phase.

ROWS

Facing the 4 spaces on the board are 4 'virtual' rows (upper left, lower left, upper right, lower right). When you must place an Enemy, look at its back:

- ▶ If it's red, you must place the Enemy in one of the two rows on the left of the board.
- ▶ If it's blue, you must place it in one of the two rows on the right.

Enemies are always facing the board. There is no limit to the number of cards placed in each row.



The backs of the Boss cards are not colored. You must place the Boss such that it is facing toward the board (in the upper or lower row, whichever you prefer).

KEY TERMS

- ▶ **Adjacent row:** the row situated above or below the row that this card is in.
- ▶ **Opposite row:** the row situated on the other side of the board, at the same height as the row that this card is in.
- ▶ **Empty row:** a row in which there are no cards.

TIPS FOR PLACING ENEMY AND BOSS CARDS WELL

To get as far as possible in the game and even eliminate the final Boss, you need to consider several different factors when deciding on the best place to put the card that you just drew. Here is a non-exhaustive list:

• POWERS



Immediately after placing a card with a **yellow Power**, apply it. It must be applied by the player whose Fighter is in the row at the same height as the card that was placed.



The **red Power** of an Enemy or a Boss applies when a player battles it in the **BRAWL** phase (see page 13). Some of these Powers depend on the Equipment and the Fury of the Fighter battling them.

Try to anticipate the situation you'll be in when you battle the Enemy.



The **blue Power** of an Enemy or a Boss applies when you eliminate that Enemy or remove a Life cube from that Boss after a Battle against them (see page 14).

Make sure to eliminate an Enemy of this type at the right moment to benefit from its Power.



The **Ongoing effect** symbol of a Boss applies throughout the entire Stage where they are present. Immediately after placing a card with an Ongoing effect (Stage 2, 3, and 4 Bosses), the Fighter situated in the row at the same height as the Boss takes an Ongoing effect token and inserts it into their Fighter tile. For the rest of the Stage, this Fighter keeps this token and suffers from the penalties shown on the Boss card. Remove this token at the end of the Stage.



• WEAK SPOTS

The Enemy and Boss cards generally have 1 or 2 Weak Spots. If the right-hand wheel of your Controller or one of your Equipments show a Special Attack matching the Weak Spot of the Enemy, you can defeat it much more easily (see page 13).

*Try to group Enemies together by Weak Spot to make the **BRAWL** phase easier.*

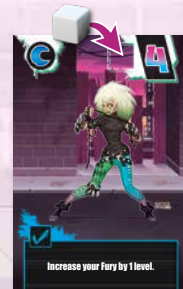


• STRENGTH CUBES AND LIFE CUBES

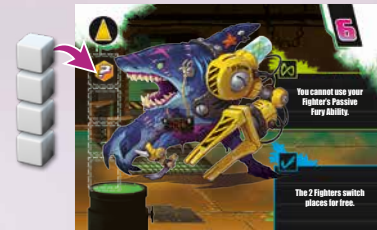
All the Enemies and Bosses have a base Strength. The lower it is, the easier they are to defeat.



Starting with the 4th Enemy card placed in the same row (or the 3rd in Hard mode), place a Strength cube on the Enemy's card in the space reserved for that purpose. This cube adds 1 to the Enemy's base Strength. There can be no more than 1 Strength cube on a given Enemy card. If you would add another one for any reason, simply don't add that cube.



Immediately after placing the Boss card, place one more Life cube than the number of the current Stage on the left side of the card. For example, place 4 cubes on the Boss for Stage 3. There is no limit on the number of Life cubes that can be on a Boss card.



2

BRAWL

The **BRAWL** phase comes after the **SIDE SCROLL** phase, when the Boss card has been placed. During this phase, you can move your Fighters, change Special Attacks, and Battle the Enemy or the Boss in front of your Fighter.

There are no turns during this phase. One player can take multiple actions in the order of their choice before their partner takes a turn. Always finish one action before beginning the next one.

Be observant, anticipate, and talk things through. You will need your best coordination to make it past all of the Enemies without taking too much damage.

A / MOVEMENT

You can move your Fighter from any space to any other **open space**. Always orient your Fighter so that it is looking away from the middle of the board.

If a Fighter leaves a row that isn't empty, that Fighter loses 1♥.

EXAMPLE

Buddy wants to move to the lower right space. In the situation shown below, he would lose 1♥, as the row in front of the space he is leaving is not empty.



B / CHANGE YOUR SPECIAL ATTACK



Your Special Attack is indicated by the right-hand wheel on your Controller. You can change it at any time during the **BRAWL** phase. To do so, lose 1♥, and turn the wheel to show the symbol of your choice. You cannot change Special Attacks if you only have 1 remaining ♥.

C / BATTLE AN ENEMY

You can only Battle the first Enemy in the row in front of you, following the steps listed below in order. Taken together, these steps make up a Battle.

1 Calculate the total Strength of the Enemy by adding together its **base Strength** (written on the card) with any of the following **modifiers** that are present (depending on the situation):



A Strength cube on the Enemy card increases its Strength by 1.



The Strength of Enemies with this Power symbol can be increased under some circumstances. The chevrons next to the Strength number in the upper part of the card remind you to read the card text at the bottom.

NOTE: *Enemy cards and Boss cards are different things. Certain Powers target only Enemies, and others only Bosses.*

2 Roll the dice:



You **must** always roll the green die.



If the Special Attack on your controller - or a piece of Equipment - shows at least one of the Weak Spot symbols on the Enemy card, you **can** choose to roll the blue die as well.



An Enemy's Power can also **force you** to roll an additional die (yellow, red, or white).

3 If an Ongoing effect from a Boss requires you to re-roll the dice, do so. Next, you can choose to re-roll certain dice if the effects of Equipment or Fury Abilities allow it. Use your Equipments and Abilities in whatever order you choose.

4 Finally, calculate the sum of the values shown on the dice. This sum is called the **Result**.

EXAMPLE


You are facing off against this Enemy. It has a total Strength of 4 (2 base, +1 for the cube, +1 for its Power). Your Special Attack allows you to roll the blue die. You get a Result of 3 (1 on the green die, +2 on the blue die), but because of your Bottle you are able to re-roll the green die and get a 4, for a final Result of 6.



BATTLE WON!

If the Result is greater than or equal to the Strength of the Enemy, that Enemy is **eliminated**.

• **ELIMINATED ENEMY:** When you eliminate an Enemy, whether through a Battle, a Fury Ability, or an Equipment, go through the following steps:

1. If the Enemy had a , apply it now.
2. Put the eliminated Enemy back into the box.
3. Slide the Enemy and Boss cards left in the row until the closest one is up against the board edge.

• **THROWS:** If the Result is greater than or equal to **twice the total Strength of the Enemy**, the Enemy is Thrown. Both the Thrown Enemy and the one right behind it are **eliminated** (no matter the Strength of the second Enemy). **Completely resolve the elimination of the first Enemy, and then the second one.** If the Enemy is Thrown into a Boss, the Enemy is still eliminated and you remove a Life cube from the Boss. An Enemy can be Thrown even if there are no cards behind it. A Boss cannot be Thrown.



EXAMPLE

To return to the previous example, if you got a total Result of 8 or more, the Enemy is Thrown. It is eliminated, as is the Enemy behind it. The second Enemy has a blue Power, which you will apply as a part of resolving its elimination.




BATTLE LOST!

During a Battle, if the Result is less than the Strength of the Enemy, the Enemy is **not eliminated but simply scared away**. Go through the following steps in order:

1. Increase your Fury by 1 level, if possible (see page 16).
2. Lose as many  as the difference between the Strength of the Enemy and your Result. If you fall to 0  or less, finish these steps and then move on to **FIGHTER DEFEATED**.
3. Place the Enemy back into the box.
4. Slide the remaining Enemy and Boss cards in the row until the closest one is up against the board edge.

EXAMPLE

With a Result of 3 against an Enemy with a total Strength of 5, you lose the Battle. You increase your Fury by 1 level and lose 2 . The Enemy is placed back in the box.

FURY

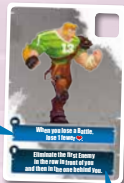


Each time you lose a Battle, whether or not you lose ♥ your Fury increases by 1 level. To do so, turn the left-hand wheel on your Controller clockwise until it shows the next arrow. You can never turn the wheel further than the up arrow ↑. Your Fury can also increase thanks to the Powers of certain Enemies.



Once your wheel has reached or surpassed the left arrow ←, benefit from the Passive Fury Ability of your Fighter.

When you lose a Battle, lose 1 fewer ♥

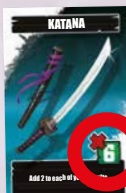


If your wheel has reached the up arrow ↑ (level 4), you can use the Active Fury Ability of your Fighter at any time **during the BRAWL phase**. To do so, turn the wheel until you reach the down arrow ↓ (level 0). You have to wait for your Fury to build back up to regain access to your Fury Abilities.

Eliminate the first Enemy in the row in front of you and in the one behind you.

EQUIPMENT

- You are limited to a maximum of 2 Equipments per Fighter. If you already have 2 and you draw more, discard Equipment (from the ones you drew or the ones you already had) until you only have 2.
- You cannot give Equipment to the other Fighter, unless an Ability says otherwise.
- If the Equipment deck is empty, you cannot obtain any new Equipment.
- Certain Equipments can break. If you roll with the green die the number shown in the green square on one of your Equipment cards, discard that Equipment after the resolution of the current Battle.



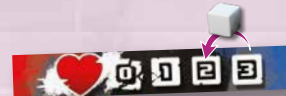
FIGHTER DEFEATED



A Fighter is defeated when their central wheel reaches 0. Lower this wheel by 1 every time that you lose 1 ♥.

When a Fighter is defeated:

- Move the Credit cube back one space. If the cube reaches the 0 space, move immediately to **GAME OVER**.
- Place the defeated Fighter back into the box, and discard their Equipment cards. Choose a new Fighter from the ones that haven't been used. Make sure that the Ongoing effect token is not still in the tile and remove it if necessary. Place this new Fighter onto one of the open spaces on the right side of the board, facing to the right.
- Set the left-hand wheel of your Controller to ↓, the central wheel to 9, and the symbol of your choice on the right-hand wheel.
- Continue the current round with this new Fighter.



TIP

To help you keep track of which Fighter is yours, you can switch Controllers for the one that matches the color of your new Fighter.



D / BATTLE A BOSS

You can only battle a Boss if all of the Enemies on the current Stage have been placed back into the box. Boss Battles work just like Battling an Enemy, with the following exceptions:

► **If you win a Battle against a Boss**, apply the blue Power if it has one and then remove a Life cube from the Boss card. If you remove the last Life cube, the Boss is eliminated. Place the Boss card back into the box. The player that eliminated the Boss draws an Equipment card. Now move on to the **SIDE SCROLL** phase of the following Stage: place the Fighter tiles on the spaces on the right half of the board, and leave your Controllers on their current settings.

NOTE: The last Life cube of a Boss can only be removed via a Battle with the Boss. If you eliminate the Stage 4 Boss, move on to **GAME OVER**.

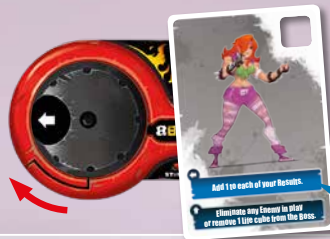
► **If you lose a Battle against a Boss**, don't remove a Life cube from the Boss. Leave the Boss card where it is. Increase your Fury by 1 level, if possible. Next, lose as many ♥ as the difference between the Strength of the Boss and your Result. Indicate your remaining ♥ on the central wheel of your Controller. If you fall to 0 or less, move on to Fighter Defeated.

EXAMPLE

You are battling a Boss that has 2 remaining Life cubes. Your first result is a 3. You lose 2 ♥ and increase your Fury by 1 level, which grants you access to your Passive Fury Ability. You do not remove a Life cube from the Boss. You battle the Boss again and get a Result of 5, allowing you to remove a Life cube from the Boss. You don't have any Equipment, so the Boss's Power has no effect on you.



You battle the Boss one more time and roll a 4 on the dice and a final Result of 5 (+1 from your Fury). The Boss' Power still has no effect on you. Finally, draw 1 Equipment card.



Add 1 to each of your Results.

GAME OVER

The game can end in one of two ways:

- 1** The cube in the available Credits zone reaches 0. You lose the game.
"The fate of the city was in your hands, but you just weren't up to the task. The mutants are now too numerous to be contained..."
- 2** You eliminate the Stage 4 Boss.
"Thanks to your courage and determination, the Boss mutant has been defeated. The spread of this horrible affliction comes to an end. The police and the scientists are able to clean up the streets, and calm returns to the city."

Victory EASY mode	Victory MEDIUM mode	Victory HARD mode	Victory without using any credits						
★	★★	★★★	+1★						
■	■	■	■	■	■	■	■	■	■

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SUMMARY

REMINDER FOR A QUICK SET-UP

- ▶ Randomly remove 8 cards from each Enemy pack. Draw 1 Boss from each Stage randomly. Shuffle all of the Equipments.
- ▶ Each player takes a Controller and turns the left-hand wheel to show , the center wheel to show , and the symbol of their choice on the right-hand wheel.

Difficulty

Upper part

Lower part

Easy

A

A

Medium

B

A







Hard

B

B

- ▶ Each player takes a **Fighter** and places it on an open space on the right side of the Battle board.
- ▶ Place around 10 little white cubes, several big white cubes, 1 green die, 1 blue die, 1 yellow die, 1 red die, and 1 white die nearby.

QUICK RULES REMINDERS

- ▶ Place the Fighter tiles on the 2 spaces on the right side of the Battle board at the beginning of each Stage.
- ▶ Beginning with the 4th Enemy card that you place in a row (or the 3rd in Medium or Hard mode), add a Strength cube to each Enemy card.
- ▶ The Fighter across from the Boss at the moment that it is placed inserts the Ongoing effect token into their tile.
- ▶ Whether or not you win a Battle against an Enemy, that Enemy is placed back in the box after the Battle.
- ▶ Each time that you lose a Battle, whether or not you lose , your Fury goes up by 1 level.
- ▶  Enemy and Boss yellow Powers take effect as soon as they are placed.
- ▶  Enemy and Boss red Powers take effect during a Battle with them.
- ▶  Enemy blue Powers only take effect when they are eliminated.
- ▶  Boss blue Powers take effect every time that you win a Battle against them.
- ▶  Boss Ongoing effects are active throughout the whole current Stage for the Fighter with the Ongoing effect token in their tile.

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