RAGE BAIT ARENA

V3 BETA - GAME RULES

How To Play

Everything you need to start a match. Simple to learn, ruthless to master.

Objective

Be the last player standing. Every player starts with a set number of lives. Lose them all and you're out.

Players

2 to 4 players. Each player starts with 10 lives, unless you're playing Hard Core and roll a 10D for your lives.

Setup

1. Shuffle the deck.
2. Deal 3 cards to each player.
3. Place the rest as a draw pile.
4. Decide who goes first. A coin flip works well.

Turn Order

1. Draw 1 card.
2. Play 1 card: attack, defence, or gameplay.
3. Resolve the effect.
4. Turn passes to the next player on your left.

Reaction Phase

When a player is targeted by a card, they enter a Reaction Phase. During this phase the targeted player may play an eligible Reaction Card to defend themselves. If they do not respond, the original card resolves immediately.

Card Types

Attack Cards - Beasts / Spells: Deal damage. Example: Hydra = 7 damage.
Defence Cards: Block or reduce damage.
Gameplay Cards: Change rules, reverse outcomes, or create chaos, including Mirror, coin flips and life swaps.

Targeting

By default, you attack the player to your left. Gameplay cards can change targets.

Coin Flip

Some cards require a coin flip. Use any coin or the Rage Bait Coin. If you don't have a coin... you're not playing properly!

Damage & Lives

Players lose lives when hit by attacks. Hit 0 lives and you're out, unless you have a Last Stand Card. The player left alive wins.

Reactions

Players can respond to attacks with Defence cards or reaction style Gameplay cards such as Mirror or Revenge. This creates the chain effect and the chaos.

Stack Order

Cards resolve last played, first resolved. This is where the madness happens.

Winning

The last player with lives remaining wins the game.

Quick Note

This is a beta version of Rage Bait Arena. We're testing, breaking and improving it over 100 games before final artwork.

OFFICIAL WORDING

Term Categories

Reaction Turn	Small response window before effect happens
Reaction Card	Any legal defensive response
Reverse	Sends effect back
Block	Prevents damage or effect
Shielded	Protected from next attack for defined turn number

Step into the arena. Follow Sam's beta playtests, see new cards revealed, and witness the chaos as Rage Bait Arena gets ready for its full launch.

Rage Bait Arena | Created by Sam | 2026