

THE COMPLETE GAME

RINGBOUND

"Every legend starts outside the ropes."

The complete wrestling life roleplaying game.

Create your wrestler. Survive training. Wrestle your debut.

Chase championships. Build rivalries. Main-event.



An original game created by Marcus Draper

WELCOME TO RINGBOUND

RINGBOUND is a game about the life of a professional wrestler — not just the matches, but everything around them: the family that raised you, the gym that forged you, the promoter who books you, the rival who defines you, and the crowd that decides whether you matter.

You need: two six-sided dice (2d6), a pencil, a printed wrestler sheet, and this book. The 54-card kit is optional but recommended — every card throws your story a curveball. The ringside reference keeps the tables where you can see them.

The promise of this game

The person before the persona. Family, background, and training shape the wrestler. A former gymnast flies; a football player slams; a kid with nothing but grit outlasts them both.

Every match changes something. Win or lose, you earn Spotlight, build rivalries, and move your story forward. There are no wasted matches.

The divisions stand equal. Men's and women's wrestling get identical rules, championships, rivalries, and main events. The card decks feature men and women equally.

One roll runs everything. Learn the core roll once and you know the whole game — training, promos, family talks, and title matches.

How to use this book

Chapters 2–6 teach the game: the roll, the wrestler, training, and matches. Chapters 7–8 expand the match — tags, stipulations, titles. Chapters 9–13 run the career: advancement, injuries, championships, rivalries, and the eternal question of face versus heel. Chapter 14 covers the women's division. Chapters 15–17 cover the three ways to play — solo, guided, and promoter — plus the optional Booked Finish mode. Chapter 18 holds every card table for no-cut play.

THE CORE ROLL

When the outcome is uncertain and failure would be interesting, roll 2d6 and add the attribute that fits. Say what you're doing, roll, and read the result:

- | | |
|--------------|--|
| 12+ | STANDOUT. You succeed — and gain something extra: the crowd, a contact, an opportunity. |
| 10–11 | CLEAN SUCCESS. It goes the way you planned. |
| 7–9 | SUCCESS WITH A COST. You get what you wanted, but there's a complication or a hard choice. |
| 6- | SETBACK. Things get worse — but the story goes on. Mark what it costs you. |

When to roll

Roll when it matters: a risky move, a hard conversation, a moment that could win the crowd. Don't roll for every punch — the match rules handle the fight. Don't roll when the answer is obvious or when failure would stop the story cold.

Attributes in play

POWER — lifting, slamming, striking force, breaking holds, intimidating.

AGILITY — speed, balance, aerial moves, dodging, escaping.

HEART — courage, charisma, promos, crowd connection, fighting through pain.

Your style edge (Chapter 4) adds +1 in its lane. Injuries subtract. Help from an ally adds +1 if they describe how they help — no silent bonuses.

CREATING YOUR WRESTLER

Build your wrestler in six steps. Roll or choose wherever you see a d6 — the dice love a surprise, but the choice is always yours.

1. Who you are

Real name, ring name, pronouns, age, hometown. Your ring name is a promise to the crowd — pick one you'd chant. Write a one-line entrance description: the music, the lights, the walk.

2. Family background (d6)

- 1 ALL IN. Your family loves wrestling. Somebody tapes every match.
- 2 AGAINST IT. They call it a dangerous fantasy. Every step costs a hard conversation.
- 3 HOLDING IT TOGETHER. A guardian works long hours. Your dream competes with real bills.
- 4 WRESTLING BLOOD. A relative wrestled before you. Big shoes. Bigger expectations.
- 5 ON YOUR OWN. Family is distant or gone. Chosen people raised you.
- 6 CAUTIOUS BUT PROUD. They worry — and they show up anyway.

3. Athletic foundation (d6)

- 1 FOOTBALL. You hit like a truck. (leans Powerhouse)
- 2 GYMNASTICS. The air is your second home. (leans High Flyer)
- 3 AMATEUR WRESTLING. You understand leverage. (leans Technical)
- 4 MARTIAL ARTS. Hands and feet are weapons. (leans Striker)
- 5 NO SPORTS — ALL GRIT. You outwork everyone. (leans Brawler)
- 6 THEATER OR DANCE. You were born for the entrance. (leans Showman)

Your foundation is color and logic: it explains WHY your wrestler moves the way they do, and the guide should honor it in narration.

4. Wrestling style (pick one edge)

See Chapter 4 for the full style list. Your style grants an edge — a +1 in its lane. You may earn a second edge later with Spotlight.

5. Attributes (assign +2, +1, +0)

No attribute starts above +2. Spotlight can raise one to +3 (Chapter 10). Injuries can drag one down temporarily (Chapter 11).

6. Moves

Name a SIGNATURE move and a FINISHER. Give each a one-line description the announcer would scream. Examples — signatures: Spinebuster, Frog Splash, Ankle Lock, Superkick, Lariat. Finishers: The Last Bell, Ringbound Driver, Starfall Press.

Face or heel?

Decide where your wrestler starts: FACE (the hero the crowd loves) or HEEL (the villain they love to hate). This isn't permanent — the Heel Turn card and Chapter 13 exist for a reason. Your choice colors how the crowd reacts, not what you can do.

STYLES & EDGES

Your style is your wrestling identity — how you move, how you win, what the crowd expects. Each grants an edge: +1 to rolls in its lane.

POWERHOUSE	+1 to POWER rolls when lifting, slamming, or overpowering.
HIGH FLYER	+1 to AGILITY on aerial moves. Risk: on a 6-, lose 1 extra Stamina.
TECHNICAL	+1 to escape or counter holds and submissions.
STRIKER	+1 to rolls for strikes — hands, feet, knees, elbows.
BRAWLER	+1 to all rolls while your Stamina is at half (5) or less.
SHOWMAN	+1 to HEART rolls for promos, entrances, and winning the crowd.

Custom edges

With your guide's approval, invent an edge in the same shape: +1 in a narrow lane, with a cost or limit. Examples: LUCHADOR (+1 to AGILITY when the ropes are involved), OLD SCHOOL (+1 to HEART when wrestling hurt), TECHNICIAN'S PATIENCE (once per match, reroll a 7–9 on a hold).

A second edge

Spending 3 Spotlight (Chapter 10) can buy a second style edge — your wrestler evolves. A Powerhouse who learns to fly is a story the crowd will never forget.

TRAINING & THE TRYOUT

Before your first match comes the work nobody applauds. The training montage is three rounds. Each round: name a focus (Power, Agility, Heart, or Style), describe the work in one sentence, and roll 2d6 + that attribute.

- 10+** Training Edge or Ready box. Three Ready boxes = +1 to your tryout.
- 7–9** Progress with a cost: injury scare, missed family event, debt.

6- Mark DOUBT (-1 tryout each). Clear it with a mentor session or an honest scene at home.

Gyms and coaches

Every territory has a gym, and every gym has a coach. A coach is a relationship, not a stat block: Rosa “Sarge” Delgado (Harbor City) believes hard truths are a love language. Training under a named coach lets you clear Doubt with a scene instead of a roll — the honesty is the point.



The work before the spotlight.

The tryout

A promoter watches you work an exhibition. Roll 2d6 + your best attribute:

- 10+** BOOKED! Your debut is a real mid-card match. Winnable.
- 7-9** Booked as the underdog in the opener. Nobody knows your name. Yet.
- 6-** Not yet. Work ring crew, train one more round, try out again.

A signed wrestler gets bookings; an unsigned one hustles for them. Contracts are simple here: the promoter promises dates, you promise exclusivity (or not — negotiate). The Contract card has opinions about the fine print.

THE MATCH

Track three things with pencil, coins, or spare dice:

STAMINA — starts at 10. At 0, you lose the match and mark an Injury.

MOMENTUM — runs -5 to +5, starts at 0. Positive favors you.

CROWD — runs 0 to 6, starts at 2. At 4+, the crowd is yours: +1 to signature and finisher rolls.

Opening

Both wrestlers roll 2d6 + AGILITY. Higher roll attacks first; ties go to the underdog — the crowd loves it. Then trade exchanges until someone wins.

The exchange

The attacker describes their offense, then rolls 2d6 + POWER or AGILITY (matching the move):

- 10+** HIT. Foe loses 2 Stamina. You gain +1 Momentum.
- 7–9** HIT, BUT CHOOSE: foe loses only 1 Stamina, or you trade — you lose 1 too.
- 6-** REVERSED. You lose 1 Stamina; foe gains +1 Momentum and attacks next.

Signature (once per match, Momentum +2 or better)

- 10+** 3 Stamina damage, +1 Crowd.
- 7–9** 2 damage, but you lose 1 Stamina selling the effort.
- 6-** Reversed, as above.

Finisher (Momentum +4 or better)

- 10+** YOU WIN — pinfall or submission, your call.
- 7–9** Choose: an ugly win (lose 2 Stamina, -1 Crowd) or a kickout (Momentum resets to +1, fight on).
- 6-** Reversed badly: Momentum swings to -2, you lose 2 Stamina.

Drama pays

On any 12+ roll, or when you kick out of a rival's signature or finisher: +1 Crowd (max 6). Describe the moment — the crowd pays for drama, not dice.

Count-outs and disqualifications

Stay out of the ring too long and the referee counts you out — ten and you're done. A disqualification ends the match immediately: the offender loses (unless the story says otherwise). Smart heels get themselves disqualified to protect a title — the champion's advantage (Chapter 8).

TAG TEAMS & MULTI-WRESTLER MATCHES

Tag team rules

The legal wrestler. Only one partner per team is legal at a time. Tag by touch — describe it.

The hot tag. Once per match, when your team is at -2 Momentum or worse, the fresh partner may take a hot tag: +2 Momentum, but start at -1 Stamina from the rush.

Double teams. With your partner's help, one exchange per match gets +1 — but if it misses (6-), both of you lose 1 Stamina.

Breaking it up. The illegal partner may break up a pin or submission once per match by spending their next exchange.



One legal. One waiting.

Triple threat & fatal four-way

Everyone for themselves. Each exchange, the attacker picks a target. The first wrestler to score a finisher victory wins — no eliminations, just one finish. Alliances form and shatter; that's the fun.

Battle royal

Start with Stamina 6 each. Exchanges work normally, but instead of damage, the winner of an exchange may attempt an elimination: roll $2d6 + \text{POWER}$ vs. the target's $2d6 + \text{AGILITY}$. Win and they're over the top rope — eliminated. Last one in the ring wins. (First Bell's solo behavior table runs the NPCs.)



Everyone for themselves.

Handicap matches

One against many. The lone wrestler gets +1 Crowd to start (the crowd loves the odds) and recovers 1 Stamina whenever they score a 10+. The team shares one Momentum track — argue about who tags in.

STIPULATIONS & TITLE MATCHES

A stipulation is a promise the match makes to the crowd. Pick one and the whole building leans forward.

STEEL CAGE No count-outs, no DQs. Win by pinfall, submission, or escaping the cage (three successful 7+ AGILITY rolls on your exchanges).

LADDER A prize hangs above. Climb with an exchange roll instead of attacking: three 7+ results wins. Your opponent can pull you down with a 10+.

NO DISQUALIFICATION Anything goes. Weapons deal +1 damage. The crowd starts at 3 — they came for violence.

2-OUT-OF-3 FALLS First to two finishes wins. Between falls, both wrestlers recover 2 Stamina. Momentum resets each fall.

IRON MAN (15) Fifteen exchanges, most falls wins. Track falls with tally marks. Stamina damage is halved — this is about endurance.

LOSER LEAVES The loser is gone from the territory for three shows. High stakes: both wrestlers get +1 to all rolls — fear is fuel.

Title matches

Champion's advantage. If a title match ends in a draw, count-out, or DQ, the champion retains. To take the belt, beat the champion clean.

Defenses. A champion who ducks a rightful contender loses 1 Crowd per show until they accept.

The belt matters. Winning your first championship is worth 2 Spotlight immediately — the locker room notices.



The prize above the ring.

CROWD, MOMENTUM & STAMINA

The three trackers are the match's heartbeat. Play them, not just the dice.

Stamina is story

At 10 you're fresh; at 5 you're selling; at 3 the crowd starts chanting your name. Don't hide low Stamina — perform it. The Second Wind card exists for exactly this moment.

Momentum is permission

Positive Momentum unlocks your best weapons: signature at +2, finisher at +4. Negative Momentum means you're surviving. The exchange math means Momentum swings fast — two reversals and the whole match turns.

Crowd is currency

Crowd 4+ gives +1 to signature and finisher rolls — the people literally carry you. Build it with drama: kickouts, 12+ rolls, playing to the fans. Heels (Chapter 13) spend it differently — boos are still noise.



Win the crowd, win the match.

AFTERMATH, SPOTLIGHT & ADVANCEMENT

Every match changes something — even a loss. After the bell, run the aftermath:

Earn Spotlight. 1 each for: winning your debut; any 12+ standout roll; finishing with Crowd 5+; keeping a promise when it cost you; earning a rival's respect; winning a championship (+2); putting someone over clean when you didn't have to.

Spend 3 Spotlight. Raise an attribute +1 (max +3), buy a second style edge, or erase an old Injury.

Update rivalries. Anyone you feuded with moves on the rivalry track (Chapter 12).

Rest or work hurt. See Chapter 11.

The loss that builds

A clean loss to a bigger name is worth 1 Spotlight — the locker room saw you belong. A loss where you kicked out of a finisher is worth a story the crowd will retell. Only a loss you didn't care about earns nothing.

INJURIES, REST & TIME

When your Stamina hits 0, you lose the match and mark an Injury. Injuries come in two sizes:

MINOR -1 ongoing to one attribute. Clears after one full show of rest (no match).

MAJOR -1 ongoing to one attribute AND -1 to training rolls. Clears after three shows of rest, or 3 Spotlight spent at once.

The guide decides minor or major: a normal loss is minor; a table spot, a run-in with a chair, or losing while already hurt is major.



The body keeps score.

Working hurt

You may wrestle injured — wrestlers do. You keep the penalty, and any new Injury taken while hurt is automatically major. The crowd respects it (+1 Crowd to start), but the body keeps score.

Time passes

A season is roughly twelve shows. Between seasons, everyone clears one Injury free and may spend Spotlight. Wrestlers age: after five seasons, the guide may offer a retirement storyline — going out on your back, putting over the future, is the most honorable ending in the business (and worth 3 Spotlight to spend on your NEXT wrestler's starting attributes).

CHAMPIONSHIPS & RIVALRIES

Championships

Every territory has titles — one for each division, plus tag titles. Holding a championship means defending it: a champion who ducks a rightful contender loses 1 Crowd per show until they accept. Losing the belt clean costs nothing but the belt; losing it dirty starts a rivalry.

Rivalries

Track each rivalry's HEAT from 0 to 5. It rises when you feud: confrontations, run-ins, stolen wins, betrayals. It falls when you settle it in the ring.

HEAT 1-2 Tension. +1 to your first exchange against them — you're ready.

HEAT 3-4 Feud. Matches against your rival earn +1 Spotlight for both of you.

HEAT 5 Blood feud. The blowoff match draws the biggest crowd of the season: start at Crowd 4. After it, the rivalry ends — as respect or ruin.

Rivalries are the engine of a wrestling story. The Rival's Shadow and Betrayal cards start them; you finish them.

FACE & HEEL

Every wrestler stands somewhere between hero and villain. FACE wrestlers earn the crowd's love; HEEL wrestlers earn their fury. Both are performances — and both can main-event.

Faces. Gain Crowd normally. The crowd forgives a face's mistakes (+1 to HEART rolls to win them back after a bad night).

Heels. Crowd gains are halved — but boos are still noise: a heel gets +1 to POWER rolls from pure menace, and never loses Momentum from crowd disapproval.

Turning. A turn needs a moment: a betrayal, a handshake refused, a save. Play the scene, then flip. The first show after a turn starts you at Crowd 5 — everyone has feelings about it.

The best characters live in between: the tweener the crowd can't decide about. If your Crowd sits at 3 for three straight shows, the guide may declare you a tweener — no bonuses, no penalties, just the crowd's complicated love.

THE WOMEN'S DIVISION

This is not a sidebar. The women's division uses identical rules, identical advancement, identical championships, and identical main events. A women's title match main-events over a men's mid-card match whenever the story earns it — which is often.

Equal everything. Attributes, Spotlight, injuries, rivalries, stipulations, paydays. No asterisks.

Mixed tags. In mixed tag matches, legal wrestlers should generally face the same gender — but the moment someone breaks that rule is always a story.

The card decks. Outside the Ropes, The Next Big Break, and When the Bell Rings feature men and women equally. Draw for anyone.



Main event is a slot, not a gender.

The first time a women's championship main-vents your territory, treat it like history — because in your promotion's story, it is. The crowd will remember where they were.

WAYS TO PLAY

Guided (recommended to start)

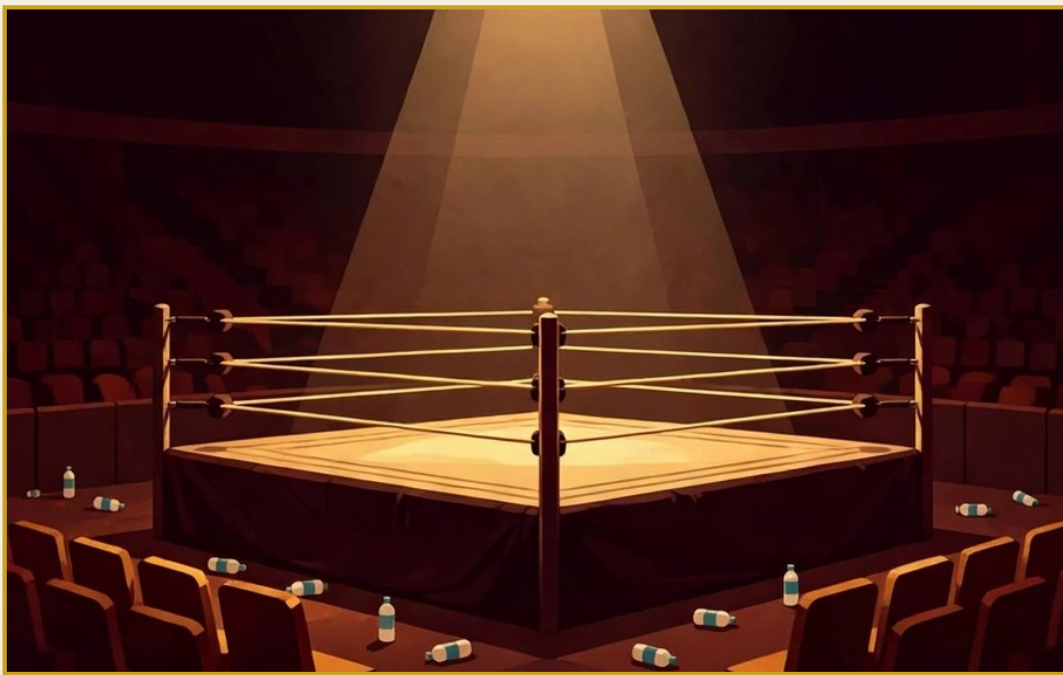
One player is the guide: they play the promoter, the opponents, the crowd, and the world. Everyone else plays wrestlers. The guide reads boxed text aloud, calls for rolls, and keeps the show moving. The guide never rolls against the players secretly — the dice are on the table.

Solo

You are the wrestler and the world. Use the oracle: when a yes/no question arises, roll d6 — 1-2 no, 3-4 yes but, 5-6 yes. For opponents, use the solo behavior table (roll d6 each exchange: 1-2 aggressive, 3-4 technical, 5-6 showboat). Draw cards and let them surprise you — that's the whole engine. The solo career guide (a separate book) adds seasons, standings, and random events.

Promoter play

One player is the promoter and doesn't play a wrestler — they book the entire card, play every NPC, and shape the territory's story. The other players are the talent. The promoter's guide covers booking philosophy: every show needs an opener that pops the crowd, a middle that builds, and a main event that pays off.



The building is waiting.

BOOKED FINISH (OPTIONAL MODE)

By default, match outcomes are genuinely undecided — dice and decisions. But real wrestling has finishes, and some tables want them. In Booked Finish mode, the guide (or the group) decides the winner BEFORE the match. The game becomes about HOW you get there.

Call it in the ring. Wrestle the match normally. The booked winner should win — but the dice don't know that. If the loser is winning on the cards, they start selling: describe taking the beating of their life.

Protect the loser. A booked loss should still look strong: kick out of a finisher (+1 Crowd), lose by interference, or pass out in a hold rather than tapping.

Going into business for yourself. A player may defy the finish and try to win for real. If they do, the promoter blacklists them: -2 to all booking rolls until they make amends, and the locker room never trusts them again. It's allowed — and it's a bomb.

Booked Finish works best for title changes, feud blowoffs, and tournaments. Use it for the matches the story needs; let the dice have everything else.

RUNNING YOUR FIRST SHOW

Your first session after creating wrestlers. Keep it to three matches:

- 1. The opener.** Two rookies or a rookie vs. a veteran. Short, energetic, gets the crowd warm (start at Crowd 3).
- 2. The middle.** A rivalry match or a stipulation. This is where a card gets drawn — pull one per match from When the Bell Rings.
- 3. The main event.** Your wrestler's debut (or the biggest names). Start at Crowd 2, but a main event means the finish matters double: winner earns +1 Spotlight.

Between matches, draw from Outside the Ropes (backstage life) and The Next Big Break (career). End the show with aftermath: Spotlight, injuries, rivalry heat. That's a session. Do it eleven more times and you've got a season.

CARD TABLES – NO-CUT PLAY

No scissors? Roll d6 twice per draw: the first roll picks the wave (1-2: First Bell, 3-4: New Blood, 5-6: Main Event), the second picks the card.

OUTSIDE THE ROPES – First Bell

- 1 An Empty Seat — confront (HEART), hide it (-1 Crowd gain), or reach out.
- 2 The Phone Call — go home (lose a round, clear Doubt) or stay (HEART 7+).
- 3 Bills on the Table — side job (skip a round) or bet on yourself (-1 Stamina, +1 Crowd).
- 4 Proud, Quietly — +1 next HEART roll; they wait by the curtain anyway.
- 5 The Old Photo — once this session, reroll one failed roll.
- 6 Draw the Line — promise care (Doubt till you win) or refuse (HEART 7+).

OUTSIDE THE ROPES – New Blood

- 1 The Empty Chair at Dinner — call at intermission (HEART 7+) or let it go.
- 2 Dad's Old Boots — wear them (+1 HEART roll) or keep safe (reroll one HEART fail).
- 3 The Medical Bill — pay (lose Training Edge) or let it ride (Doubt).
- 4 Home for the Holidays — work (+1 Spotlight if you win) or go home (clear Doubt).
- 5 The Letter — read before (+1 HEART) or after a loss (clear Doubt).
- 6 Training on Empty — train hungry (-1 training) or work a shift (skip a round).

OUTSIDE THE ROPES – Main Event

- 1 The Apartment — train elsewhere (-1) or make peace (HEART 7+: +1 Crowd hometown).
- 2 The Day Job — cut hours (Doubt till payday) or quit (-1 training till booked twice).
- 3 The Reunion — cut a promo (HEART 10+: +1 Crowd) or endure (Doubt).
- 4 Growing Apart — reach out (HEART 7+: ally for life) or let go (+1 to one solo roll).
- 5 The Promise — swear it (2 Injuries = retire or break it) or refuse gently.
- 6 The Emergency — go home (miss match, -1 booking) or send money (HEART 7+).

THE NEXT BIG BREAK – First Bell

- 1 Five Minutes to Impress — take it now (-1) or ask for later (HEART 7+).
- 2 The Veteran's Offer — accept (mentor: free reroll/session) or decline.
- 3 Ring Crew Days — +1 next tryout, meet a future ally.
- 4 A Name on a Poster — laugh it off (+1 Crowd) or demand a fix (HEART).
- 5 The Rival's Shadow — confront (rivalry), outwork (+1 training), befriend (ally).

- 6 Social Media Heat — lean in (+1 Crowd, -1 tryout) or correct it.

THE NEXT BIG BREAK – New Blood

- 1 The Dark Match — steal it (HEART 10+: +1 Crowd, +1 booking) or play safe.
- 2 The Agent's Card — sign (+1 booking; title shot goes to his client) or pass.
- 3 Injury Timeout — rest (clear Injuries, miss 2 shows) or work hurt (-1 all, +1 Crowd).
- 4 The Heel Turn — turn (half Crowd gains, +1 POWER, +2 Spotlight) or stay true.
- 5 Tag Partner Wanted — rival (respect) or rookie (-1 tags, +1 Spotlight mentor).
- 6 The Title Shot — tonight (-1 match; win = champion) or next week (HEART 7+).

THE NEXT BIG BREAK – Main Event

- 1 The Contract — sign (+1 booking, exclusive) or review (HEART 7+: clause struck).
- 2 The Tour — go (+2 Spotlight, Doubt) or stay home.
- 3 The Interview — honesty (HEART 10+: +1 Crowd) or no-comment (-1 HEART).
- 4 The Betrayal — revenge (+1 vs them, -1 Crowd) or forgive (HEART 10+: +2 Crowd).
- 5 The Comeback — promo (HEART 10+: +2 Crowd) or just show up (+1 first match).
- 6 The Big League Scout — play to them (HEART 7+: tryout) or wrestle (Crowd 5+ win: approached).

WHEN THE BELL RINGS – First Bell

- 1 They're On Their Feet! — risky signature (+1; miss +1 Stamina) or stay course.
- 2 The Botched Spot — cover (HEART 7+: +1 Crowd) or push through (-1 Momentum).
- 3 Busted Open — +1 Crowd; -1 extra Stamina on every 6-.
- 4 The Ref's Blind Side — expose (AGILITY 7+: +1 Crowd, foe -1 Momentum) or cheat back.
- 5 Second Wind — at 3- Stamina: regain 2, describe the kid chanting.
- 6 The Crowd Turns — steal back (HEART 10+: +2 Crowd) or embrace boos (+1 POWER).

WHEN THE BELL RINGS – New Blood

- 1 The Hot Tag — now (+2 Momentum, -1 Stamina) or wait (partner -1 extra).
- 2 The Near Fall — feed off it (+1 Crowd) or sell (foe +1 Momentum).
- 3 The Low Blow — retaliate (win exchange, -1 Crowd) or stay clean.
- 4 The Table Spot — through it (hit: +2 Crowd/3 dmg; miss: -3 Stamina).
- 5 The Run-In — ally (foe -2 Momentum) or rival's friend (-1 your rolls).
- 6 The Double Count-Out — beat it (HEART 7+: +1 Momentum) or draw.

WHEN THE BELL RINGS – Main Event

- 1 The Rope Break — grab (foe -1 Momentum) or endure (+1 Crowd).
- 2 The Dusty Finish — accept (+1 Crowd) or restart (HEART 10+; 6-: chaos).
- 3 The Standing Ovation — soak (+2 Crowd, lose initiative) or focus (+1 Momentum).

- 4 The Foreign Object — expose (AGILITY 7+: DQ win, -1 Crowd) or use it.
- 5 The Last-Minute Kickout — HEART 10+: survive at 1 Stamina, +2 Crowd.
- 6 The Passing of the Torch — honor it (+2 Spotlight) or put them over.