Drunken Boxing (version 2)

Components

* 1 set of Black Dice(d4, d6, d8, d10, d12, d20)
* 1 set of Green Dice(d4, d6, d8, d10, d12, d20)
* 2 pieces of paper (1 for each player)
* 2 pens (1 for each player

Players

“Drunken Boxing” is played with 2 players.

Objective

The objective of “Drunken Boxing” is to do as much damage to your opponent before the end of 5 rounds.

Setup

You are the boxing star for your star boxer, each round you must determine whether to slip your boxer some booze or slap him to sober him up. Players decide who will play as Black coach and who will play as Green coach. Before the game starts both players will need to use a pen and paper to record damage taken each round.

**To decide who goes first players roll both their d8, and the highest roll goes first** (in the event of a tie, both players reroll the dice). Before the game begins, each player will start with their d8 as their boxer.

Rules

Turn Sequence

Before each round is played each player must secretly decide to either booze up or sober up their boxer. The rules for this are as follows:

* **Booze Up:** upgrade your boxer by swapping out your current die for a larger die (example: d8 is now a d10).
* **Sober Up:** downgrade your boxer by swapping out your current die for a smaller die (example: d8 is now a d6).

Winning a round means you must roll a higher die roll than your opponent, but this roll must be within the limits between both of your chosen die. For example, if both players are rolling a d6, the dice are the same value, so any higher attack wins. However, if one player has a d10 and the other player has a d4, then the difference between the die is 6, so if the d10 player beats the d4 player by 6 or more, then the d10 player overthrows a punch and misses, allowing the d4 player to hit that round. Damage is equal to the difference in rolls.