Drunken Boxing (version 03)

Components

* 1 set of Green Dice (d4, d6, d8, d10, d12, d20)
* 1 set of Black Dice (d4, d6, d8, d10, d12, d20)
* 2 boxer cards (1 green and 1 black boxer)
* 20 boxer health cards (10 green and 10 black health cards)

Players

“Drunken Boxing” is played with 2 players.

Objective

The objective of “Drunken Boxing” is to knock out your opponent before the end of 3 rounds.

Setup

You are the boxing coach for your star boxer and you must help him win the biggest bout of his lifetime. Each round you must determine whether to slip your boxer some booze or slap him to sober him up, as well as determine which moves he will perform each round.

Before you start playing, decide who will play as Black coach and who will play as Green coach.Each player displays their boxer card to "Good" and their 10 boxer health cards in front of them so that they can keep track of the status of their boxer.

**~~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).~~

Each coach now must choose which moves their boxer will perform. The goal of the boxing round is to defeat your opponent's die roll by rolling higher than them as long as you are under the max limit.

**Max Limit:** When you choose a die to throw you also are setting the max limit an opponent can beat you by. If you choose to throw a d4, then your opponent can only beat your die roll by a maximum of 4, if you were to choose a d8, then your opponent can only beat your die roll by a maximum of 8, etc…

**Rolling:** Each coach secretly chooses a die to roll, and on the count of 3 both coaches roll their die simultaneously. As long as your die roll beats your opponent's die roll and is under the max limit, you score damage that round. The damage done is the difference between the die roll, but never higher than 5.

**Ties:** If both players tie, then each coach selects another die to throw. If the next throw is another tie, then choose yet another die to throw and continue until the tie is resolved or if players run out of dice. If the players run out of dice then the round is over and there is no damage done. However, if one player wins then the damage done is critical hit and is times by the number of dice involved in the tiebreaker!

**Taking Damage:** When a player takes damage they remove health cards equal to the damage done. If a player's boxer card is currently "Good" and runs out of health cards, then they flip over their boxer card to "Hurting" and regain their 10 health cards. Once they run out of 10 health cards again they lose the game.

~~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.~~

Victory

If your opponent has run out of health or you've done the most damage to your opponent after 3 rounds then you win!