Black and Blue (version 04)

Components

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

Players

**“Black and Blue”** is played with 2 players.

Objective

The objective of **“Black and Blue”** is to knock out your opponent before the end of 3 rounds.

Setup

**You are a prize heavy weight boxer about to fight your rival in the bout of your lifetime. Using a variety of dice you must outwit your opponent and knock him out to claim the championship title.**

Before you start playing, decide who will play as black and who will play as blue boxer.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 their status throughout the game.**

Rules

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 they do**. *The game is played in 3 rounds, each round you will take simultaneous turns rolling a die of your choice against your opponent. Damage is dealt depending on the outcome of the die roll. A round is over when all dice has been thrown.*

**~~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:** Secretly choose a die to roll from your dice pool, and on the count of 3 both players will roll their die simultaneously. As long as your die roll beats your opponent's die roll you score damage for that turn. ~~The damage done is the difference between the die roll, but never higher than 5.~~

**Damage: Damage is only dealt to the loser of the dice roll. Damage dealt is equal to the difference between the dice roll, but only up to a maximum value of the loser’s die they choose to roll. The losing player discards boxer health cards equal to the damage done that turn.**

***Maximum Value Example:*** *Player 1 rolls a “2” on a d4 losing to Player 2’s “7” on a d8. While the difference of the die roll is 5, the maximum value of Player 1’s die is 4. Player 1 will only take 4 damage.*

**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 a critical hit! **Damage is equal to the difference between the two dice times the amount of dice rolls involved in the tie-breaker.**

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!