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GAT 211A—Fall 2014

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Project 1

Black & Blue Rules

Black & Blue (version 6: Final)

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, 1 die per turn until all 6 die are thrown. Damage is dealt depending on the outcome of the die roll. A round is over when all dice have been thrown.

**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. After assessing damage the dice are put aside and new dice are thrown for the next turn.

**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. If a player has run out of health for the first time, then they must perform a Knockout Recovery.

**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 in this example.

**Ties:** If both players tie, then each player 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.

**Knockout Recovery:** When you run out of health your boxer is down for the count! Flip over your boxer card to “Hurting” and you will now roll your d10 to help your boxer get up. Your opponent will slowly count down from 10 to 0. With every number they count down you roll your d10 and try to match or beat the number they announce. The number you finally match or beat is the number of health you will regain. The round continues as normal but your boxer is will not be able to save themselves with a knockout recovery again.

Victory

If your opponent has run out of health or at the end of three rounds you have the most health remaining then you win the championship!