PUNCH GAME

BLITZ!

a game by Draner
Lytel Saffron

Punch Game BLITZ!

b.0.4
By Draner

https://lytel-saffron.neocities.org/

Table of Contents

A Brief Introduction

Hello!

This is a project I've been working on for a little while. I had an idea for how to simulate a fighting game through a tabletop card game, decided on a novel way to reduce randomness by getting rid of shuffling all together, and found to be quite a bit of fun. After some work, I now release it to you lovely folks on the internet to do with it what you will. I hope you enjoy!

Cheers,

Draner of Lytel Saffron

A Quick How To Play:

Each player has 12 HP. First players will choose if they want to play a super card. Then players will choose a Fight! card from their hand, and finally each will turn their cards face up. The cards will do their things, and each player has a chance to respond with their single use Blitz cards. Cards are then returned to hand. First to reduce their opponent to 0 HP wins!

Rules

1. The Basics

The objective of this game is to defeat your opponent by reducing their HP from 12 to 0. Each player starts with a 12 card hand, 9 of are which Fight! cards and 3 of which are BLITZ! cards. Distance starts at 0.

1.1 Materials

To play, you will need a way to track distance, a way to track HP, and a way to track meter, and a hand of 12 cards for each player, Good options for tracking numbers include a small pile of D6, a pencil and paper, or small dry-erase boards.

1.2 Playing the Game

Punch Game Blitz is played through multiple rounds, where players set cards and reveal them simultaneously. After cards are revealed, their cost is then paid, they do their effects, and are returned to hand. When one or more players reduces the other's life total to 0 or less, they win.

1.3 Meter and Costs

Many cards require meter to be played. Meter can be gained through cards such as Charge. Meter is paid when a card has its first effect. If you can't pay a card's meter cost for whatever reason, it has no effect.

1.4 Range and Distance

Some cards such as Dodge Roll instruct you to move. To do this, increase or decrease the distance between you and the opponent by the move number. If your distance exceeds a card's Range, the effects whiff and do nothing. The maximum distance between players is 5. Distance is always positive, so if you would have a negative distance, simply take its absolute value. A card without range will always do its effects.

2. Card Anatomy

This game is intended to allow for player expression, and that includes in actual card design! As long as your card clearly displays all relevant information, you're perfect. Please consider even making your own cards and expansions!

2.1 Fight! Cards

Fight cards have the following traits: A name, a type, card text. Most Attacks and Supers will also have Range.

2.2 BLITZ! Cards

BLITZ! cards have the following traits: A name, a trigger, and an effect.

3. Phases of Play

Each round has three phases of play; Super Flash, Option Select, and Act.

3.1 Super Flash

This phase is when you place any Super cards you want to play face down.

3.2 Option Select

This phase is when you place an Attack, Defend, or Special card face down.

3.3 Act

This is where the magic happens! Each player reveals all played cards, and then their effects happen in order based on priority. If any effects share priority, their effects happen at the same time (Rule 5.6). Blitz Cards can be played at this time, before effects begin to resolve.

4. BLITZ! Cards

These are your last and most powerful line of support. They're always free, but can only be played during the Act phase, and only if you will achieve their triggering condition this round. Once you use each individual BLITZ! option, they're discarded rather than returned to your hand.

4.1 Triggering a BLITZ! Card

BLITZ! cards aren't triggered by something actually happening, but rather the inevitability that it would happen if you don't intervene. For example, if you play Charge and your opponent plays Punch, the outcome is that you would get hit. Since you *would* get hit, the BLITZ! card Burst's get hit condition would be satisfied, allowing you to play it to prevent the hit from ever happening.

5. Keywords

Punch Game BLITZ! uses keywords as a shorthand to quickly explain what a card does. All keywords in the base game are explained here.

5.1 Block

When you block something, reduce its damage by the block number. You can only block cards with the same priority.

5.2 Copy

To copy a card, execute its effects without playing the card or paying its costs. Unless otherwise specified, this happens immediately after the card that did the copying.

5.3 Move

To move, either increase or decrease the distance by the listed amount. If you move forward, always decrease the distance, and if you move backwards always increase it.

5.4 On Block

If an effect triggers on block (seen on a card as On Block: [Effect]), it triggers if it blocks any amount of damage.

5.5 On Hit

If an effect triggers on hit (seen on a card as On Hit: [Effect]), it triggers if it deals any amount of damage.

5.6 Priority

Effects with higher priority happen before other effects during the Act phase. Priority first always goes first, and priority final always goes last.

5.7 Secretly Choose

To secretly choose, you choose something... in secret! Write down what you choose somewhere, and keep the information hidden until it's relevant later.

5.8 Uninterrupted

A card is uninterrupted if you don't take damage in a priority before any of its effects happens.

6. Advanced Rules

When using advanced cards, some additional keywords and mechanics are added to the game. These rules are kept with the general rule section for quick look up convenience, but can be safely ignored if you aren't using advanced cards.

6.1 BOOST!

BOOST! tokens are cards made by other cards. They can be activated after both players have placed a card for Option Select but before the cards are revealed for Act, and remain in play until discarded.

6.2 Overcharge

Overcharge is a keyword that allows you to pay additional meter to get more out of your effects. To Overcharge N, pay N meter. If you do, you gain all effects below the Overcharge line. Secretly choose whether to Overcharge before playing an Overcharge card.

6.3 Preparations

Preparations is a keyword that prevents using a card unless certain conditions are met. You may only use such a card if you have completed its pre-game preparations, listed immediately after the ability.

6.4 X

X is a placeholder number. Its value will be defined somewhere on the card that uses it. The value of X on any given card does not affect other values of X.

6.5 ?!?!

?!?! is another placeholder number. You choose its value. If the card doesn't state any other time to choose the value of ?!?!, choose the value when you pay the card's costs.

Fight! Cards

Attack

Boston Bash

Attack, Range: 1   Meter: 1

Deal 2 damage. If you don't deal any damage this way, take 2 damage.

Bounce Off

Attack, Range: 0   Meter: 3

Deal 1 damage.
Priority -1: If you didn't deal damage this act, Move 3.

Chokeslam

Attack, Range: 0   Meter: 2

Priority -2: If uninterrupted, deal 5 damage.

Fireball

Attack   Meter: 3

Deal 2 damage.

Goring Rush

Attack   Meter: 3

Priority -1: Move to distance 0 and deal 1 damage.

Gun

Attack, Range: 3   Meter: 3

Deal 3 damage, minus distance.

Izuna Drop

Attack, Range: 3   Meter: 2

If distance is exactly 3, set distance to 0 and deal 3 damage.

Jab

Attack, Range: 0   Meter: 2

Priority +2: Deal 1 damage.

Meter Mash

Attack, Range: 0   Meter: 2

Deal 1 damage.
If this dealt damage, gain 4 meter.

Punch

Attack, Range: 0   Meter: 2

Deal 2 damage.

Strike

Attack, Range: 1   Meter: 3

Deal 2 damage.
Priority -1: On hit, gain 1 meter.

Suplex

Attack, Range: 1   Meter: 3

Priority -1: Deal 1 damage. If uninterrupted, deal an additional 1 damage.

Tipper

Attack, Range: 2   Meter: 4

If distance is exactly 2, deal 4 damage.

Tornado Kick

Attack, Range: 0   Meter: 5

Priority +1: Move 1
Deal 2 damage.

Defend

Block

Defend   Meter: 0

Block 2.
Priority -1: On block, gain 2 meter.

Deep Breath

Defend   Meter: 0

Block 1. Gain 2 meter.

Dodge Roll

Defend   Meter: 3

Priority +1: Move 1.

Parry

Defend   Meter: 2

Block all.

Special

Charge

Special   Meter: 0

Gain 3 meter.

Cowardice!

Special   Meter: 0

If your opponent used a defend this round, gain 5 meter.

Kickstart your Heart

Special   Meter: 0

Take 1 damage. Gain 4 meter.

Limit Break

Special   Meter: 2

Priority -1: If uninterrupted, Option Select twice next round. The second card has -1 priority on all effects.

Moon Jump

Special   Meter: 4

Priority +1: Move 3. Skip your Option Select next round.

Rift

Special   Meter: 1

Secretly choose 2 or 3.
Gain a BLITZ!: Trigger: Block. Reveal the number you chose, then move that many spaces.

Sidestep

Special   *Meter: 3*

Priority -1: Move 2.

Smell of the Game

Special   *Meter: 0*

If your opponent used an attack this round, gain 5 meter.

Teleport

Special   *Meter: 5*

Priority -1: Set distance to any number.

Supers

1000 Cuts

Super, Range: 1   *Meter: 8*

Deal 3 damage. If this isn't a copy, copy this for the next two rounds.

Instant Cancel

Super, Range: 1   *Meter: 10*

Deal 1 damage.
Priority -1: On hit, play 3 more attack cards without paying meter.

Plummet 16 Feet Through The Announcer's Table

Super, Range: 0   *Meter: 10*

Priority -3: Deal 3 damage. If uninterrupted, deal an additional 7 damage.

Super Taunt

Super   *Meter: 5*

Priority -1: If uninterrupted, gain 10 Meter.

BLITZ! Cards

Burst

BLITZ!   *Trigger: Get Hit*

Priority First: Prevent all damage and effects this round.

Chain Link

BLITZ!   *Trigger: Hit*

Priority -1: Copy an attack from your hand.

Free Combo

BLITZ!   *Trigger: Hit*

The opponent's Attack and Defend cards do nothing next round.

Push Block

BLITZ!   *Trigger: Block*

Priority Final: Gain 3 meter and move 1.

Super Armor

Priority First: Your cards can't be interrupted.

Sample Hands

Provided below are a few sample hands to get you started. Feel free to use, modify, and/or ignore them as you see fit.

Don Pugno

A mobster debt collector. Gets up close and personal for optimal intimidation and extortion.

Attack

Gun, Goring Rush, Meter Mash

Defend

Block, Dodge Roll

Special

Kickstart your Heart, Smell of the Game

Super

Plummet 16 Feet Through The Announcer's Table, Super Taunt

BLITZ!

Burst, Free Combo, Super Armor

Kathy the Ripper

A cat with bad habits of burglary and violence. Tries to win through trickery instead of sheer power.

Attack

Izuna Drop, Meter Mash, Tipper

Defend

Dodge Roll

Special

Kickstart your Heart, Limit Break, Rift

Super

Instant Cancel, Super Taunt

BLITZ!

Burst, Chain Link, Free Combo

Fighter from the Streets

An honest, all rounder fighter in it for the love of the game.

Attack

Fireball, Punch, Tornado Kick

Defend

Block, Deep Breath, Dodge Roll

Special

Charge, Smell of the Game

Super

Instant Cancel

BLITZ!

Burst, Free Combo, Push Block

For Advanced Players

After making this game initially, I made a few expansion packs. I think these contain many of the more fun and interesting card designs, but introducing them all in one section was overwhelming to new playtesters. As such, I have moved them to their own section for your enjoyment.

Cheers again, and happy gaming,

Draner of Lytel Saffron

Advanced Fight! Cards

Attack

Cross-Up Tea Cup

Attack　　　　　*Meter: 3*

Move 1 Forward. If distance was 0, deal 3 damage.

Fishslap

Attack, Range: 1　　*Meter: 1*

On hit, increase distance by 1.

Foul Play

Attack, Range: 0　　*Meter: 0*

Priority -1: If uninterrupted, deal 1 damage.

Heavy Bash

Attack, Range: 1　　*Meter: 5*

Deal 3 damage. If this is blocked, gain *Frame Advantage*.

Hidden Butterfly

Attack, Range: 0　　*Meter: 4*

Deal 4 damage if there are no other moves in this priority, then secretly choose +1, 0, or -1. The next time you play this card, reveal that number. Hidden Butterfly's priority becomes that number.

Illusory Lunge

Attack, Range: 1　　*Meter: 5*

Move to distance 1 and deal 1 damage.

Scaredy-Cat

Attack　　　　　*Meter: 4*

Deal 4 damage if distance is 2 or greater.

Shadow Fist

Attack, Range: 1　　*Meter: 4*

Deal 2 damage.
Priority -1: If the opponent blocked, deal 3 damage.

Siphon

Attack, Range: 1   Meter: 3

Deal 2 damage. If the opponent used a super, also gain 4 meter.

Spontaneous Proboscis

Attack, Range: 2   Meter: 4

Priority +1: Deal 3 damage.

The Equalizer

Attack, Range: 2   Meter: 4

Deal and take 4 damage.

Throwing Knives

Attack, Range: 4   Meter: 4

Deal damage equal to distance.

Wild Rush

Attack   Meter: 1

Priority -1: Move to distance 0 and deal 1 damage.
Overcharge 2
Priority +1: Move to distance 1 and deal 1 damage.

Defend

Double Team

Defend   Meter: 1

Block 2.
Overcharge ?!?!
Priority -1: Copy a move from your hand with cost equal to the paid overcharge.

Incorporeal Roll

Defend   Meter: 3

Priority +2: Set distance to 1.

Korean Backdash

Defend   Meter: 0

Move back 1. Lose 4 meter. You can't use other cards to move next round.

Overcome

Defend   Meter: 0

Block 1
Priority -1: On block, gain *Armored*.

Pocket Sand

Defend   Meter: 0

Priority +1: Your opponent's attacks have -1 range this round, to a minimum of 0.

Steal Momentum

Defend   *Meter: 2*

Block +3. If damage blocked this way, move that much.

The Shine

Defend   *Meter: 1*

Priority 1: Block 2. If damage is blocked this way, deal 1 damage.
Secretly choose a number. Next time you play The Shine, reveal that number and change its priority to that number.

Special

Call the Swarm

Special   *Meter: 2*

Secretly choose Bee, Bird, or Moth.
Gain a BLITZ! Trigger: Hit in the next two rounds. Reveal the critter you chose and trigger its effect:
Bee: Deal 2 damage.
Bird: Move 2.
Moth: Gain 4 meter.

Combustible Head

Special   *Meter: 3*

Gain *Overkill*.
Overcharge 3
Gain *Overkill*.

Fight or Freeze

Special   *Meter: 2*

Players can't use specials next round.

Ghostcall

Special   *Meter: 2*

Copy *Punch* next round. Gain *Frame Advantage*.

Harden

Special   *Meter: 0*

Gain *Armored*.

Heaven or Hell

Special   *Meter: 0*

If it's the first round, gain 3 meter.
Priority -1: If the opponent used a special, gain 3 meter.
Priority -2: If uninterrupted, gain 1 meter.

Iron Will

Special   *Meter: 0*

Priority -4: Gain 2 meter. Gain an additional 1 meter for every point of damage you've taken this round.

Pesky Pulse Rifle

Special   *Meter: 0*

Priority +3: Interrupt all moves.
Overcharge 5
Priority +3: Deal 1 damage.

Pickin' Daisies!

Special   *Meter: 0*

Priority -3: Gain 2 meter. If interrupted, deal 1 damage.

Stop Beating Around the Bush

Special   *Meter: 5*

Priority -1: Set distance to 0. Players can't move next round.

Stronger Will

Special   *Meter: 2*

Secretly choose +1, 0, or -1 twice. Next round, create two *Block* with priorities modified by the chosen numbers.

Wait

Special   *Meter: 0*

Gain *Frame Advantage*.

Super

Deus Ex Machnina

Super   *Meter: 11*

Before playing, secretly choose a priority.
Priority ?!?!: Block 11. If damage is blocked this way, deal 11 damage to the opponent.

Disarm

Super   *Meter: 14*

Gain *Overkill*. When you next use overkill, the affected attack also gains "If uninterrupted, deal 3 damage and the opponent discards the blocked card."

Fill Them with Lead

Super, Range: 4   *Meter: 8*

Priority -1: If uninterrupted, deal 8 damage minus twice the distance.

Last Gasp

Super, Range: 1   *Meter: 12*

Deal 12 damage minus your current HP.

Macro Magic

Super   *Meter: X*

<u>Preparations</u>: Make a deck of 3 Attack cards.
This super costs X, where X is the total cost of all cards in its deck.
Priority +5: Copy all cards from this super's deck.

Missile Barrage

Super, Range: 4   *Meter: 10*

Deal 2 damage. On hit, gain Frame Advantage, and the next time you use Frame Advantage, copy this effect.

Orbital Lobotomy

Super, Range: 2   Meter: 14

Deals 1 damage.
Priority -1: On hit, look at your opponent's hand, choose a card. Your opponent discards that card.

Siphon Soul

Super, Range: 0   Meter: 10

Priority +1: Deal 4 damage, then heal equal to the damage dealt.

Test Case

Super   Meter: 0

Preparations: Make a deck of 18 Fight! cards and 6 BLITZ! cards.
Shuffle all cards in your hand into this super's deck, then draw that many cards minus 1.
Overcharge 12:
Draw two cards from this super's deck.

Why Are You Hitting Yourself?

Super, Range: 2   Meter: 10

Deal 1 damage.
Priority -1: On hit, search the opponent's hand for 3 attacks and copy them.

BLITZ! Cards

Energy Drink

BLITZ!   Trigger: Move

Move 2.

Feint

BLITZ!   Trigger: Whiff

Gain meter equal to the cost of all attacks.

Frame Trap

BLITZ!   Trigger: Get Hit

Priority Final: You may use an attack.

Hat Trick

BLITZ!   Trigger: Hit

Gain *Armored*, *Frame Advantage*, and *Overkill*.

Mulligan

BLITZ!   Trigger: Whiff

Priority First: Prevent all damage and effects this round.

Smoke Break

BLITZ!   Trigger: Get Hit

Set all player's meter to 0.

Time Stop

BLITZ!   Trigger: Hit

You may use up to two more attacks, set at this priority.

BOOST! Tokens

Armored

BOOST!

Discard this card: Give cards you play this round Block 2.

Frame Advantage

BOOST!

Discard this card: Give your next move +1 priority to all effects.

Overkill

BOOST!

Discard this card, take 1 damage: This next attack or super deals 3 more damage on hit.