

## Punch !

A game of boxing for two boxers aged 8 and up, lasting 15 to 30 minutes.

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### Introduction

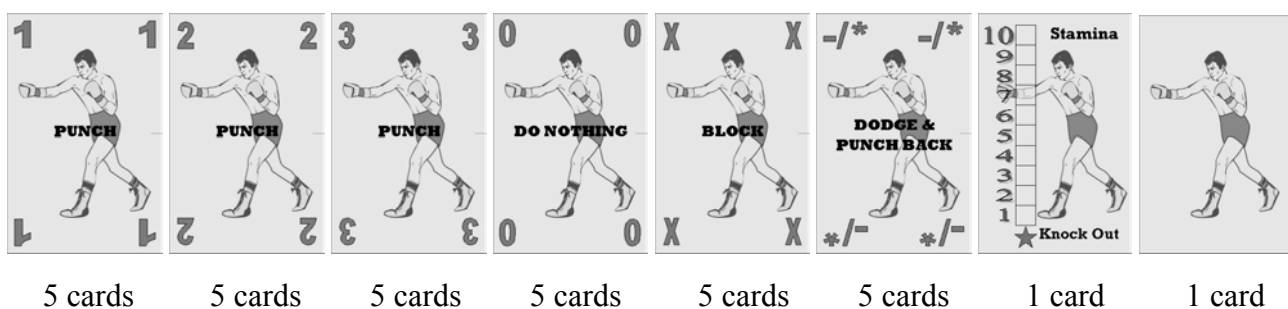
Welcome to the world of Boxing. You and your adversary are about to fight it out in the rink. Each match consists of 3 rounds and whoever is still standing or has the most stamina at the end is the winner. Will you land your carefully planned punches on target? Will you be able to block your opponent's punches? Will you be able to out bluff your rival? Can you knock him or her out before the end of the match? You will soon find out in this fast and fun game of boxing.

### Contents

The game has 64 cards in two decks (blue and red) and each player gets an identical deck of the following 32 cards in his or her favorite color (*see figure 1*):

- 5 *Punch* cards marked with (1), punching the opponent with power 1
- 5 *Punch* cards marked with (2), punching the opponent with power 2
- 5 *Punch* cards marked with (3), punching the opponent with power 3
- 5 *Do Nothing* cards marked with (0), gaining 1 stamina point if opponent uses a non *Punch* card
- 5 *Block* cards marked with (X), blocking a opponent's *Punch* of any power
- 5 *Dodge and Punch Back* cards marked with (-/\*), avoiding an opponent's *Punch* and instead inflicting him or her with a *Punch* of the corresponding power
- 1 *Boxer Stamina* measuring card
- 1 *Blank Boxer* card for partially covering the Stamina card

(figure 1)



### Description and Aim of the Game

Each match consists of three rounds. In each round ten cards are played. In between rounds there are breaks that allow the boxers to rest and regain some stamina. After the three rounds have completed the boxer with the most stamina left wins the match. Of course it is possible for a boxer to knock out

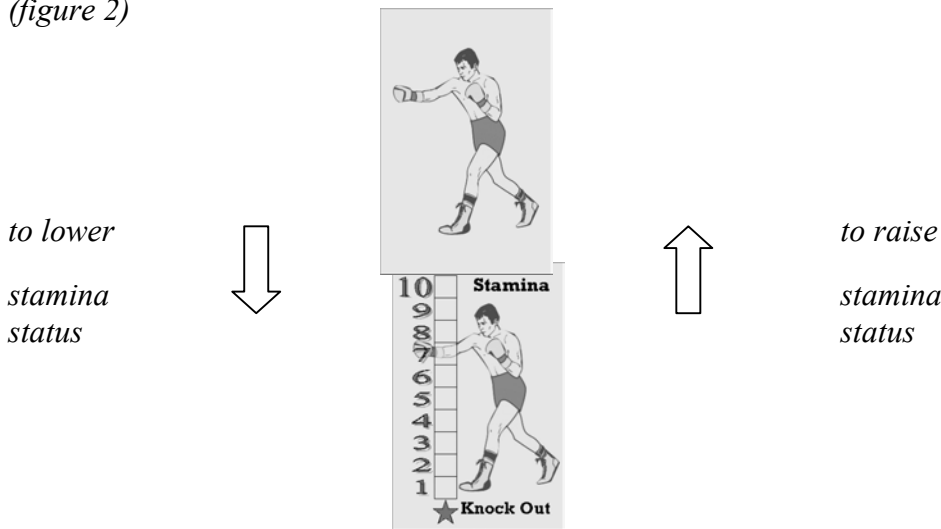
his adversary before the entire match gets played. This is part of boxing. Whoever wins three matches in total is the winner of this game.

### Game Setup

Players decide which color they are going to play with, red or blue.

Each player gets the corresponding color stamina card and places it face up in front of him or her and positions the blank boxer card on top of the stamina card in such a way as to show the available stamina of 10 at the beginning of the match (see figure 2). Every time there is a loss of stamina, the top card is lowered onto the *Stamina* card to represent hits suffered. Similarly, when there is a gain of stamina the top card is pushed upwards to reveal the new higher stamina status.

(figure 2)



Each player gets the corresponding color deck and thoroughly shuffles the cards.

### Game Play - Standard Rules

Both players deal themselves 10 cards face down with which they will box in the **1st round**. The players now pick up these ten cards and arrange them in their hand any way they prefer. If a player has 4 or 5 cards of the same value in his hand he may elect to show his opponent of this fact and reshuffle and re-deal himself a fresh hand. This is so for the second round as well.

Both players choose one card, which they put in the middle of the table face down. These two cards are revealed simultaneously and their actions are calculated and resolved.

For every hit the players must lower the *Blank Boxer* card on top of the *Stamina* card by the amount of hits received. *For example, if Red is hit by "two" he must lower the Blank Boxer card so that the Stamina card now shows a stamina of 8.*

The players proceed with their second card choice and so on until they have played all ten cards thereby concluding the first round.

After the first round is over and assuming the match is not over by a *Knock Out*, there is a break and the boxers regain some of their lost stamina. They both regain 3 stamina points on the **first break**. The maximum *stamina* a player can have is 10.

The players deal themselves a second set of 10 cards face down for the **2nd round** and play continues according to the rules. On the **second break**, they both regain 2 stamina points.

The remaining 10 cards are to be played in the **3rd round**. When the last cards are played the match is over and the player with the highest stamina is the winner of the match. In case of a tie, just replay the match. If at any point a player's *Stamina* is exhausted and only the *Star* is showing, then this player has suffered a *Knock Out* and the match is prematurely over leaving the opponent with the win.

### Card Effects

A *Punch* card with a value (1-3), punches the opponent with the corresponding power. If the opponent however also has a *Punch* card then the cards are compared and if they are of different value, the player with the lower card is hit by the difference between them. *For example: Blue puts down a 3 Punch; Red has a 1 Punch; Red is hit by the difference, which is two.* If both had placed the same *Punch* value, then nothings happens; they cancel each other.

A *Block* card (X), blocks off any value punch card; that *Punch* card is wasted. *For example: Blue puts down a 3 Punch; Red has a Block card, which successfully blocks off Blue's Punch; nothing happens.* All other cards (other than *Punches*) have no effect against the player who has played a *Block* card.

A *Dodge and Punch Back* card (-/\*), is only useful against an opponent's *Punch* card of any value and what it does is that it avoids the punch of the opponent (*Dodge*) while at the same time boomerangs against him or her a *Punch* of an equal value played by him or her (*Punch Back*). *For example: Blue intends to hit Red with a 2 Punch; Red has played a Dodge and Punch Back card and thus avoids being punched but it also reverses the effect of the punch to his adversary; it is Blue who suffers a two point stamina loss.* It is dangerous to play large *Punch* cards if you suspect your adversary has *Dodge and Punch Back* cards still unplayed.

A *Do Nothing* card (0), is used to gain stamina if the opponent has not played any value *Punch* card. For each such case, you try to rest a bit by avoiding to fight and gain one stamina point. However, if the opponent has played any value *Punch* card, the player who played a *Do Nothing* cards receives a hit with the full punch value of his opponent. *For example: Blue is down to his last stamina point and wants to risk gaining some stamina; he Plays a Do Nothing (0); Red being at two stamina points himself, thought that Blue is going to make an attempt to hit him with a 2 Punch, so he plays a block card; the result is that Red had no punch to block and Blue instead gained a much needed stamina point. The same would have happened if Red had used a Dodge and Punch back; Blue would still gain a stamina point. If Red however would have played a 1 Punch, Blue would get hit and he would suffer a loss due to a Knock Out.* If both players play a *Do Nothing* (0) card, they both benefit and gain a stamina point.

## **Winning the Match**

A player who has forced his opponent to be left with no stamina at all, wins the match with a *Knock Out*. This can happen on any round. If the full match is played out, the player with the most stamina left wins the match. If there is a tie, this match is replayed.

## **Winning the Game**

Whoever first accumulates three victorious matches wins the game.

## **Game Play - Advanced Rules**

The only thing that changes here is in the setup. Players do not deal themselves hands of 10 cards at random. What they do instead is card drafting. They choose their first 10 cards as they please from the entire deck. After the 1<sup>st</sup> round, they choose again their second set of 10 cards from all the remaining, and they play with the last 10 cards in the 3<sup>rd</sup> round. All other rules are the same.

## **Variants**

The following variants can be combined with either standard or advanced rules, as well as with each other.

No mercy for the week. When a boxer's stamina has dropped below three, then any value punch that boxer puts down has a maximum effect up to the limit of his current stamina. *For example: Blue has a Stamina of 2 left over. If he puts down a value 3 Punch it only effective as a value 2 Punch. Red has only 1 Stamina point left. No matter what value Punch cards he throws, it only is effective as a 1 Punch.* Boxers get weaker and therefore their punches are not as effective.

Exchange cards. Both boxers have the right to exchange up to three cards from their hand before they start the round, that is, while they still have ten cards. They must put these face down below the remaining deck and must draw replacements from the top of the deck. Also, during play, a player can exchange one card in the 1<sup>st</sup> and 2<sup>nd</sup> turn and draw a replacement.

Robo-Box: Players can arrange the first five cards in each round as they please, lay them on the table face down, and uncover them one by one simultaneously. In effect, they pre-program their Boxers to fight half a round. The next half round follows with the remaining five cards.