

Tasty Minstrel Games

PRESENTS

Job
REALTIME
BOXING

DESIGNED BY GAVAN BROWN

FOR MY SONS: MALACHI & KASHTON

WELCOME

JAB is a strategy boxing game unlike anything you've played before. When playing, you have direct control over your boxer's fists, providing an experience as close to real boxing as possible, without actually getting punched in the face.

JAB is a real-time game, which means there are no turns, and you can play as fast or as slow as you want.

You will soon realize that playing smarter is more important than playing faster. To win the game, either knockout your

opponent with staggering Haymakers and Counter-Punches, or strategically win more rounds than him by impressing the judges with your beautiful technique.



COMPONENTS

25 Black Bordered Punch Cards

25 White Bordered Punch Cards

9 Combo Cards

5 Counter Punch Cards

1 DING! Tile

1 Knockout/Clinch Tile

4 Body Cards

2 Head Cards

10 Health/Round Win tokens

SETUP

1 Take 5 **Health tokens** **A** and place them health side up, on your side of the table. These represent your **Health Meter**.

2 Choose a **Head card** **B** and place it face-up on your side of the table, oriented towards your opponent (upside down to you). Place the corresponding **C** **Body cards** on each side of the **Head card**, closer to the center of the table. It is **EXTREMELY** important to note that these cards represent **YOUR BOXER**. Your opponent's boxer is across the table.

3 Shuffle the **Counter-Punch cards** **D** and place them face up, in the center of the table.



5 Choose either the white or black **Punch cards** **H** and shuffle them. Split the deck of **Punch cards** and place part of them face down on the left side of your **head target**, and the rest of them face down on the right side.

4 Fan the **Combo** **E** cards and ensure they are all oriented the same way. Shuffle the **Combo cards** and place them face up to the side of the play area, oriented towards the center. Place the **Clinch** and **F** **Ding!** tiles beside the **Combo cards**.

Tip: There is no limitation on how many cards each of your punch decks contains, but when you are new to the game, it is recommended that you split them roughly in half.

The area below the **Clinch & Ding!** tiles is your **Bonus Points Area**.

HOW TO WIN

Winning By Judge's Decision

A game of JAB is carried out over a number of rounds. During each round, Judge Points are gained by punching your opponent, performing punch Combos and capitalizing on Counter-Punch opportunities.

At the end of every round, a Round Win token is awarded to the boxer who scored the most Judge Points. Judge Points are recounted every round, and do not carry over into future rounds. You win the game instantly if you obtain 3 Round Win tokens.

Winning By Knockout

You can also win the game instantly by knocking out your opponent. Knockouts are achieved by damaging your opponent with Counter-Punches and Staggering Haymakers.

I GUESS I CAN START MY OWN LINE OF GRILLING PRODUCTS.



STARTING A ROUND

- 1 To start the round, hold your fists out in front of you, and "pound" (bump) your opponent's fists.



Tip: A bit of friendly trash talk can make JAB more fun and intense.

- 2 Flip both of your punch decks to their face up side (flip the entire deck), and let the beating commence. You must flip the left deck with your left hand and the right deck with your right hand. If your opponent fumbles while flipping his cards, you are not required to wait for him.



PUNCHING

When the round starts, you and your opponent begin punching each other in real-time (no turns). You do this until the round ends (see "Ending a Round"). Punching involves taking a Punch card from one of your punch decks and placing it on one of your opponent's head or body piles.

Punching your opponent earns you Judge Points at the end of each round. Judge Points allow you to win rounds.

Your punch deck consists of 5 different punch types: Jab, Cross, Hook, Uppercut and Haymaker.

Each punch type comes in 5 different colors: Red, Yellow, Blue, Green and Purple.



Punches have varying Judge Point values, ranging from 0 to 2. Haymakers, which bear a skull icon, are always worth 0.

To assist with color recognition, each color also comes with an associated symbol. For example, triangle indicates red.

How To Punch

- 1 Take the top card from either your left or right punch deck.
- 2 Place the Punch card on your opponent's head or Body card.

Punches can be played on top of previously played punches, forming a pile of Punch cards. **There is no limit to how fast you are allowed to play Punch cards.**

Punches in your left punch deck may only be played with your left hand. Punches in your right punch deck may only be played with your right hand. There are no exceptions.

While incidental physical contact is part of the game, intentionally touching or obstructing your opponent's hand is not allowed.

NOTE: Punch cards cannot be "THROWN" onto your opponent's boxer, regardless of how good your aim is. Your hand must be touching the Punch card until it makes contact with the opponent's head or body. You may only have ONE Punch card in each hand at any given time.



BLOCKING

You can reduce the amount of Judge Points scored by your opponent during a round by blocking his punches. Blocking involves playing your Punch cards onto your own boxer, on top of punches previously played by your opponent. Think of it as using your gloves to protect that part of your body.

Block Opportunity

To play a Punch card as a block, the Punch card you are playing must match either the punch type or color of the opponent's Punch card you are blocking. Haymaker Punch cards are an exception to this rule, and can be blocked with ANY Punch card.



How To Block a Punch card

- 1 Recognize a **block opportunity**
- 2 Place your Punch card on top of your opponent's Punch card.



Block Example

- You notice that your opponent has played a blue Hook punch **A** card to your boxer's left Body card.
- You decide you want to try to block that Hook. You see that you have a yellow Hook Punch card **B** on your right punch pile! Because both cards are Hooks, a **punch type** block opportunity exists.
- You pick up the yellow Hook and place it on top of your opponent's blue Hook, and immediately release your hand.

Other Rules

You may only block your opponent's Punch cards (you cannot block your own blocks). You can always block an opponent's Punch card, regardless of how long ago it was played, provided it is the topmost Punch card. When you play a block, you must release your hand from the card immediately. Punch cards **can** be played on top of blocks (blocking a punch does **not** stop future punches).

Remember: a Haymaker Punch card can be blocked using ANY Punch card, regardless of color or punch type.

COMBOS

Each Combo you build gives you additional Judge Points at the end of the round. Combo cards have either 2 or 3 punches shown on them.

Combo Opportunities

If all of the punch types shown on the current Combo card match the top Punch cards of your opponent's head and/or body, you may take the Combo card.

How To Perform a Combo

- 1 Play cards until all punch types shown on the Combo card are present on your opponent's boxer.
- 2 Take the top Combo card, place it in your bonus points area and yell "Combo!" in a mocking, arrogant voice.

Combo Example

- The current Combo card shows Cross, Hook, and Haymaker punch types.
- You play Punch cards until your opponent's boxer has a Haymaker, Hook, and a Cross.
- Because all of the punch types shown on the Combo card are present on your opponent's boxer, the Combo is complete.
- You take the Combo card and say "Combo!"



Other Rules

The order in which the punches appear on the Combo card **does not** have to match the order in which they appear on your opponent's targets.

Cards used by your opponent to block your punches **can** be used in the Combo.

If you notice that a Combo opportunity exists, and didn't **intend** on building one (you built it by accident), the Combo is still valid.

The moment you visually identify a **Combo opportunity**, the Combo is complete, and cannot be blocked. For example, if your opponent blocks one of the Punch cards required for the current Combo, after you've recognized the **Combo opportunity**, but before you **take** the Combo card, the Combo is **not** "blocked".

HEALTH

You start the game with 5 Health tokens in your Health Meter. Throughout the game, you will gain health by damaging your opponent, and lose health when you receive damage.

Damage

Damage your opponent by Staggering him with Haymakers and performing Counter-Punches. When you damage your opponent, you take one or more of his Health tokens, and add it to your health meter, decreasing his health and increasing your own. Health can also be gained by Clinching. If you have zero Health tokens, you are in **DANGER** of being knocked out! If you gain a Health token while in danger, you are no longer in danger.



KNOCKOUT

If you damage your opponent **when he is in DANGER** (has no remaining health), flip over the Clinch tile to knock him out. If you succeed in doing so, you win the game instantly.

How To Knockout Your Opponent

- 1 Damage your opponent by Staggering and Counter-Punching him until he has no health left, putting him in **DANGER**.
- 2 Damage your opponent **while** he is in **DANGER**.
- 3 Take the Clinch tile, and flip it over to the knockout side.



Knockout Example

- Your opponent has 1 Health token left.
- You damage him with a Counter-Punch and take his last Health token!
- Because he has zero Health tokens, he is now in **DANGER** of being knocked out.
- You Stagger your opponent, damaging him while in danger.
- You flip over the Clinch tile revealing the knockout side.

Other Rules

If you fail to flip the Clinch tile, your opponent may still Clinch. No cards can be played by either boxer after the Clinch tile has been flipped to the knockout side. If your opponent gains health while you are performing a knockout, the knockout card is flipped back to the Clinch side and play continues.

STAGGER

The Haymaker punch is a special Punch card. It is worth zero points but you can use it to **Stagger** your opponent. If you play a Punch card directly on top of a previously played Haymaker card of the same color, you Stagger your opponent, inflicting **2** damage.



How To Stagger Your Opponent

- 1 Play a Haymaker card to your opponent's head or body.
- 2 Play a Punch card of **matching color** directly on top of the Haymaker card.
- 3 Pull two Health tokens from your opponent's Health Meter, adding it to your own Health Meter.
- 4 Say "Stagger!" in a deep and dramatic voice.



Stagger Example

- You play a blue Haymaker card to your opponent's head.
- You play Punch cards to the opponent's body until you reveal a blue jab Punch card.
- You play the blue jab on top of your blue Haymaker.
- Because the color of the punches match, you yell "Stagger!" and pull two of your opponent's Health tokens to your Health Meter.

Other Rules

Haymakers can be covered by any other punch at any time (you are not required to do damage with it).

To **Stagger** your opponent, your matching Punch card must be played **directly** on top of the Haymaker card (there can be no other Punch cards between them).

When you Stagger your opponent, it will always do damage, regardless of how long ago the Haymaker punch was played.

If you Stagger your opponent when he has exactly **one** Health token left, you take his one Health token and he is put in danger, not knocked out (even though a Stagger does 2 damage).

COUNTER-PUNCH

Counter-Punching is a defensive maneuver that both damages your opponent and is worth 2 points at the end of the round.

Counter-Punch Opportunities

If you **and** your opponent **both** have at least one Punch card on your boxer's head or body, which matches the color of the current Counter-Punch card, you may perform a Counter-Punch.

How To Perform a Counter-Punch

- 1 Cover your boxer's head or body pile that matches the color of the current Counter-Punch with your hand.
- 2 Take the Counter-Punch card with your other hand, place it in your bonus points area and yell "Counter-Punch!"
- 3 Pull a Health token from your opponent's Health Meter to your Health Meter.

Counter-Punch Example

- The current Counter-Punch card is green. **A**
- The top most card on the left side of your boxer's body **B** is also green.
- You play a green Punch card to your opponent's head **C**, creating a Counter-Punch opportunity.
- You cover your boxer's left Body card with your hand **B**, take the Counter-Punch card **A** and yell "Counter-Punch!"



Other Rules

When a Counter-Punch opportunity is present, both you and your opponent can capitalize on it, regardless of who played what cards.

After taking the Counter-Punch card, you must take your Health token before performing ANY OTHER ACTION, otherwise you do not gain a Health token. You cannot be holding any cards when performing a counter-punch.

If both players attempt to perform the Counter-Punch simultaneously, the Counter-Punch is awarded to the player who grabs it first. If both players grab it simultaneously, it is placed to the side and not counted for the round. Punch cards played as a block **can** be used to create a Counter-Punch opportunity.

CLINCHING

You have zero Health tokens left and in danger of being knocked out! Don't fret, you have one more trick up your sleeve. Clinching will allow you to gain two Health tokens instantly, but you also lose 3 Judge Points (See: "Scoring a Round").

How To Clinch

- 1 Take the Clinch tile, place it in your bonus points area, and pathetically cry out "Clinch!". **The game pauses immediately** (no Punch cards can be played).
- 2 Take 2 Health tokens from your opponent.
- 3 Pound fists with your opponent to resume play.
- 4 Play out the rest of the round normally.



Clinch Example

- Your opponent Staggers you and takes your last Health token. You are in danger of being knocked out!
- You see your opponent trying to Stagger you again, so you quickly grab the Clinch tile, and squeal "Clinch!". You and your opponent stop playing Punch cards.
- You take 2 Health tokens from your opponent's Health Meter.
- When ready, you and your opponent pound fists and resume play.
- The Clinch tile remains in your area until the after-round scoring is complete.

Other Rules

You may only Clinch if you have **zero** Health tokens left in your Health Meter. The Clinch tile can only be used once per round. Once the Clinch tile has been taken by either player, it is out of play until the round is over. At the end of the round, the Clinch tile is returned to its setup position.

If your opponent Clinches, you may still knock him out that round. If you damage your opponent to the point of knockout, and he has already Clinched once, you do not have to flip the Clinch tile to knock him out. You can simply declare "KNOCKOUT!" in a booming, condescending voice.

ENDING A ROUND

When you run out of Punch cards, you may end the round at any time by calling Ding! Calling Ding! will allow you to end the round early, but you will lose 5 points when the round is scored (calling Ding! is not always the right decision).

How To Call Ding!

- 1 Play all Punch cards from your left and right punch piles.
- 2 Take the Ding! tile and call out "Ding!" in a precocious voice. Play stops IMMEDIATELY.

Ding! Example

- You play your last Punch card from your left punch pile.
- You play your last Punch card from your right punch pile... leaving you with no Punch cards left.
- Your opponent has tons of cards left, so you decide to call Ding! to minimize the amount of points he is able to score.
- You take the Ding! tile and yell out "Ding!"



Ending the Round Normally

If you and your opponent both use up all of your Punch cards, and neither player has called "Ding!", the round ends immediately. Usually rounds will end in this way, however calling "Ding!" correctly can mean the difference between winning and losing a round.

Other Rules

If your opponent runs out of cards and does not call "Ding!", you MUST continue to play the remainder of your cards. While you are playing out the rest of your cards, your opponent may still capitalize on Counter-Punch opportunities.

When the Ding! tile is taken, the round ends immediately and no more Punch cards can be played by either player.

SCORING A ROUND

Judge Points

Judge Points are calculated every round. Judge Points do not carry over from round to round. If your total Judge Points are greater than your opponent's, you win the round and convert a Health token into a Round Win token. Your total Judge Points are the sum of your Punch Points (punches played to your opponent's boxer) and your bonus points (Combo & Counter-Punch cards). Any penalties (Ding! and/or Clinch tile) are then deducted, giving your total Judge Points.

CALCULATING TOTAL JUDGE POINTS



Calculating Total Punch Points

- 1 Your opponent covers one of his boxer's head or body piles, with his hand.
- 2 You take **one** of the two **uncovered** Punch card piles. This pile will determine your punch points (only one punch pile is scored).
- 3 Remove all the block cards from the pile (Opponent's Punch cards).
- 4 Remove the **highest** value Punch card for **every block card removed**. For example: If a target pile contains 3 block cards, remove them and 3 of the highest value Punch cards.
- 5 The sum of the values shown on the remainder of the Punch cards represents your total Punch Points.

Calculating Total Bonus Points

Add up all the values of the Counter-Punch and Combo cards you gained during the round. This represents your Additional Score.

Deducting Penalties

If you took the Ding! and/or Clinch tile during the round, subtract them from your score. The remaining score represents your Total Judge Points.

WINNING A ROUND

Awarding the Round Win token

If your Total Judge Points are greater than your opponent's, you win the round.

When you win a round, you convert one of your opponent's Health tokens into a Round Win token by flipping it over and placing to the other side of your play area. If he has no health left, the Health token is taken from your Health Meter instead of his. If you and your partner tie in Judge Points, neither boxer wins the round, and no Round Win token is awarded.



WIN BY DECISION!

When you have three Round Win tokens, you win the game!

(Unless a knockout occurs first)



BETWEEN ROUNDS

Re-Setup

Setup the entire play area as shown in the initial setup, except for you and your opponent's Health Meter, which remains as-is.

Cutman

You should never start a round with zero Health tokens! If you have zero Health tokens before the start of a round, take one from your opponent's Health Meter.

Start The Next Round

Adjust your opponent's head and body targets to ensure that they are close enough for you to reach comfortably. Pound fists, flip your punches over to the face up side, and begin playing.

DESIGNER NOTES

Hi there. Thank you for playing my game, I really appreciate it. My main objective with JAB was to create an experience that exhibited the same level of intensity and competition as a real-time strategy (RTS) videogame. I also wanted to prove that it was possible to create a real-time board / card game that offered strategic thinking.

I'd like to say something like "I hope you had as much fun playing it, as I had making it", but I can't because making JAB was a lot of work. Not extremely difficult and unfulfilling labor, like taking the garbage out. More like the work of a parent caring for his baby. Just like a father rocking his crying 8 month old back to sleep at 3am on a work night, there were moments of misery and despair. But there were also moments of triumph, like finally getting that beautiful baby back to sleep and realizing that suddenly you aren't tired anymore. The truth is, none of these battles would have been fought without the support of my amazing wife Sharmilla, who looked after our kids by herself on those cold, lonely, canadian winter nights while I was out developing and playtesting.

A special thank you goes out to the amazing game designer Matt Tolman (whose wife Kathy I should also be thanking), for donating those countless hours of work, and endless ideas. I'd also like to thank my fellow Game Artisans of Canada: Tom Sarsons, Paul Saxberg, Rob Bartel, Dylan Kirk, Gord Hamilton, Sean Ross, Mike Kollross, Graeme Jahns, Alan Biggs, Orin Bishop,

Peter Grant, Roberta Taylor, Lucas Castro. Without you guys, JAB wouldn't be a reality.

If there is one thing I have learned, it's that game design above all else, is a test of one's ability to challenge failure, and never give up, which I think is why I love it so much.

Ok. Less talky talky, more punchy punchy.

Gavan Brown

<http://www.twitter.com/roosterjuice>





DESIGNED AND DEVELOPED BY ROXLEY GAMES STUDIO
VISIT ROXLEY.COM