

Suitable for ages 13 and up



**POCKET
SPORTS**

BOXING

Pocket Boxing Rules

The game is fast, fun and exciting. Suitable for one or two players. A pen & paper is all you need to keep track of damage, knock downs and rounds. 3 minute rounds for 5 rounds (if you last that long!).

3 dice represent a different style of fighter you may choose. There are also 3 different defense styles, a die for injuries and two dice for 'initiative'. To begin, choose one of the fighter dice & one defense dice. The player that chooses their fighter second, will have first pick of the Defense dice.

- | | | |
|---|--|---|
|  The Boxer
can clinch on 4/5/6 roll |  The Swarmer
+1 to counter punches |  The Brawler
wins any tied initiative rolls |
|  Philly Shell
Defense |  Cross armed
Defense |  Peek a boo
Defense |

CONTROLLING THE FIGHT

'Initiative' determines who throws the first punch in any exchange. Both players will roll their 'Initiative' die (Black & White) with the highest number taking control and throwing the first punch.

The exchange will continue until the fighter in control fails to land a punch (MISS), the defending fighter avoids a punch, or the damage is less than the defense.

ie *A JAB to the HEAD worth 1 will not get through a GUARD UP - the exchange ends, return to the 'initiative' phase.*

HEAD or BODY

The player in control **must announce which part of the body** (HEAD or BODY) his fighter will aim to punch. On your fighter's dice, you will see the type of punch being thrown and the amount of damage that may be delivered. **A 'combo' allows for the next punch rolled to be a double hit (damage x 2). Throwing a SPECIAL 4 directly after a 'combo' increases potential damage to 8. That's Knockout power!**

COVERING UP

The fighter defending himself will roll his 'Defense' die to see what action he has taken.

STEP BACK / SWAY & ROLL / ROPE A DOPE - your fighter has listened to the trainer and avoided the punch. Return to 'initiative' phase

GUARD UP your fighter's gloves are covering his head

If the incoming punch was a HEAD shot, reduce the damage taken by the number indicated -1 / -2.

If the incoming punch was a BODY shot, increase the damage taken +1 /+2.

GUARD DOWN your fighter's gloves are covering his body

If the incoming punch was a HEAD shot, increase the damage taken by the number indicated +1/+2

If the incoming punch was a BODY shot, reduce the damage taken -1/-2

COUNTER - your fighter has bobbed, weaved and can deliver a return counter punch that you opponent **cannot defend against**. The punch and its standard damage will count. Add any damage and return to 'initiative' phase. DOUBLE COUNTER allows for double damage (x2) on the counter punch.

OPEN - your fighter has walked right into a punch! Increase the damage taken +3, roll the Injury die and add damage if the injury matches where the punch was directed.

INJURY PUNCHES

Each fighter may cause an injury when connecting a punch with an OPEN defense. This will cause a string of damage and leave your opponent hurting.



**Note - if the fighter had nominated BODY in the above example, the BROKEN NOSE would not be counted. Injuries are HEAD or BODY specific.*

FEELING THE PAIN

When your fighter is injured, +1/+2 extra damage is immediately added per the example above. This extra damage will be added to each landing punch for the remainder of the fight. *There must be at least 1 damage for the +1 extra to be added. If the GUARD stops the punch, the +1 extra damage does not apply.*

If you have a BROKEN NOSE, any scoring HEAD punch will increase damage by +1.

If you have a CRACKED RIB, any scoring BODY SHOT will increase damage by +2

Should you injure the same body part, damage is then increased to +2 / +3 etc. Knowing where your opponent is hurt may change where you throw your punches!

DIRTY FIGHTING

Each fighter also has a dirty punch that delivers immediate damage, but it may come with a warning from the referee. To determine if the Ref has seen the foul, the defending fighter may roll their initiative die. A 5 or 6 will result in a warning. Anything less, the referee has missed it, damage counts and the exchange continues. ***There is no Defense roll against a dirty shot!***

If a warning is given, no points are scored for the dirty punch and the exchange stops. Return to the 'initiative' phase. If your fighter receives 3 warnings during the fight, he will be disqualified and lose the fight.

HEALTH & STAMINA

Each fighter starts with 60 health points that reduces each time punches deal damage during an exchange. As soon as a fighter's health reaches zero, a TKO is declared. If both fighters still have health at the end of 5 rounds, a points win decision is awarded to the fighter with the most health remaining.

DAZED & CONFUSED

Your opponent will be stunned anytime you deal 7 points damage during an exchange. At this point, the 'stunned' fighter may elect to clinch and force the referee to break the fighters apart and return to the initiative phase. To successfully clinch your opponent you must roll a 5/6 using the BLACK die, otherwise the exchange continues.

TEN COUNT

A knock down will occur anytime you deal 10 points damage or more. Your opponent will drop to the canvas for a 10 count. To recover from a ten count, the fighter must roll and meet the below totals. He may roll the initiative die twice only. If a fighter fails to meet the required dice roll, he has been knocked out and loses the fight.

1st knock down (4) 2nd knock down (7) 3rd knock down (9) 4th knock down (11)

Have fun and remember to keep your hands up and move your feet! ***Title Fight Rules on the website.**

Choking Hazard - Keep Away From Small Children

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