

# ***DICE* Boxing**

1<sup>st</sup> Edition Rules (Copyright 2008)

## **1.**

### **Introduction**

*DICE* Boxing uses 2 10-sided dice and can be played with any number of players from 1 to 2. Each fighter has his own “boxer card” that will be based on his career statistics.

## **2.**

### **Game Equipment**

In your copy of *DICE* Boxing you should have the following items.

- Rules
- Over 1,000 different boxers from 17 different weight classes
- Knock Down/Knock Out Chart
- Scoring Chart
- Special Charts
- Career Chart

## **3.**

### **Game Setup**

Setting up a game of *DICE* Boxing is quick and easy. First grab a *DICE* Boxing score sheet. Then select the two boxers you wish to fight. The fighter with the higher control rating will be the Champ/Favorite while the fighter with the lower control rating will be the challenger. Enter all of the information on the score sheet from the boxers cards and you will be ready to go. Below is some detailed info on how to fill out the score sheet.

## **4.**

### **The Boxer Cards**

Each boxer card contains a ton of useful information. The boxer cards are broken down into five different sections. The section at the top shows the fighters class, heavyweight, middleweight, lightweight, etc. As well as the years the boxer fought. If a boxer card only shows one year with a – it means the fighter is still currently fighting and his year is the date of his first pro fight. Under the class and year information is the fighters name. The second section is for the boxers ratings. Each boxer is rated in the following categories; Control, Adjustment, Power, Stamina, Recovery, Knock Out, Chin, Foul, Punches, and Defense. Below the ratings section is the results section or the punches landed section. This section shows what type of punch has landed and how many points that punch has scored.

At the bottom of the cards are the last two sections. The strategy section and the stats section. In the strategy section each boxer is rated from an A to a D in all 4 strategies. The stats section shows the boxers career statistics.

## **5.** **Ratings**

Now let's take a close look at the boxers ratings and what they mean. Please grab your Mike Tyson and Muhammad Ali boxer cards so you can follow along.

### **Control Rating**

The control rating is the boxers ability to control the fight. A fighter that is not in control cannot throw a punch. The more in control a fighter is the better chance he will have at scoring points and winning rounds. Ali is a 10-71 which is better than Tyson's 10-69.

### **Adjustment Rating**

The adjustment rating is a direct reflection on what fighters do to each other. When you start recording your information on the score sheets make sure you subtract the fighters adjustment rating from his opponents control rating. Ali has an adjustment rating of -13 while Tyson has an adjustment rating of -11. This means that whenever a fighter is going against Muhammad Ali, he loses 13 points from his control rating. For our fight Ali vs Tyson we would adjust Alis Control Rating from a 10-71 to a 10-60. Then we would adjust Mike Tyson's 10-69 Control Rating to a 10-56. These are the control ratings we will use for both of these fighters for our fight.

### **Power Rating**

This rating indicates how much power the fighter has. The higher the power rating the more powerful the fighters punches are.

### **Stamina Rating**

The stamina rating is how many points a fighter can be hit with before he tires. Ali has a Stamina Rating of 134 while Tyson has a rating of 97. Once Ali scores 97 points against Tyson, Tyson is tired and will start to get worse as the fight continues.

### **Recovery Rating**

The recovery rating is the fighters' ability to recover some stamina in between rounds. The higher the number the more stamina can be recovered.

### **Knock Out Rating**

The higher the knock out rating the more knock outs the fighter will score. Ali has a 66 knock out rating while Mike Tyson has an 88.

### **Chin Rating**

The Chin Rating is one of the most important ratings in *DICE* Boxing. The bigger the negative number the harder the fighter is to knock out. Ali has a -8 Chin Rating while Tyson has a -4 Chin Rating. On each boxers card they have knock down numbers. In the case of Ali, his knock down numbers range from 93-99. Mike Tyson has knock down numbers that range from 90-99. Since Ali has a -8 Chin, we would subtract -8 knock down numbers from Tyson's card. So, Tyson would go from a 90-99 knock down numbers to a 98-99 knock down numbers. Since Tyson has a -4 chin rating, Ali would go from a 93-99 to a 97-99. This info is then recorded at the top of the score sheet.

### **Foul Rating**

The foul rating ranges from 70-95 in increments of 5. A fighter with a rating of 70 will be foul prone while a 95 rated fighter will rarely commit a foul.

### **Punches Rating**

The punches rating is the chances that the fighter will land a punch if he is in control. Ali has a punches rating of 00-52 and Tyson has a 00-51 punches rating.

### **Defense Rating**

The defense rating is also very important. This rating is a direct modification to the opponents punches rating. A -5 is for a great defensive fighter, while a +5 is for a horrible defensive fighter. Ali has a -5 rating and Tyson a +3 rating. We add or subtract this total to the opponents punches rating to get the new punches landed range. Then record this info on the score sheet. Ali would take his 00-52 and +3 to give him a range of 00-55. Tyson would take his 00-51 and -5 to give him a range of 00-46.

## **6.**

### **How to Play the Game**

After you are done selecting your fighters and calculating their new ratings you should record these on your score sheet so you don't forget them. You are finally ready to get down to fighting. The fighter with the higher control rating always goes first. In our fight, Ali is a 10-60 and Tyson is a 10-56. So Ali will start the action at the beginning of every round. First we roll to see if Ali is in control. If you roll a 10-60 it means that Ali is in control and can now throw a punch. If you roll a 00-09 we will need to refer to the special charts which we will discuss later on. If you roll a 61-99 it means that Ali has

lost control and now Mike Tyson has a chance to gain control of the fight. For this instance, lets say that Ali rolled a 54 and can now throw a punch. Ali's modified punches landed range is 00-55. Roll the dice again. Any number between 00-55 is a punch landed and a 56-99 is a missed punch. Ali rolls a 42 and has landed a punch. Now we roll again to get the type of punch and the damage the punch has done. Ali rolls a 28. We see that Ali has landed a 3-point jab. Consider even numbers to be right handed punches and odd numbers to be left handed punches. After we record the info on the score sheet we must start the process all over of checking to see if Ali remains in control. A fighter cannot throw a punch unless he is in control. This time we roll a 65 and Ali loses control. Our next step is to roll to see if Tyson takes control. We need to roll a 10-56 to see if Tyson can take control. If we roll a 54 Tyson is now in control and he can now throw a punch. Tyson needs to roll a 00-46 to land a punch. We roll a 49 and Tyson has missed the punch. Record the miss on the score sheet and then we must once again roll to see if Tyson is still in control. We keep repeating this process until we have a combined total of 20 of Punches landed, punches missed, and ring movement counts. After we have totaled 20 the round is over and we add up our total points.

## 7.

### **Scoring Points**

Calculating how many points a boxer scores at the end of each round is a pretty simple process and after just a few rounds will become like second nature. We use the following formula

Punches Missed divided by 2 plus points scored plus ring movement.

Lets say Ali missed 5 punches, scored 15 points on all punches landed and controlled 3 ring movements. We take  $5/2 = 2.5 = 2$  (drop all fractions) + 15 + 3 = 20. Ali would have scored a total of 20 points in the round. Lets say that Tyson missed 8 punches, scored 11 points on all punches landed and was in control of 2 ring movements.  $8/2 = 4 + 11 + 2 = 17$ . Tyson scored a total of 17 points in round 1. Ali has outscored Tyson in round 1 by a score of 20-17.

## 8.

### **Judges Scoring**

In *DICE* Boxing we offer two very distinct types of judging system. In our basic game, simply subtract the two and award the winning fighter a 10-9 score by all three judges. Ali beat Tyson 20-17 so all three judges would score the first round 10-9 in favor of Ali. Any ties would score 10-10. If one of the fighters' has been knocked down during the round and loses the round on points, score 10-8. If the knocked down fighter wins the round on points by 10 or more score as 10-9.

If the fighter that was knocked down, loses the round on points and is knocked down more than once, score the fight 10-7. For any questions check the scoring chart. Some people want the randomness of boxing judges. Sometimes it is clear that a boxer won a round to one judge, while not so clear to the other judges. In our advanced scoring system we take all of these factors into consideration. We take our 20-17 score and subtract the two. Ali has outscored Tyson by 3 points. Since Ali is our Champ/Favorite we refer to the scoring chart and make sure we find the proper column. In this case we want the score differential of +3 points in favor of the Champ/Favorite. According to the chart a roll of 01-60 would give Ali the round 10-9. A roll of 61-95 would score the round as a draw 10-10 and a roll of 96-00 would give the round to Tyson 10-9. Roll once for each of the three judges and record their scores on the score sheet.

## 9.

### **Knock Downs/Knock Outs**

On every single landed punch there is always the chance of a knock down/knock out. After adjustments no fighter can ever have less knock down numbers on their card than a 99. Even if you have a fighter with knock down numbers of 97-99 going against a -9 Chin rated fighter, the opponent would still get to keep 99 as a knock down. After a punch lands, roll to see the result. If the result rolled comes under the knock down numbers, then the fighter has been knocked down and you must refer to the Knock Down Chart. Check the Chin Rating of the fighter that has been knocked down. Then roll the dice and find the result. Tyson has a -4 Chin rating and has been knocked down by Ali. Looking at the chart we see that a roll of 70-99 means that Tyson has been knocked out and the fight is over. A roll of 00-69 gives us a letter. Any time a fighter gets up from being knocked down, score 10 points to the opposing fighter and add +1 to the chin rating of the fighter that was knocked down. This new chin rating has no affect on knock down numbers and will only come into play if the fighter is knocked down again. For example. Tyson has been knocked down with his -4 chin rating. The next time he is knocked down consider his chin rating to be a -3. We roll an 08 for Tyson. He gets up and we see that an 08 is the letter B. Looking at the key we see that B means fighter is seriously hurt. If the fighter is knocked down again this round, stop the fight...TKO. Any time our roll results in the letters KO, it means the fighter has been knocked out and the fight is over.

## **10.**

### **Special Charts**

Whenever you roll a 00-09 when checking to see if a fighter is in control you must refer to the special charts. When checking these charts assume that the fighter you were rolling for would be considered in control. A number of things can happen under these charts; Cuts, Fouls, injuries, ring movement, and unique plays. Most of the special charts will be for ring movement.

#### **10a.**

##### **Foul Chart (00-04)**

After you have rolled a 00-09 when checking for control, you must roll the dice again to determine what chart you will be referencing. If you roll a 00-04 a foul has been committed. Check the foul rating of the fighter and roll the dice again.

#### **10b.**

##### **Ring Movement (05-84)**

Most of the special results will fall under ring movement. Simply roll the dice again and see where the action has moved. Remember to record under the fighter currently in control the ring movement because it will be worth 1 point. For example Ali has missed a punch on Tyson and is now rolling to see if he is in control. Ali rolls a 06 and must refer to the special charts. This time he rolls an 82 and we see that we must use the ring movement chart. Now we roll a 28 and see that the fighters have moved to the left center of the ring. Give Ali credit for the ring movement and then continue normal play. If the fighters have gone into a corner or +10 to the fighters control rating who is in control and add +5 to his punches landed. Continue using these modifiers until the fighters have moved, the round ends, a foul or injury has taken place or a knock down has occurred.

#### **10c.**

##### **Cut Chart (85-94)**

Take the boxers' power rating and find the right column. Then roll the dice and check the result. You will either get a letter or the word NO. The word NO indicates that no cut has taken place while a letter would indicate that a cut has taken place. Follow all other directions on the cut chart. Any cut that has reopened for the third time, end the fight and score as a TKO.

#### **10d.**

##### **Unique Events/Injury Chart (95-99)**

Roll both dice and check the table. Follow the instructions and then continue play.

## **11.**

### **Strategies**

Just like in real boxing, strategies are a key and important role in *DICE* Boxing. A good and well timed strategy can mean the difference between a victory or a defeat. In *DICE* Boxing there are four different strategies that a boxer may choose from each round. Each strategy gives the boxer an immediate benefit. After both strategies for the round are revealed, check the strategy chart and see if there are any other further modifications. Each boxer is given a rating from A (best) to a D (worst) in each of the four different strategy types.

#### **11a.**

##### **Knockout Strategy**

The fighter is going for the knock out. This strategy is risky. The fighter is leaving himself open by going for the knock out. This strategy should only be used either early to catch your opponent off guard or late when you need a knock out to win. Add +5 to the fighters knock down numbers if they are using this strategy. In Round 2 Tyson is going for the knock out of Ali, so his knock down numbers go from a 98-99 to a 93-99. Since Tyson is rated an A in the Knock Out strategy he gets a +5 bonus. Any B rated fighter would only get a +4 bonus. Use your strategies wisely because the more you use them the less effective they become. The first time Tyson uses the knock out strategy he gets a +5 KO number bonus, the next time he gets only a +4, then a +3 and so on until he no longer receives a bonus.

#### **11b.**

##### **Cover-Up/Avoid Strategy**

The fighter is trying to avoid being hit. This strategy is safe but not to be used if you are behind and need points. You probably won't get knocked out, but don't look to win many rounds either. Only use this strategy if your fighter is in fear of getting TKO'd or you have a huge lead late and just don't want to get knocked out. The immediate bonus to an A rated fighter is a -5 added to the Chin rating.

#### **11c.**

##### **Counter Punching Strategy**

The fighter is taking the defensive stance and waiting for his opponent to miss before launching his own punches. The counter punching strategy is good if the fighter is either over matched or has a defensive advantage but an offensive disadvantage. Regardless of rating, the counter puncher will get a bonus of a free punch after every opponent missed punch. An A rated counter puncher doesn't give anything away but a B, C, and D rated counter puncher will add 5, 10, and 15 to their opponents Control rating.

## 11d.

### Stick and Move Strategy

The stick and move strategy is good for a fighter that is prone to getting knocked out or takes a lot of punishment. The fighter is staying on the outside picking his shots. He fires a punch and then moves away. A good stick and move fighter is very difficult to hit. An A rated fighter gets a -5 defense bonus, while a D rated fighter would only get a -2 defense bonus.

## 12.

### Stamina/Recovery

Every boxer has a stamina and a recovery rating. The stamina rating determines how many points of punishment a boxer can take before he is tired. The recovery rating is how many points of stamina a boxer can regain between rounds. After every round you must readjust the boxers stamina rating for the next round. To calculate how much stamina a boxer loses after a round is simple. Add their opponents points scored to their own punches missed and then subtract that total from the boxer's stamina rating. Muhammad Ali has a stamina rating of 134. If Ali misses 5 punches in the first round and Mike Tyson scores 15 points, add  $15 + 5 = 20$ . Take 20 and subtract that to Ali's stamina of 134.  $134 - 20 = 114$ . Ali also has a recovery rating of +5. What this means is that for the first two rounds Ali will gain +5 to his stamina.  $114 + 5 = 119$ . Ali will start round 2 with a 119 stamina. After every two rounds, Ali will lose one point to his recovery rating. How this will work is below.

Round 1 +5

Round 2 +5

Round 3 +4

Round 4 +4

Round 5 +3

Round 6 +3

Round 7 +2

Round 8 +2

Round 9 +1

Round 10 +1

After the 10<sup>th</sup> round Ali will no longer get the benefit of recovery. Mike Tyson is a +2 in recovery. Tyson will get the benefit of recovery for just the first four rounds.

Once a boxer's stamina rating has reached zero he has become tired. Make the following adjustments to a tired fighter.

- 1) -5 to control rating. -1 more to his control rating at the beginning of every round after.
- 2) +1 to chin rating. +1 more to his chin rating at the beginning of every round after.
- 3) -1 to fighters KO numbers. Keep subtracting -1 from fighters KO numbers until only a 99 remains.
- 4) -1 from fighters punches landed range. -1 more to his punches landed at the beginning of every round after.

Stamina rating can never go above the boxers rating. Ali is a 134 rating. He can never go above a 134.

### **13.**

#### **Different Weight Class Fights**

In boxing fighters will often move up or down to fight specific fighters. In *DICE* Boxing we give you over 1,000 different fighters in 17 different weight classes. We also send you more fighters monthly. If you still feel the need to hold a boxing match between two fighters in different weight classes just refer to the weight class chart and follow the instructions.

### **14.**

#### **Career**

Have you ever wanted to become a boxer? In *DICE* Boxing you can create yourself as a fighter and work your way up from the bottom to champion of the world. Do you have what it takes to make it to the top? We will give you two different rules for your career. You can simply create a card and fight a bunch of bums until you earn enough points to fight the best ever or you can design a specific path to a title. The basics of career are simple. Just check the career chart to get your starting ability scores. Grab a blank boxer card and fill out all of the necessary info. You will get 1,500 points to spend on upgrades to your card before your first fight. The better you do in the ring, the more points you will earn towards upgrades. By the time you are ready to fight for the world title, you should be at the top of the boxing world. Be careful not to rise too fast though or you will be taking on fighters you are not ready to fight. Too many losses and your fighter will retire. Below we will run you through our career path. All of our examples will be from the heavyweight class.

## **14a.**

### **Career Path**

Selecting a career path is fun and random. You could create hundreds of boxers and get a different career path each time. The possibilities are almost limitless.

**Step 1:** Find every heavyweight fighter with a control rating of 10-35. 10-35 is the lowest control rating fighter you can find.

**Step 2:** Now that you have all of your 10-35 fighters put aside, shuffle the entire group and randomly draw 10 fighters. The first one you draw will be ranked #50 and so on until the last fighter left is ranked #41. These fighters will represent the bottom 10 ranked fighters in your career and should be pretty easy fights.

**Step 3:** Now take all of the heavyweight fighters with a control rating of 10-36 through 10-59. With those fighters add their adjustment rating to their control rating. Before you add those numbers treat negative numbers as positive numbers and positive numbers treat as negative numbers. As an example, a fighter with a 10-56 control rating with an adjustment rating of -5, you would add  $10-56 + 5$  (not -5) to get 61 total. After you have done that you want to separate all of the fighters in two different piles. The fighters with the highest numbers should be in one pile while the fighters in the lowest numbers should be in another pile. Take the fighters from the lowest pile and shuffle and randomly draw 10. If there are less than 10, you will need to use all of those fighters and then take some from the other pile to equal 10. These fighters are given ranks from #40-#31. Then take the remaining fighters and shuffle and rank them from #30-#20. Never give a ranking better than #20 and if you don't have enough fighters to get to #20, don't worry about it, just rank the fighters that you can.

**Step 4:** Take all of the fighters with control ratings between 10-60 and 10-69. Shuffle the entire pile and pull out randomly enough fighters to rank from #6-#20 or for however many fighters you need to get to #20. Once you have your 15 random fighters, you need to add their control ratings to their adjustment ratings just like you did in step 3, only this time you will rank them by that method. For example if fighter A is a 10-60 and a -5 adjustment he would have a score of 65 and fighter B is a 10-60 with an adjustment rating of +5 he would have a score of 55. You would rank fighter B #20 and fighter A #19. Rank enough fighters like this until you get to rank #6 then stop.

**Step 5:** Here is where you have a major decision to make. You can either add all time greats to your path or you can just use fighters from today and then hold an all time great tourney. If you don't want to use all time great fighters, just find the remaining all time greats and take them out of the game for now.

**Step 6:** Grab all of the fighters with a control rating of 10-70 and above. Shuffle the entire stack and the first fighter you grab will be ranked #5. Keep doing this until you have fighters ranked from #1-#5.

**Step 7:** Time to get your heavyweight champion. Shuffle the stack you just shuffled and draw out 3 fighters. Take all three fighters and add their control rating + adjustment rating + punches landed rating and whoever has the highest score of the three is your heavyweight champion. Here is an example

Boxer 1: Muhammad Ali  $70 + 13 + 52 = 135$

Boxer 2: Larry Holmes  $71 + 13 + 50 = 134$

Boxer 3: Wladimir Klitschko  $72 + 13 + 43 = 128$

Based on this Muhammad Ali has scored the most points and he is our heavyweight champion.

**Step 8:** Record all of the fighters on your career path record sheet and you are ready to begin your career. You are currently 0-0 and ranked as the #51 heavyweight in the world. Your first 5 fights will be against the lowest 5 fighters. You have no choice but to fight the guys ranked from #46-#50 in order. Anytime you lose you must refer to the lost fight chart. Let's assume you win all 5 matches and you are quickly off to a 5-0 start. As you start gaining a reputation, more boxers will start to open up to you and if you choose to you can skip some boxers. After each victory you always have the choice of either fighting the next guy in line or you can go to the fight schedule chart, roll the dice and fight the fighter that comes up. You will never be given a fighter out of your skill level. For example. If you are ranked #41 and use the chart you may have to fight the #38 ranked fighter but will never be asked to fight the #20 ranked fighter. The chart will always list two fighters and you get to choose which of the two you would like to fight. When you win a fight, you take over the rank you beat. If you win against the #36 fighter you then become ranked #36.

Once you enter the top 10 in rank you are considered a serious contender. At any time you choose to use the chart, you could be forced to fight the champion. In these cases you will not get a choice of two fighters. If you fight the champ when you are not ready, not only could you lose, but it could take even longer to get a rematch. Once you hit the top 10, only use the chart when you feel you are ready to beat the champion. It's a double edged sword because once you start fighting guys in the top 5, they can beat you no matter how good your fighter has become.

You can decide to retire at any time. Go undefeated and retire as heavyweight champion like Rocky Marciano did, or continue to hold on as long as you can.

If you are lucky enough to beat the heavyweight champ and you become heavyweight champ, you must always use the fight schedule chart for every single fight. For your first title defense there is an overwhelming chance that you will have to rematch the champion. In other words not only might you have to beat Muhammad Ali to become champion, but you might also have to fight him again to keep your belt.

The retirement chart is optional. You can fight as many fights as you want for as long as you want to, or you can use the retirement chart.

## **14b.**

### **Career Path Hints**

1-Don't save your points. After every single fight if you can afford an upgrade to your card, do it. The last thing you want to do is lose an early fight having 1,000 points not spent in upgrades. Even if you are much better than your opponent, it is boxing. Your career can come crashing down with just a single punch.

2-Don't be in too much of a hurry in the beginning. The bottom 10-20 ranked fighters are easy. You should be able to beat them easily without much fear of losing. By not jumping too many fighters it will give your fighter a chance to upgrade himself more.

3-When in doubt, take the easy fight. You may have an option to fighter #24 or #20. #20 may look like the better fight because it will allow you to jump 5 boxers, but if it is going to be a close fight you don't want to risk losing. It is better to take the easier fight and gain more points.

4-When you are ready, fight the champion as quick as possible. Any fighter ranked in the top 5 and probably even most of the top 10 fighters can beat you no matter how good you are. If you decide to fight in order until you get to #1, the chances you won't lose on the way there are slim.

5-Don't wait until you get to the top 10 to be ready to fight the champion. It is best to fight a lot early on so by the time you get to the top 10 you are as good or even better than the champion. It is always better to skip fighters ranked in the top 10 than it is to skip fighters ranked in the 30s.