



**PUNCH GAME**

**BLITZ!**

**a game by Draner  
Lytel Saffron**

# **Punch Game BLITZ!**

b.0.8  
By Draner

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## **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 which are 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 (Rule 5.6), their effects happen ordered by the Meter Cost of their source. If there are still ties, flip a coin as is relevant. 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 would 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. Unlike trigger conditions for effects, these trigger conditions are satisfied if any of your cards would accomplish the condition.

### 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

To Block n, reduce the total damage of Attack and/or Super cards that share the block effect's priority by n. The blocking player chooses how this reduction is distributed.

#### 5.2 Copy

To copy a card, execute its effects without playing the card or paying its costs. The effects retain their original priorities. If an effect has a priority that would have already been checked before the effect that copied it, it instead happens immediately.

### **5.3 Get Hit**

Get Hit is a trigger condition. If a card or effect triggers if you Got Hit, it triggers if you take any amount of damage.

### **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**

On Block is a trigger condition. If a card or effect triggers On Block, it triggers if it blocks any amount of damage or prevents an On Hit effect.

### **5.5 On Hit**

On Hit is a trigger condition. If an effect triggers on hit, 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 On Move**

On Move is a trigger condition. If a card or effect triggers On Move, it triggers if any effect causes a player to move.

### **6.5 On Whiff**

On Whiff is a trigger condition. If a card or effect triggers On Whiff, it triggers if an effect of the card failed due to having a lower range than the current distance.

### **6.6 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.

### **6.6 ?!?!**

?!?! 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 the current 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.  
On Hit: Gain 4 meter.

#### Punch

*Attack, Range: 0      Meter: 2*

Deal 2 damage.

#### Strike

*Attack, Range: 1      Meter: 3*

Deal 2 damage. 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                      Meter: 5*

Priority +1: Move 1.

If distance is exactly 0, deal 2 damage.

## **Defend**

### **Block**

*Defend                      Meter: 0*

Block 2.

Priority -1: On block, gain 2 meter.

### **Dodge Roll**

*Defend                      Meter: 3*

Priority +1: Move 1.

### **Deep Breath**

*Defend                      Meter: 0*

Block 1. Gain 2 meter.

### **Parry**

*Defend                      Meter: 2*

Block 999.

## **Special**

### **Charge**

*Special                      Meter: 0*

Gain 3 meter.

### **Limit Break**

*Special                      Meter: 2*

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

### **Cowardice!**

*Special                      Meter: 0*

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

### **Moon Jump**

*Special                      Meter: 4*

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

### **Kickstart your Heart**

*Special                      Meter: 0*

Take 1 damage. Gain 4 meter.

### **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.

### **Teleport**

*Special*                      *Meter: 5*

Priority -1: Set distance to any number.

### **Smell of the Game**

*Special*                      *Meter: 0*

Get Hit: Gain 4 meter

## **Super**

### **1000 Cuts**

*Super, Range: 1*            *Meter: 10*

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

### **Plummet 16 Feet Through The Announcer's Table**

*Super, Range: 0*            *Meter: 10*

Priority -3: Deal 3 damage. If uninterrupted, deal an additional 5 damage.

### **Instant Cancel**

*Super, Range: 1*            *Meter: 10*

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

### **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.

### **Free Combo**

*BLITZ!*                      *Trigger: On Hit*

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

### **Chain Link**

*BLITZ!*                      *Trigger: On Hit*

Priority -1: Copy an attack from your hand.

### **Push Block**

*BLITZ!*                      *Trigger: On Block*

Priority Final: Gain 3 meter and move 1.

## **Super Armor**

*BLITZ!*

*Trigger: Get Hit*

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, Teleport

#### *Super*

1000 Cuts, Super Taunt

#### *BLITZ!*

Burst, Burst, 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, Dodge Roll

#### *Special*

Charge, Limit Break, 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*

Increase distance by 1.

#### Foul Play

*Attack, Range: 0*      *Meter: 0*

Priority -1: If uninterrupted, deal 1 damage.

#### Heavy Bash

*Attack, Range: 0*      *Meter: 4*

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*                      *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. If the opponent blocked, deal an additional 3 damage.

### Siphon

*Attack, Range: 1      Meter: 3*

Deal 2 damage. If the opponent selected a super, also gain 3 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: 2*

Block 2.

Overcharge ?!?!

Priority -1: Copy a move from your hand with cost equal to the paid overcharge.

### 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. 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.

### Save Point

*Defend                      Meter: 3*

Priority +2: Set distance to 1.

### 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 this card's priority to that number.

## Special

### Call the Swarm

*Special*                      *Meter: 2*

Secretly choose Bee, Bird, or Moth.  
Gain a BLITZ! [Trigger: On Hit. Reveal the critter you chose and trigger its effect: Bee: Deal 2 damage; Bird: Move 2; Moth: Gain 4 meter.]  
Discard it after two more rounds.

### 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*

Priority -1: If the opponent used a special, gain 3 meter.  
Priority -2: If uninterrupted, gain 2 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 Machina

*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 their played cards."

### 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+1*

Preparations: Make a deck of 3 Attack cards.

This super costs X+1, 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. 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. On hit, search the opponent's hand for 3 attacks and copy them.

## **BLITZ! Cards**

### **Energy Drink**

*BLITZ!      Trigger: On Move*

Move 2.

### **Feint**

*BLITZ!      Trigger: On 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: On Hit*

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

### **Mulligan**

*BLITZ!      Trigger: On 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: On 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.

### **Overkill**

*BOOST!*

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

### **Frame Advantage**

*BOOST!*

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