

# FIGHTZEE

A dice-based fighting experience

Version	Timestamp	Changes
0.1	14/12/2023	First draft
0.2	18/12/2023	Changed "Defense phase"



Every martial artist needs a dose of luck!

## Game Details

**Players:** 2

**Target:** people interested in dice and fighting games

**Age:** 8+

**Chance:** High

**Skills:** strategy, luck, probability

## Overview

**FIGHTZEE** is a dice game based on the popular Yahtzee. Players will face each other in a deadly martial fight hitting their opponent with masterful techniques and defending from the opponent's attacks by rolling 6 dice! Each attack and special technique are based on Yahtzee combos and will deal a varying amount of damage to the opponent, but do not sing victory, this damage can be mitigated by your opponent performing a well-timed defense! Will the martial arts tournament participants be able to perform the secret Yahdoken? Let's find out!

## Core Gameplay

In FIGHTZEE players must fight each other using a set of 6 dice to make certain combinations to deal damage to the opponent. Each player starts with **250 Health Points (HP)** and the game's objective is to reduce the opponent's HPs to 0.

The dice set is composed of **5 blue dice** called "**Hit Dice**" and **1 red die** called "**Accuracy Die**". Players will alternate with each other in turns rolling their dice. Each player's turn is divided into two consecutive phases: **Turn Player Attack** and **Opponent Defense!**

### Attack phase

During the attack phase, the turn player can roll the dice up to 3 times in a turn trying to make various dice combinations based on Yahtzee combos. Each combination corresponds to an **attack** or **special technique** with a corresponding **damage score**. At the end of the turn the player will **deal** an amount of **damage** to the opponent depending on the chosen attack minus the potential opponent's **defense score**.

The **Accuracy Die** (red) must be rolled just once in the first roll, which will determine your accuracy and it can't be used for the dice combinations. Scoring 2,3,4 or 5 results in a hit, scoring 1 results in a **miss** nullifying your damage for the turn, and scoring 6 results in a **critical hit** doubling the damage for the turn!

### Defense phase

During the defense phase, the opponent player must roll the dice once and pick a dice combination to try to **defend** from the turn player attacks. Each combination corresponds to a **guard stance** that will help you mitigate or even nullify damage! At the end of the defense phase, the player will have a **defense score** on a specific category equal to the dice score obtained. This defense score will mitigate the turn player damage, but only if intercepted by your guard.

The **Accuracy Die** must be rolled in this phase too and will determine your guard efficiency. Scoring 2,3,4 or 5 results in a succeeded guard, scoring a 1 results in a **failed guard** not reducing the incoming damage, and scoring a 6 results in a **perfect guard** nullifying the damage completely.

## Ignite your fighting spirit

FIGHTZEE is designed to offer an engaging experience changing the single-player Yahtzee experience into a Face-to-Face fighting game, inserting a real interaction component with the attack and defense mechanics into the game. In FIGHTZEE players give a real meaning to every combo they score, converting the score component into damage against your opponent or in last-moment miraculous defenses! The game is addressed to anyone who appreciates fast strategic games with the same dose of unpredictability you can find in a real fight, and to anyone who appreciates Yahtzee and dice games.

The martial arts tournament is waiting for you, prepare your fists and put some dice in them!