Throwdown

a Giant Brain Game

designed by Iain McAllister

Aim
The players are duellists settling a matter of honour. Over three rounds the first to win two will win the match. Players use dice to represent Attacks, Block and Ripostes placed on the cards provided.

Setup
Each player will need one of the business cards with the Throwdown game on it. The playmat for the game is on the back of the card. Each player will also need a set of polyhedral dice consisting of 1d4, 1d6, 1d8, 1d10 and 1d12. Both players put the card behind one of their hands leaving their other free to roll dice and move dice onto the card.

Both players roll their dice, show them to their opponent, and then hide them behind their hand, keeping the same value showing on each of the dice.

Gameplay
Throwdon is played in a series of rounds, with the first person to win two rounds being declared the winner.. Each round players do the following.

1) Place a number of dice on the Attack(Red), Block(Blue) or Riposte(Green) spaces.
    Attack = 1 or 2 dice.
    Riposte = 1 dice
    Block = 2 or more dice.

2) Reveal cards: Both players then reveal their card but not the rest of their dice, which must remain hidden.

3) Resolve: Resolve the attack as detailed below.

4) Re-roll: reroll all dice still on the cards and then hide them with the rest of your dice. Do not re-roll the dice behind your hand unless instructed to do so by an effect.

5) Win Condition: If either side has no dice left they have lost. The first player to win two rounds is the winner.

**Resolution**
Attack vs. Attack
    Total the attack dice on each side and compare the values. Lowest value loses and

discards their lowest sided die.

Attack vs. Riposte

If the riposte value is equal to or greater than one of the attack dice then you may re-roll any one of your dice not used in the riposte. This dice is rerolled with the riposte dice after resolution. The attack is unsuccessful.

Attack vs. Block

Add attack dice together then compare to total of block dice. If block total is equal to or higher than the attack, discard lowest sided attack die. If the attack total can be matched with less dice than the number use in the block, discard any excess dice. The blocker decides how his dice match the block. You may retreive one of your discarded dice. Re-roll this dice along with block dice after resolution.

Block vs. Riposte

Riposte dice are discarded. Blocking player may retrieve up to 2 discarded dice. Re-roll these dice after resolution.

Other rule ideas

Critical Hits

If all the dice used in an attack, block or riposte are the max value of that dice and are on the winning side then a critical hit has been scored. Discard another of your opponents dice.

Arenas

Locations where duels take place. Add another thing you can do with dice

i.e. Rocky Outcrop

After resolution, if you still have a 7 showing on one of your dice, you can force your opponent to re-roll one of their still hidden dice. You must target the dice without seeing its value.

Schools

Each player chooses a swordsman school before play begins. This gives them a special effect they can use either once a game or once a turn.

School of Hard Knocks: Whenever you lose a dice roll it. If you roll the max value you can reroll that dice and keep it.