

MiniFight!

Originally called Paperwars.
Game Created by Sketch Reed
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Introduction

This is a quick, nonsensical and fun paper-miniature-based war game I came up in 2009 over about 3 days and countless numbers of empty coffee cups. Although it was originally created to go with the numerous paper miniatures I had created, you can use pretty much anything for the pieces, from pennies to paper clips to actual miniatures. Also, this game was originally made as a one-player game. Of course, you can play with friends too... just see the Team Battle section or the Showdown! section at the end. Enjoy!

What You Need To Play

An assortment of standard RPG dice, including a 4, 6, 12 and 20 sided die and a coin.

Two different types of miniatures to represent monsters and humans. You can use anything; actual monsters and humans miniatures, pennies and quarters, etc., etc. The idea is that you should be able to tell the difference between the two.

A flat surface to put the miniatures (or whatever you're using) on. Somewhere without wind is preferred.

Paper or something to keep tabs on each piece's HP.

This text document...for rules, of course. Whatever.

How To Win

The object of the game is to destroy all the monsters.

Setup

Get your miniatures lined up in rows; put your monsters on one side of the table, and put your humans on the other side. You generally should have a 2:1 or larger ratio of monsters to humans; for example, if you have 2 humans, you should have at least 4 monsters. It helps keep the game interesting.

How To Play

To start the game, choose one of the humans and one monster and roll a 6 sided die twice. The first roll is the human's attack number, the second is the monster's attack number. Whichever has the higher number is the winner. The difference is subtracted

from the loser's HP. For example, if the human gets a 3 and the monster gets a 5, the human loses 2 HP. ($5-3=2$. This should be obvious to even the dumbest among you, but you never know...)

Of course, it's mandatory to announce each victory and defeat in your best pro wrestling announcer voice.

The monsters each have 10 HP. Each human has 30 HP. Once a monster or human's HP equals 0, it is considered destroyed and is removed from the game.

Keep on picking monsters and rolling dice until either all the humans or all the monsters are destroyed.

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Of course, even with the pro wrestling announcer voice, this could get boring after a while, and I had more dice than just a 6-sided die to play with; therefore, I came up with some freakish variations on the game to make it more fun. Here they are:

Freakish Variation Number 1: Caffeine Pumping

If your humans are in a pinch, never fear; you can use Caffeine Pumping to kick it up a notch. Caffeine Pumping, of course, is my way of simulating giving your humans a shot of caffeine. Instead of picking just one monster to face your human, pick 2 and use the 12-sided die instead of the 6-sided die. If your human's number is higher than the monsters', then the monsters both take the difference to their HP. However, if the monsters' number is higher, your human takes DOUBLE the damage instead. Harsh.

Freakish Variation Number 2: Sneaky Sneaky Stab Stab

Instead of letting your human take its normal attack, you can roll the four sided die once; if the result is a 4, then any monster you choose loses 10 HP.. However, if you roll anything but a 4, your human takes 7 damage to his or her HP. Ouchie.

Freakish Variation Number 3: Brains Are For More Than Just Squishing And Eating

If you're REALLY bored, you can pretend that your humans have telepathic powers. To use their amazing psychic powers instead of doing a normal attack, roll the 20-sided die. If you get a number from 1 to 10, inflict that much damaged to any monster's HP. If you get a number from 11 to 20, however, your human loses that many HP minus 10--for example, if you roll a 12, you lose 2 HP, if you roll a 16, you lose 6 HP, and so on. You can only use this power three times per human per game, however....

Freakish Variation Number 4: Big, Big Monster; Little, Little You

So you get tired of defeating hordes of little monsters. You want a challenge. Well, never fear--well, actually, you should fear-- use this Freakish Variation to make you a humongous, hideous, limb-dismembering, soul-eating monster! Here are some suggestions:

- Instead of having a lot of little monsters with 10 HP, have one monster with 30 or 50 HP. This makes it fun--well, if you can called getting your humans beaten into the ground *fun*, heh...
- If you want, you can still use Caffeine Pumping with this alteration: if the monster gets a lower ATK number than you while you use Caffeine Pumping, the damage to the monster is doubled. If you lose, however, you still lose double as usual as well...
- If you want to make things more hardcore, you could also give the monster a plus ATK. This means that every time you do a regular attack or use Caffeine Pumping, the monster adds whatever number you choose for the plus ATK to its roll. For example, if you give the monster a plus-2 ATK, and you roll a 3 for his ATK number, it gets a 5 instead of a 3. Oh, the agony!
- Of course, you can come up with more diabolical modifications to your evil monster--in fact, if you come up with an immensely gratifying diabolical modification, send it to me at sketchreedartist@yahoo.com!

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Now, if you have some friends who want to get in on the nerdy action, here's some alternate rules to get your friends on the action. Let the party begin!!

TEAM RULES

Each player gets one human miniature. You control your human miniature's actions, they control theirs. Duh.

Before you start, you must agree on which (if any) Freakish Variations you want to use. Deciding this beforehand reduces the risk of frying pans to the head later.

Decide who gets to attack first. There really isn't a standard way to do this; flip a coin, roll some dice, draw some straws, play paper-rock-scissors, pick your nose and compare booger size--whatever you need to do.

The player who gets to attack first chooses to attack using either the regular attack or any one of the Freakish Variations agreed-upon beforehand. Once he or she does his or her attack, the turn passes to the next player, and so on and so forth.

If your character gets destroyed, too bad--you're out of the game until either every other human gets destroyed or the monsters get destroyed. Better luck next time.

The game continues until either the humans destroy the monster--in which case the humans win--or all the humans die, in which case you are all a bunch of noobs. Just kidding; but if that happens, you all lose. Sorry.

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So, your friends are getting mouthy, huh? Want to show them a thing or two? Well, with only two paper miniatures, a pencil and paper, and some dice, there's no need to

resort to violence (unless you really want to)--settle your differences the nerdy way and play Minifight!!

SHOWDOWN!

Decide who goes first. I don't care how you do it, just do it.

As with the Team Battle, before you start, choose which Freakish Variations you will tear each other apart with.

Each player starts with 50 HP.

The first player attacks using the regular attack or any of the Freakish Variations they want. Once they attack, it's the other player's turn, and he or she attacks, and so on and so forth until someone runs out of HP.

If your opponent runs out of HP, you win! Feel free to gloat and taunt your fallen foe...although I cannot be held responsible for any injuries inflicted on your person by your losing opponent. All I have to say is watch out for frying pans flying through the air...they tend to sting when they hit.

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That's about all of the rules I can think of. If you have any suggestions on how to make the game better, or if you come up with another Freakish Variation that is particularly intriguing, feel free to drop me a line at sketchreedartist@yahoo.com. Enjoy the game.. and remember, freaking out bystanders who have no clue what you're doing is the best part of this game!

--SKETCH REED