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**I. WHAT IS THIS GAME?**

**Welcome to the Pro MMA Universe Dice Game.** The game is not a blow-by-blow game but more of a highlights game. You will play each Round giving you the backbone of the MMA scoring system. In MMA there are three basic areas of scoring a Fight:

**1. Who Controlled the Cage and Round?**

**2. Who had the most Significant Strikes Landed?**

**3. Which Fighter was the more Aggressive Fighter on Offense?**

Each Round you will determine which Fighter CONTROLS the Round. The Fighters will then stand throwing punches and kicks to accumulate SIGNIFICANT STRIKES LANDED. This usually leads to one Fighter taking the OFFENSE in either grappling in a clinch, grounding and pounding on the mat or even applying submissions! In each phase of the Fight, the Fighters will score Points and maybe even have their Killer Instinct kick in and try to take their opponent out!

This is a Print and Play game with Charts and EXCEL listed Fighters. I use 4d6 with each being a different color. I like Red, White, Blue and Black. When I only need to Roll 2d6, I will Roll Black and Blue together and/or Red and White together. When I need to roll 3d6, I usually use Red, White and Blue. This just keeps things organized for me.

**II. FIGHTER RATINGS**

**At this stage of the Pro MMA Universe Dice Game there are ONLY Fictional Fighters. Each Fighter is Rated in 24 areas:**

**A. PREFIGHT**

**1. Lifestyle (L/S)** which is used to determine how prepared each Fighter is for the Fight.

**2. Interviews (INT)** which is the Fighter’s ability to cut a Prefight or Post Fight Promo.

**3. Charisma** **(CHAR)** which is the Fighter’s natural aura and presence.

**4. Experience** **(EXP)** which is the Fighter’s experience and time in MMA. This can affect every Fight!

**B. TALENT**

**1. Control (CON)** which is the Fighter’s ability to Control the Cage and Round.

**2. Strike Rating** **(SR)** This is the key Rating to determine the SIGNIFICANT STRIKES LANDED in each Round.

**3. Stamina (STA)** which is the Fighter’s Cardio and ability to pace through the Fight.

**4. Fouls** **(FOULS)** which is the discipline the Fighter shows in the Cage and their chances of bending

the “Rules”.

**5. Killer Instinct (KI)** which is the Fighter’s ability to step it up when the Opponent is weakened. The

Fighter with the higher KI may be more apt to finish off an Opponent after gaining an edge

during the Fight.

**6. Chin (CHIN)** which is the Fighter’s ability to take a punch and survive when their Opponent gets

the upper hand.

**7. Cut (CUT)** which is the Fighter’s susceptibility to being Cut during the Fight and the effects the Cut

may have on the Fight.

**8. Recovery (REC)** which is the Fighter’s ability to bounce back after being hurt in the Fight.

**C. FIGHT SKILLS**

**1. Clinch Grappling (CL GRAP)** which is the Fighter’s ability to Grapple and maneuver their

opponent into a position of control.

**2. Clinch Elbow (CL ELBOW) and Clinch Knee (CL KNEE)** which is the Fighter’s ability to throw

Strikes from the Clinch position.

**3. Clinch Guard Defense (CL GUARD DEF)** which is the Fighter’s ability to defend themselves

verses their Opponent’s Clinching offense.

**In the Fight, all Offensive Clinch moves will be crosschecked against the Defensive Clinch Guard Defense Rating of their Opponent.**

**4. Ground Punches (GR PUNCHES), Ground Elbows (GR ELBOW) and Ground Knee (GR KNEE)** which are the Fighter’s ability to throw Strikes while Grounding and Pounding.

**5.** **Ground Control Guard (GR CON GUARD)** which is the Fighter’s ability to protect themselves from their opponent’s Strikes while on the mat.

**In the Fight, all Offensive Ground moves (GR Punches, GR Elbows, GR Knees) will be crosschecked against the defensive Ground Control Guard Rating of their Opponent.**

**6. Armlock Submission (ARM SUB), Leglock Submission (LEG SUB) and Choke Submission (CHOKE SUB)** which is the Fighter’s ability to apply Submissions.

**7. Submission Defense (SUB DEF)** which is the Fighter’s ability to protect themselves from their

opponent’s Submission attempts.

**In the Fight, all Offensive Submission moves (ARM SUB, LEG SUB, CHOKE SUB) will be crosschecked against the Submission Defense Rating of their Opponent.**

**8. Take Down Rating (TD)** which is the Fighters’ ability to TAKE DOWN their Opponent.

**9. Take Down Defense (TD DEF)** which is the Fighters’ ability to defend themselves against being Taken Down.

**In the Fight, the Offensive move of Take Down is crosschecked against the Defensive move of Take Down Defense for the Opponent.**

10. Reversal (REV) which is the Fighters’ ability to Reverse their Opponent’s hold or Control.

11. Escape (ESC) which is the Fighters’ ability to Escape from their Opponent’s hold.

**III. GAME CHARTS**

I will just list the different Charts included in the game. There is no need to add Sample Pictures as most Samples are included throughout these instructions when that particular Chart is referenced. I usually print out the Charts and place them back to back in “Top Load Clear Sheet Holders”. This saves space as I just flip over to the Chart needed. Here is the list of Charts for this game:

**1. Fight Scorecards** – Includes areas for placing Fighter Ratings, Round Scoring for each Fighter, Judges End of Round Score, Optional Referee tendencies and Notes.

**2. Judges and Optional Referees Chart** – A chart used to determine two of the three Judges for the Fight. You also have the option of choosing a Referee with various tendencies.

**3. Lifestyle and Prefight Training Chart** – A chart used to determine how prepared each Fighter is for their upcoming Fight.

**4. Game Play Chart** – A chart designed to help you follow the flow of the game with the various steps of play all in one place.

**5. Significant Strikes Landed (With Weight Classes and Openweight)** – In Boxing, “Effective Puches Landed” are important in scoring a Round. However, in MMA, since punches, kicks and elbows are allowed, they are all considered “Strikes”. Significant Strikes Landed is a very important part of scoring in MMA.

**6. Clinch and Grappling** – This Chart allows a Fighter to score Offensive Points as they try to maneuver their Opponent into a controlled position.

**7. Ground and Pound** – If a Fighter gets a takedown, this Chart will lead either to more Strikes, Submissions, maybe even a Reversal from their Opponent.

**8. Submissions** – A quick ending can come to a Fight if the Controlling Fighter locks in a Leg, Arm or Choke Submission hold!

**9. Killer Instinct** – If a Fighter has really dominated a Round, they may be able to decide to go all out to put their Opponent down. This may be a Knockout or the Opponent will survive.

**10. Recovery Chart** – A Chart that helps you determine how well a Fighter “bounces back” after being hurt.

**11. Fouls, Cuts and Injuries** – During the SSL Roll you may be sent to check to see if the Fighter Rolling is either, cut, injured or committed a foul. The Fighter that Rolled the “4,5 or 6” is the Fighter effected. Not their Opponent. If the GREEN ROW is Rolled during the OFF1 – OFF 3 Phases, the Chart tells you how to determine which Fighter is affected.

**12. Reversal/Escape Chart** – A chart used to determine if a Fighter Reverses or Escapes their Opponent’s hold or control.

**13. Round Scoring** – Once the Round is over, the Points scored during the Round will dictate how the Judges score the Round.

**IV. THE FLOW OF THE GAME**

For those who have played our other game, PRO BOXING UNIVERSE DICE GAME, you will recognize the flow of this game:

**A. PREFIGHT: Preparing the Scorecard**

1. Roll to choose your other two **Judges** and Optional **Referee** Roll.

2. Roll to check each Fighter’s **Lifestyle and Prefight Training** to see if it affects the Fighters for this Fight.

3. Check each Fighter’s **Experience** to see if either Fighter gains an advantage.

4. Check each Fighter’s **Stamina** Rating to see how it affects their later Rounds. IF THE FIGHTER’S STAMINA SHOULD CAUSE THE FIGHTER TO HAVE LESS THAN “1” SR, LEAVE THE SR AT “1” BUT THAT FIGHTER CANNOT WIN CONTROL OF ANY REMAINING ROUNDS!

**B. THE FIGHT**

1. Roll to see which Fighter **Controls** the Round and how that Control effects the Round (Pace and Control Advantage). If the Fighter’s CONTROL Rolls are tied, NEITHER FIGHTER has CONTROL. Skip Step 3 and 4 (Control Pace and Advantage) and Go to Step 5 (Roll on SSL Chart) for both Fighters. Since neither Fighter won CONTROL, when you get to the OFF 1-OFF 3 Phases, Roll for the Row Color for each Phase as normal and then Roll for BOTH FIGHTERS instead of the one that won Control. (IE: If the OFF Phase is Ground and Pound, Roll the 2 dice to determine the Offense and Roll for Points for the first Fighter THEN Do the same for the second Fighter! ONLY ROLL FOR BOTH IN AN OFF PHASE IF NEITHER WINS CONTROL!

2. Roll to determine how many **Significant Strikes** **(SSL)** were landed by each Fighter. Record them under the CONTROL ADVANTAGE Plus SSL section on the Scorecard.

3. The previous Significant Strikes Landed Roll will also determine what Offense the Fighter with the most Significant Strikes moves forward with. The Color of the Row determines the Offense. This will either be **“Clinch and Grappling”, “Ground and Pounding”, “Submission Attempt”, “Extra Strikes” and maybe even “Cuts, Fouls or Injuries”**.

4. Roll on the appropriate Chart, suggested by the Row Color, to find out the outcome of the Fighter using their Offense. This will be recorded on the Scorecard under the **Offensive 1 (Off 1) Phase**.

5. Reroll on the Significant Strikes Landed Chart, but this time you are only checking to see the Color of the Row. Again, this tells you what Offense the Fighter will use in the **Offense 2 (Off 2) Phase**. Go to the appropriate Chart determined by the Color of the Row. Record the Points in OFF 2 section of Scorecard.

6. Reroll on the Significant Strikes Landed Chart, but this time you are only checking to see the Color of the Row. Again, this tells you what Offense the Fighter will use in the **Offense 3 (Off 3) Phase**. Go to the appropriate Chart determined by the Color of the Row. Record the Points in OFF 3 section of Scorecard.

7. If at anytime a Roll of either **REVERSAL** or **ESCAPE**, the Offense can change to the other Fighter.

8. Once you have completed the Offense 3 (Off 3) Phase, total up each Fighter’s Points. On the Scorecard, the numbers that need to be added are in the boxes with the Red titles:

EXP + CON ADV Plus SSL + OFF 1 + OFF 2 + OFF 3 = TOTAL

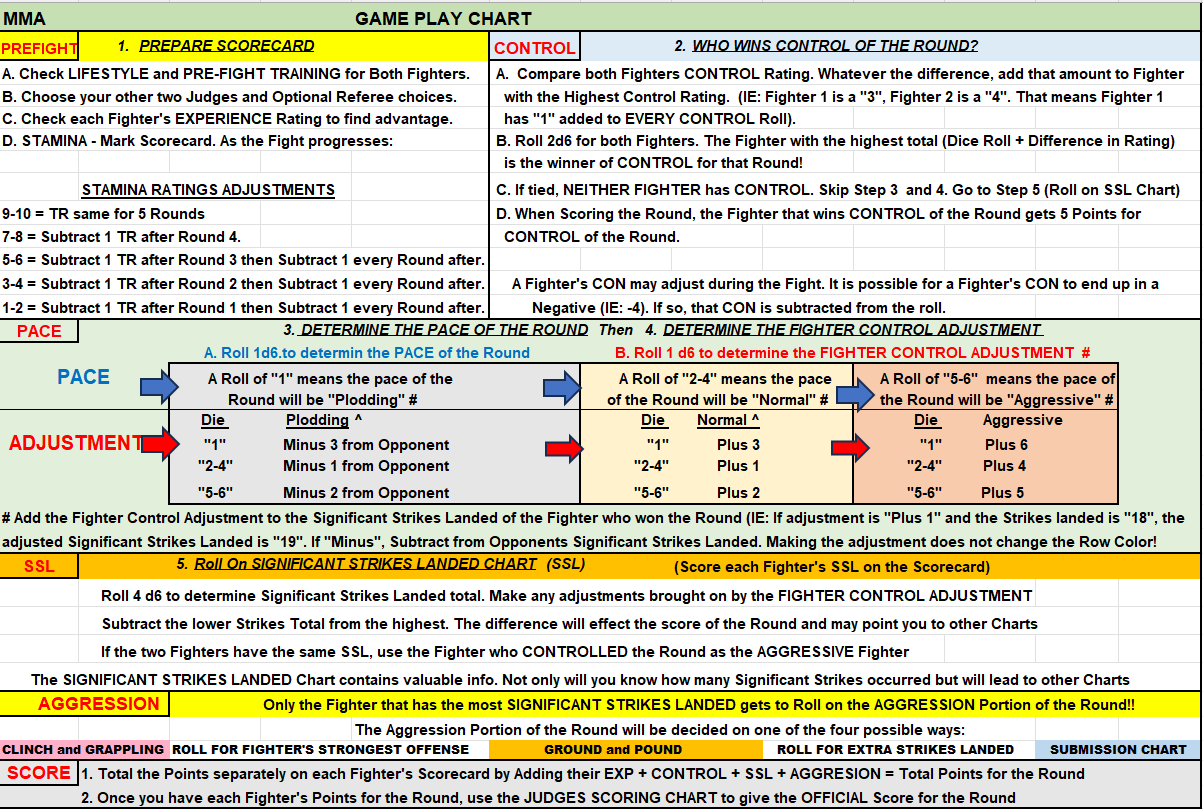
9. Once you have each Fighter’s Total Points for the Round, compare the totals. Subtract the lower from the higher. That difference is used to determine how the Judges Scored the Round **(End of Round Scoring Chart).**

10. Repeat the same process for each Round.

11. If the Fight goes the distance, there is an End of Fight Scoring Chart on the same Chart as the End of Round Scoring Chart.

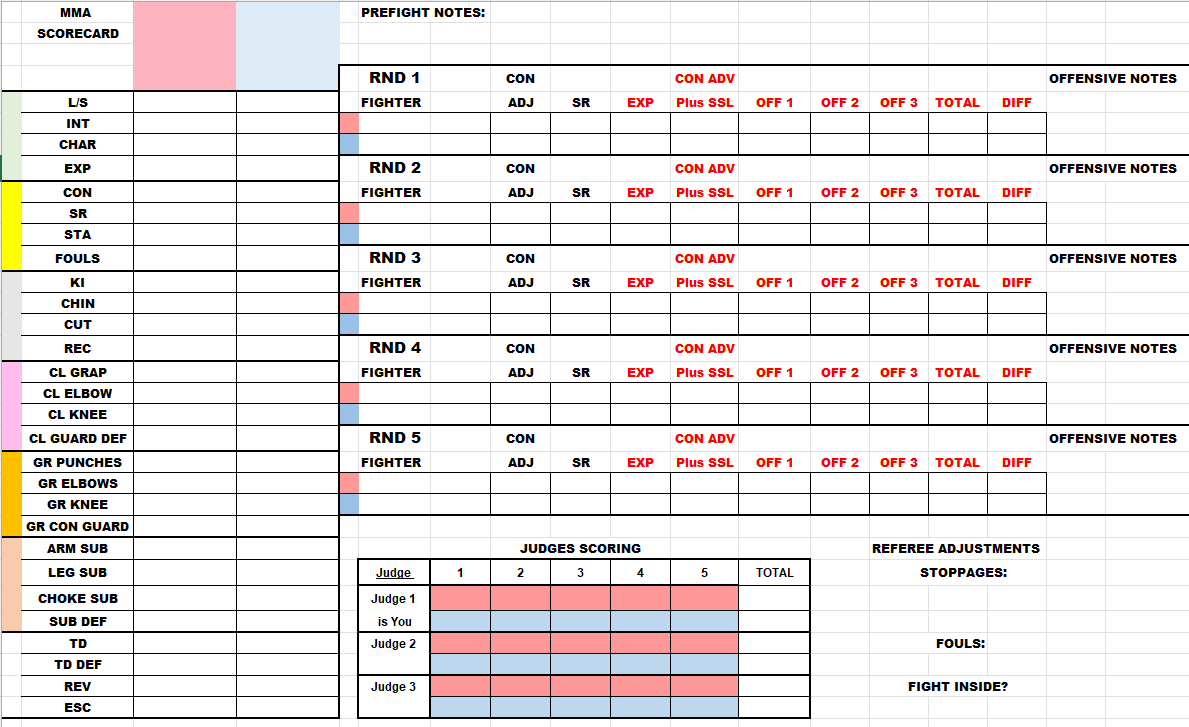
**V. A SAMPLE FIGHT**

To help you keep the flow of the game in mind, there is a **GAME PLAY Chart** that takes you through how every Round will work. I will go through it all step by step, but this is a Picture of that GAME PLAY Chart.



**A. SET UP THE SCORECARD FOR THE FIGHT** – All of the Fighters are on an Excel spreadsheet. I am still trying to figure out the Scorecard format that I like best. I would love to be able to make individual cards for each Fighter by having the data transfer from the Excel spreadsheet to a card template. I am not sure how to do that, so for now, you can write Fighter stats on a Scorecard.

The picture below is a BLANK SCORECARD:

****

Once you choose your Fighters, write their Ratings on the Scorecard. Below is a Sample of a filled-out Scorecard:

A screenshot of a flight schedule

AI-generated content may be incorrect.

**B. PREFIGHT: Roll for Prefight Build-Up, Lifestyle/Training, Judges and Referees**

**1.** **PREFIGHT BUILD-UP** - I am still working through how a Fighter’s Interview ability, Charisma and Experience will play into their upcoming Fight. Any ideas would be appreciated! This would just add some backstory and fun to the game!

**2. LIFESTYLE and PREFIGHT TRAINING** – This is a very familiar process that all Pro Boxing Universe Dice Gamers will recognize. That is the LIFESTYLES and PREFIGHT TRAINING Charts. These will allow you to determine how prepared each Fighter is for their upcoming Fight. This can affect the Fighter’s STRIKE Rating (SR) and CONTROL Rating, which are two of the most important Ratings each Round.

IE: Let’s say that Kyuwa Itou Rolls a “1-5-6”. That means with a “9” Lifestyle Rating (L/S), he enters the Fight in DECENT but not NORMAL Shape, so he loses “1” SR Point. He goes from an “8” Rating at SR to a “7” Rating for this Fight ONLY.

Let’s say that Tadamasa Yamada Rolls a “6-1-4”. That means with a “7” L/S Rating, he has entered the Fight in Great condition. His SR Rating increases from “5” to “6”.

Sample picture of the LIFESTYLES and PREFIGHT TRAINING Chart below. Note I have changed the Ratings from LETTERS (A to J) to NUMBERS (10 to 1) on the actual Chart:

**A screenshot of a computer screen

AI-generated content may be incorrect.**

You will notice at the bottom of the LIFESTYLES Chart above, that not only is it possible for a Fighter to have their Fight effected, but there could also be some major, life changing events happen if you want to add them to your game! If you land on one of the events, there is a separate chart for each possibility. In our sample, the Fighters did not Roll any major events, but one Fighter did not show up in the best shape to Fight!

This is what the Scorecard now looks like. Notice the change in the SR Rating for Both Fighters:

**A white sheet with red text

AI-generated content may be incorrect.**

**C. Judges** – There are three Judges. You are the first Judge. You will score the Fight the way the Scoring Chart dictates, BUT there are two other Judges! Before the Fight, you will Roll on the Judges Chart to determine which two Judges join you in scoring the Fight. While you will Judge fairly, the other two may be influenced by their own personal Bias! Some lean toward voting for certain “Styles” of Fighters in close Rounds. Some lean into voting for “Champions”. Some vote for the “Hometown Favorite”, etc.! Below is a Sample Pic of the Judges filled out. In this example, we will say that Judge 2 was Rolled to be JUDGE E, who Favors “Martial Arts” (Itou) and the third Judge was Rolled to be JUDGE K, who favors “Boxer/Kick Boxers” (Yamada). This could lead to some disagreements in close Rounds:

A table with numbers and a number in it

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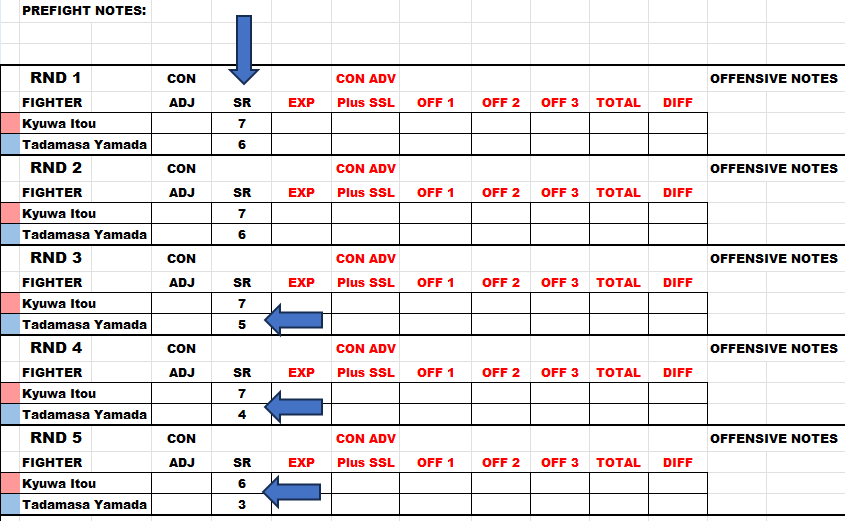
**D. Referees** – If you choose to use it, there is an OPTIONAL Roll for the Referee. If used, it could result in some Referees ending Fights faster than others. Some will let the Fighters Clinch more than others, etc. The Referee can make a difference! In our example, let’s just say that the Roll for the Referee was for a NORMAL Referee, so the Ref will not change the way the results unfold throughout the game. Once you have determined the Lifestyle affects, Judges and Referee you need to mark the Scorecard with the Fighter’s STAMINA Effect.

**E. STAMINA** – All Fighters have a Stamina Rating (STA). This tells you about the Fighter’s Cardio and ability to pace through the Fight. This can play a very important role in the outcome of the Fight. The longer the Fight goes, the more that a Fighter’s ability to land Significant Strikes can weaken. If you look on the GAME PLAY Chart, there is a small STAMINA Chart. You will see that Fighters are Rated from “10-1”. “10” is the best. “1” is the worst. A “9-10” STAMINA Rated Fighter will maintain their Cardio the entire Fight and never lose any SIGNIFICANT STRIKES ability throughout the Fight. A “1-2” Rated Fighter will begin to lose Cardio after the First Round! Below is a picture of that small STAMINA Chart on the GAME PLAY Chart:

A screenshot of a scorecard

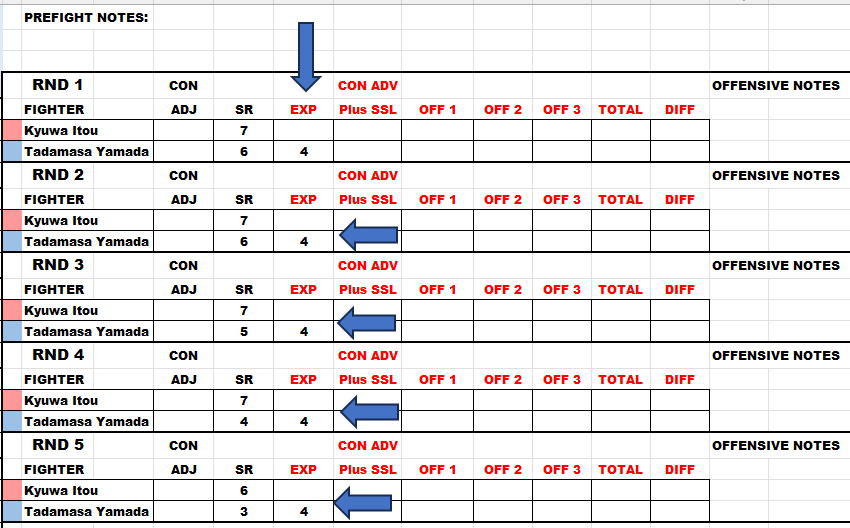
AI-generated content may be incorrect.

In our Sample Fight, Itou has an “8” STAMINA Rating and Yamada has a “4” STAMINA Rating. That means as the Fight unfolds, they both will begin to lose some “punching ability”. Itou will tire after the Fourth Round, BUT Yamada will begin to lose Punching Ability after the Second Round! So, in Round “5”, Itou’s SR Rating will drop from “7” to “6”. Yamada’s is even more interesting! Beginning in Round “3”, Yamada’s SR Rating drops from “6” to “5” AND it continues to drop one number for each of the following Rounds! Below is a picture of how that is shown on the Scorecard:



**F. EXPERIENCE**

The next thing that we need to add to the Scorecard is the Fighter’s EXPERIENCE advantage. Each Fighter has an EXPERIENCE Rating. Compare each Fighter’s Rating and whatever the DIFFERENCE is between the two, the Fighter with the Highest EXPERIENCE Rating has the difference amount added to each Round of the Fight. In our sample, Itou has an “4” EXPERIENCE Rating and Yamada has a “8” EXPERIENCE. That means that Yamada is “4” Ratings Higher. So, every Round, in the “EXPERIENCE” (EXP) section on the Rounds Scorecard, Yamada gets “4” extra Points. Below is the sample Scorecard:



Once you get your Scorecard set up after checking **“Lifestyle and Training, Judges, Referees and Stamina and Experience”**, you are ready to Fight!

**G. THE FIGHT: “LET’S GET IT ON!”**

**ROUND 1**

**A. Roll To See Which Fighter Gains Control Of The Round** – You will Roll a CONTROL Roll with 2d6 for each Fighter, for each Round. Before we get to that Roll, you will notice the difference in the CONTROL Ratings for each Fighter. The difference in the Ratings will tell you how much to **add to** the Fighter’s CONTROL Roll (IE: In our Sample Fight, Itou has a CON Rating of “8” and Yamada has a CON Rating of “6”, that is a difference of “2”. That means that every time that you Roll for CONTROL of the Round, you will add “2” to Itou’s CONTROL Roll. There is a place on the Scorecard to write down the adjustment that you are going to have to make each Round to the CONTROL Roll **(CON ADJ)**. Below is a picture of that place on the Scorecard:

A white sheet with blue arrows and red text

AI-generated content may be incorrect.

So, every Round, when you Roll the CONTROL Roll add “2” to the dice Roll of Itou. In this Fight, let’s say in Round 1, Itou Rolls a “6”. With his adjustment advantage of “2” being added, that means Itou has “8” as his CONTROL Roll. Let’s say Yamada Rolled a “6” also. With Itou’s “2” advantage, Itou won CONTROL of the Round!

**If both Fighters are tied with the same CONTROL Roll totals, neither Fighter has CONTROL of the Round, just skip the “PACE and “RESULT” part of the CONTROL Rolls. If neither Fighter gains CONTROL, when you get to the OFFENSE 1 THROUGH 3, you will Roll for BOTH FIGHTERS and place their score on the Scorecard! If one Fighter gains CONTROL, ONLY ROLL FOR THAT FIGHTER during the OFFENSE 1 THROUGH 3 Phases (Unless a Reversal takes place(.**

**PACE and CONTROL ADVANTAGE ROLL**

Once you know who will control the Round, you need to Roll to see what advantage having CONTROL will be for the Fighter. This is where you Roll for the Fighter’s Pace during the Round. You will Roll 1d6 on the Pace Chart (On the GAME PLAY CHART).

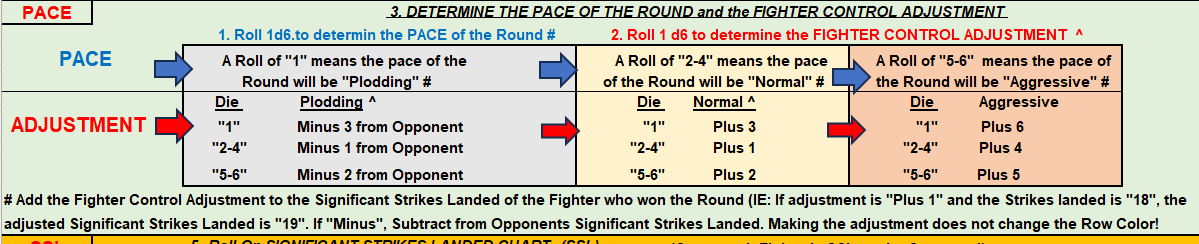
This will result in 3 possible situations:

**“Plodding”**, which will result in slowing the other Fighter down.

**“Normal”**, which will result in little difference in future Rolls for the Around.

**“Aggressive”**, which will result in the Controlling Fighter having a boost in their Significant Strikes Landed totals.

Once you know the Pace you will Roll another 1d6 to find the Result of the Fighter pacing themselves that way. Below is a Picture of the GAME PLAY Chart that has the CONTROL ADJUSTMENT possibilities on it. To save time, you can Roll both d6 (PACE & ADJUSTMENT) at the same time!



In our sample Fight, let’s say Itou Rolled “3” on the Pace Roll (which is “NORMAL”) and a “5” on the FIGHTER CONTROL ADJUSTMENT Chart under “NORMAL” (which is a “Plus 2”.) That is very important because it will directly affect how many SIGNIFICANT STRIKES LANDED that Itou will get. We will get back to that in a minute!

**B. Roll To Determine Each Fighter’s Significant Strikes Landed** – Just as in the Pro Boxing Universe Dice Game, this Chart is the true backbone of the Game. Of course, boxing uses “Effective Punches Landed” while MMA uses “SIGNIFICANT STRIKES LANDED (SSL)”. Each Round, you will need to find out how many SIGNIFICANT STRIKES were landed for each Fighter. This Chart will do two very important things:

1. It will give you the number of Significant Strikes Landed.

2. It will point you to other Charts that tell you some of the Highlights of the Round! Below is a Sample picture of a portion of the SIGNIFICANT STRIKES LANDED Chart.

**A chart with numbers and a yellow stripe

AI-generated content may be incorrect.**

First notice the “Numbers”. Remember, each Fighter has a STRIKES RATING (SR) of “1 to 10”. On the SIGNIFICANT STRIKES LANDED Chart you will Roll 4d6. You will do this for both Fighters. In our Sample game, let’s say Itou Rolls “9”. His SR, for this Fight, is an “7”. On Row “7” under “9” the Significant Strikes Landed total is “9”. The Color of the Row is Lavender, we will get back to that.

We now need to Roll for Yamada’s Significant Strikes Landed. His SR Rating is “6”. Let’s say you Roll for him an “8”. On Row “6” under “8” the Significant Strikes Landed is “7”. That means Itou has “9” SSL and Yamada has “7”. BUT DO NOT FORGET that Itou won CONTROL of the Round and his PACE and FIGHTER’S CONTROL ADJUSTMENT was “2” because of his “NORMAL” Round. Adding that “2” to Itou’s “9” SSL means that Itou ended up with “11” SSL for the Round! So, Itou has “11” SSL, while Yamada has “7”! Below is a Picture of the Scorecard and where to put that info:

A chart with arrows pointing to the top

AI-generated content may be incorrect.

Notice that when I put the SSL Total on the Scorecard, I also put the first letter of the “Color of the Round”. That is very important!

**C. Determine The Fighter’s Offensive 1 (OFF 1) Phase**

This is where the COLOR of the Row comes into play. If you remember, the winner of the SSL was Itou and he Rolled on an “Lavender Row”. Only his Color of Row matters since he won the Number of SSL. On the SSL Chart the different Colors mean different things. Below is a Picture of what the Color represents:

A chart with numbers and text

AI-generated content may be incorrect.

After recording the SSL on the Scorecard, you will see that the next category on the Scorecard is **“OFF 1”**. That is for OFFENSE 1. This is where the Row Colors come into play. Notice that the Colors point you to do something else.

The **GREEN** Rows tell you that AFTER you count the Number of SSL for the Round and put the SSL on the Scorecard, you will need to go to the **FOULS, CUTS, INJURIES** Chart also!

The **ORANGE** Rows tell you to go to the **GROUND and POUND** Chart after recording the SSL.

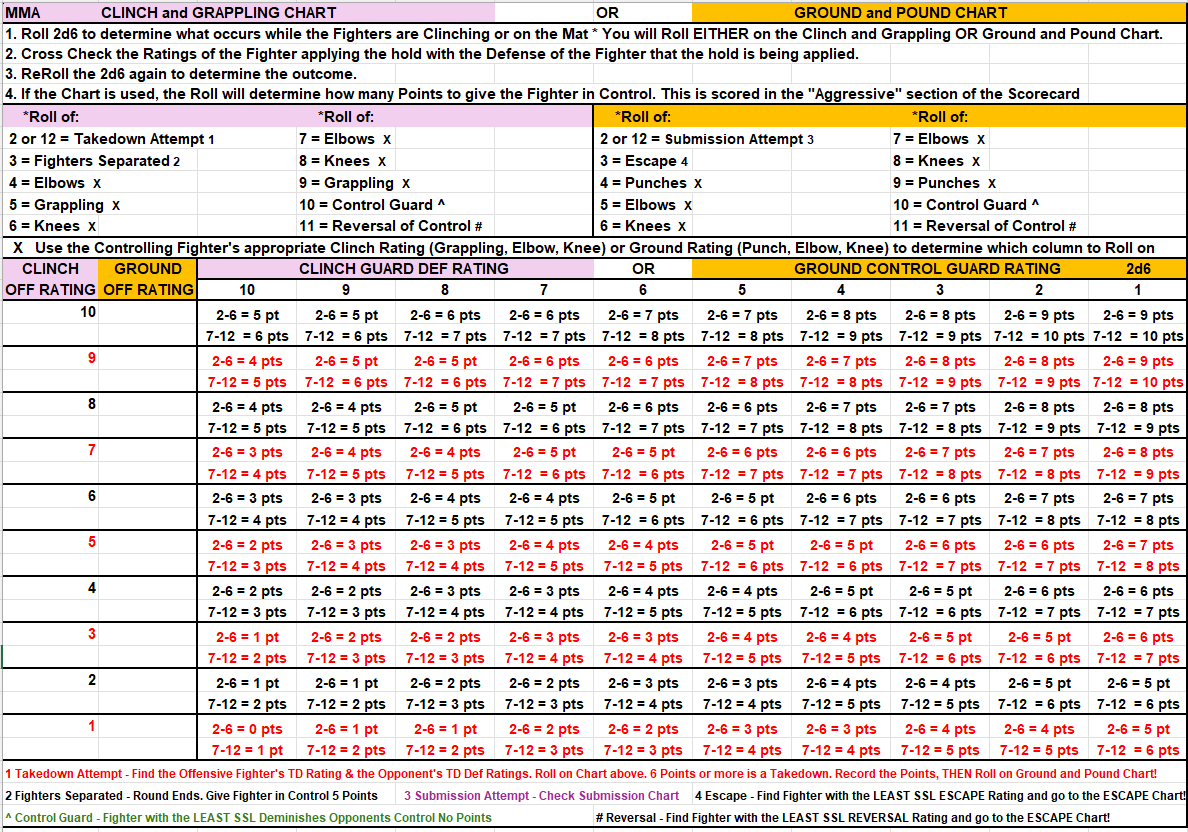
The **LAVENDER** Rows tell you to go to the **CLINCH and GRAPPLING** Chart after writing down your SSL for the Round.

The **WHITE** Rows give you a choice. You can either Roll for EXTRA SIGNIFICANT STRIKES LANDED or you can find the Fighter’s strongest Offensive Rating and Roll on that! Whichever you choose, record the Points in the “OFFENSIVE” portion of the Round.

**After recording the SIGNIFICANT STRIKES LANDED on the Scorecard, go to whichever Chart that the Color of the Row sends you.**

**ONLY THE FIGHTER THAT GOT THE MOST SSL WILL GET A CHANCE AT THE “OFFENSIVE” PORTION OF THE ROUND!!** The Fighter that did not get the most SSL WILL NOT get to Roll for the “OFFENSIVE” part of the Round UNLESS they REVERSE Control of the Round!

When we Rolled above for each Fighter’s SSL, Itou won with “11” SSL and his Roll was from a “Lavender” colored Row. That takes us to the “OFF 1” Portion of the Round. The color Lavender takes us to the CLINCH and GRAPPLE Chart. Again, **ONLY THE FIGHTER THAT GOT THE MOST SSL GETS TO ROLL ON THE “OFF 1” PORTION OF THE ROUND!** The (Orange) GROUND and POUND Chart and the (Lavender) CLINCH and GRAPPLING Chart are on the same sheet. They are separate when it comes to deciding what happened during this time. They do use the same “scoring section” but the actions are different. Itou needs to Roll on the CLINCH and GRAPPLING portion of the Chart. Below is a picture of that Chart:



We know that Itou will Roll on the CLINCH and GRAPPLING portion of the Chart. So, we need to find out what happened when Itou got his OFFENSE going. First, you look at the Clinch and Grappling portion of the Chart and Roll 2d6 to determine what unfolded as Itou controlled Yamada. Let’s say you Roll a “7”. That means that Itou decided to attack Yamada with his “Elbows”! That takes us to checking Itou’s Clinch Elbow Rating. If he had Rolled “Knee”, you would check his Clinch Knee Rating. If he had Rolled “Submission Attempt”, you would go to the SUBMISSIONS Chart and check his specific Submissions Ratings, etc.

**Since he Rolled “Elbows”, you need to cross check his “Clinch Elbow” Rating with Yamada’s “Clinch Guard Defense” Rating.** You can look at the List of Ratings at the beginning of these instructions to see what Defensive Rating should be checked with the Offensive Ratings.

For the “OFF 1” portion of this Round, Itou has a Clinch Elbow Rating of “5”, while Yamada has a Clinch Guard Defense Rating of “7”. Looking at the Clinch and Grappling Chart, we need to Roll 2d6. Let’s say Itou Rolls “5” that means he gets “4” points added to his “OFF 1” portion of the Scorecard. Yamada gets no Points for his “OFF 1” Portion. Below is a Picture of the Scorecard with the Points added:

A diagram with red text and blue arrow

AI-generated content may be incorrect.

**D. Determining The Fighter’s Offense 2 (OFF 2) Phase**

When moving to the next OFFENSIVE Phase (OFF 2), the Fighter that CONTROLLED the last OFFENSIVE Phase (OFF 1) continues controlling OFF 2. We need to determine what his Offense will be for OFF 2. We will Roll again on the SSL Chart. This time, we are not looking for a SIGNIFICANT STRIKES LANDED total, we are looking for the Color of the Row. That will lead us to the next Offensive Chart to look at for OFF 2. Below again, is a portion of the SSL Chart we will use to determine the Offense for OFF 2:

**TOP:**

A chart with numbers on it

AI-generated content may be incorrect.

**BOTTOM:**

A chart with numbers and text

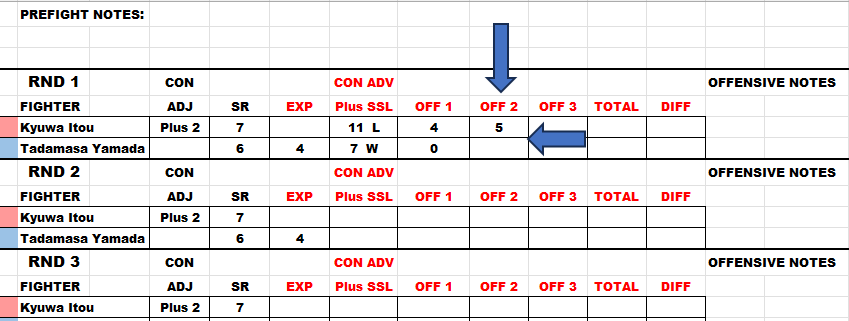
AI-generated content may be incorrect.

Let’s say you Roll a “15” for the OFF 2 of Itou’s Offense. That is an “ORANGE” Row (ignore SSL Number) which means you will Roll on the GROUND and POUND Chart. Below is that Chart:

A chart with text and numbers

AI-generated content may be incorrect.

We know Itou will be Rolling 2d6 twice on the GROUND and POUND Chart. The first Roll determines the Offensive move for OFF 2. Let’s say we Roll a “8” which according to the chart above is “KNEES”. That means that while Grounding and Pounding, Itou laid in some effective Knee Strikes! Now that we know Itou lands Knees, we need to crosscheck Itou’s Ground Knees Rating (which is a “4”), with Yamada’s Ground Control Guard Defense (which is a “5”) on the above Chart. This Roll will tell us how many Points Itou gets for OFF 2. Let’s say we Roll a “7”. That means Itou gets “5” Points for OFF 2. Below is the updated Scorecard:



**E. Determine The Fighter’s Offensive 3 (OFF 3) Phase**

Since Itou still controls the Round, now it’s time to Roll for Itou’s OFF 3 Phase of the Round. You must Roll again to find the Color of the Row on the SSL Chart so we know what Itou’s Offense will be for OFF 3. Let’s say that when we Roll the 4d6 we Roll a “6”, which is on a GREEN Row. That takes us to a very interesting Chart! The FOULS, CUTS and INJURIES Chart. Again, remember all we are checking for when we are in the OFF 1, 2 and 3 phases is the Color of the Round. Below is a picture of the FOULS, CUTS and INJURIES Chart:

A table with text and images

AI-generated content may be incorrect.

In OFF 3 Itou is still on the Offense, but since he Rolled the GREEN Row leading to this Chart, it is Itou who either committed a FOUL, was CUT or INJURED. Let’s say Itou Rolled a “3” and a “5”. When you Roll the 2d6 on this Chart, you do not add up the total to equal “8”, you read the Roll as “35”. On a “35” Roll, the column says “CUT OVER RIGHT EYE (Don’t Roll On Small CUTS Chart Below) DECREASE FIGHTER’S CON -4 FOR THIS FIGHT”. That means that during this portion of the Round, Itou was CUT and because of the damage, Itou will lose “4” every Round on his CONTROL Roll! Itou began the Fight with an advantage of Plus 2 when he Rolls for CONTROL, meaning you add “2” to every Roll. But now, due to the CUT he just received, you will subtract 4 from each Roll. Since he began with you adding “2”. So subtracting “4” from “2” means Itou now has a “Negative 2” for each CONTROL Roll! Below is a Sample of the Scorecard as the Round ends. Itou got no OFF 3 Points due to being CUT:

A diagram with numbers and arrows

AI-generated content may be incorrect.

**F. Determine Which Fighter Won The Round**

The scoring of the Round is determined by adding each Fighter’s Points in the five RED Sections on the Scorecard: EXP + CON ADV and SSL + OFF 1 + OFF 2 + OFF 3 = TOTAL

EXP – The two Fighter’s Experience was compared. The difference between the Lower and Higher Ratings is given to the Fighter with the Highest EXP Rating.

CON ADV and SSL – When the Round started, you Rolled to see which Fighter won CONTROL of the Round and the PACE of the Round. That led to a CONTROL ADVANTAGE. That Control Advantage is added to the Number of SIGNIFICANT STRIKES LANDED.

OFFENSE 1, OFFENSE 2 AND OFFENSE 3 – Are Points gained in each Phase by the Fighters.

In our above Scorecard, we see that Kyuwa Itou finished the Round with “20” Points and Tadamasa Yamada finished with “11” Points. That is a “9” Point difference. To see how the Judges scored the Round, we need to go to the END OF THE ROUND SCORING Chart pictured below:

A screenshot of a computer screen

AI-generated content may be incorrect.

On the END OF ROUND SCORING Chart above, a difference of “9” is Scored a TIE ROUND by all three Judges! Even though Itou controlled most of the Round, that damaging cut to Itou really brought Yamada back into the Fight.

**ROUND 2 (Look at your downloaded Charts)**

**A. Roll To See Which Fighter Gains Control Of The Round**

You do not need to go through all of the PREFIGHT Rolls. You only need to see who controls the next Round.

Remember that Itou started the Fight with a Plus 2 Advantage for every CONTROL Roll. HOWEVER, due to the CUT that he received in Round 1, his adjustment is no longer “2”, but NEGATIVE 2! Which means, when you Roll for Itou’s CONTROL Roll, you will now subtract “2” instead of adding “2”! Let’s say that Itou Rolls an “8”. His CONTROL Roll becomes a “6”. Let’s say Yamada Rolls a “7”. He would have lost CONTROL of the Round to Itou, but due to Itou’s CUT, Yamada wins control of the Round!

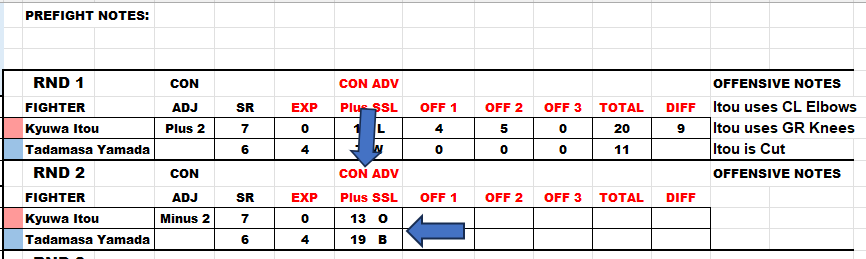
The next thing to do is to see what type of ADVANTAGE Yamada has for winning the Round. So, Rolling 2d6 (One for the PACE and One for the Advantage), let’s say he Rolls a “1” and a “1”. Looking at the PACE (Plodding) and CONTROL ADVANTAGE section on the GAME PLAY Chart, it says “Minus 3 from Opponent”. This means that instead of Yamada adding to his first SSL Total, his Opponent Itou, will lose “3” from his first SSL Roll!

**B. Roll To Determine Each Fighter’s Significant Strikes Landed**

Remember the two important things you determine with your Roll on the SIGNIFICANT STRIKES LANDED Chart: 1. How many SSL were landed and 2. What type of Offensive move comes next. Looking at the SSL Chart, you will see Numbers and Colors on the 4d6 Roll area. Let’s say that because Itou has a Minus 2 for his Roll, you Roll for him first.

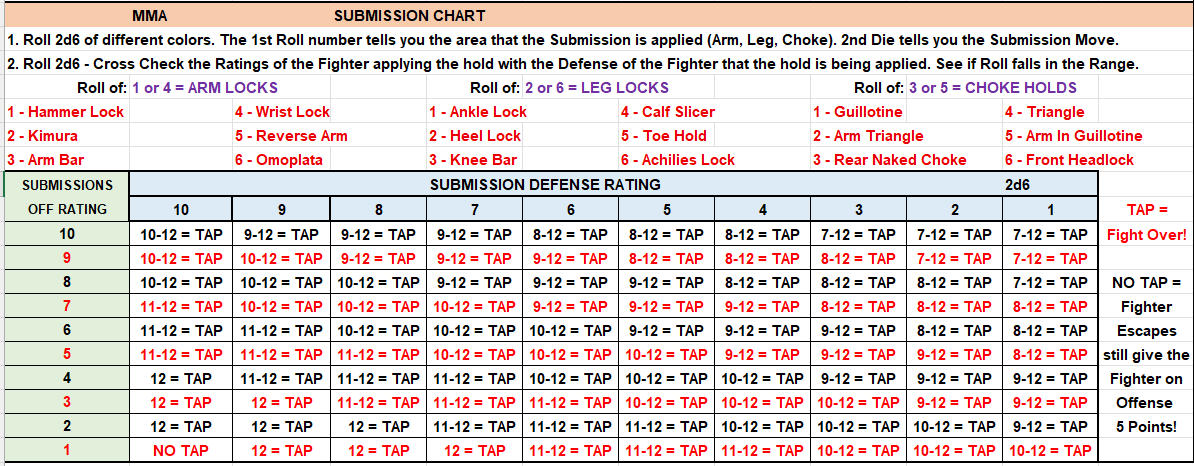
Let’s say Itou, Rolling with a “7” SR, Rolls a “15”. That is “15” SSL on the Chart under an “Orange” Row. Remember you have to deduct “2” from his Roll total. That DOES NOT CHANGE THE COLOR OF THE ROW, just the total of SSL. So, Itou has “13” SIGNIFICANT STRIKES LANDED. Place that on the Score under the CON ADV Plus SSL Section. That is the SSL plus the Control Advantage. Of course, for Itou, it is a disadvantage! It is helpful to write the first letter of the Color of the Row beside the SSL to help you remember it. For Itou, place a “O” for Orange beside his total SSL. IE: “13 O”

Let’s say that for Yamada, who is a “6” SR, he Rolls a “20”. On the Chart, that is “19” SIGNIFICANT STRIKES LANDED. It is also under a Blue Row. So, place “19 B” in his CON ADV Plus SSL Section. Sample picture below of the updated Scorecard:



**C. Determine The Fighter’s Offensive 1 (OFF 1) Phase**

So Round 2 has Yamada taking Control. The BLUE ROW is the SUBMISSIONS ATTEMPT offensive Row! That means we will go immediately to the SUBMISSIONS Chart. Below is a Sample pic:



When Rolling on the Submissions Chart, Roll 2d6 (I usually use Red and White). I let the Red Die determine whether the Submission hold is an ARM LOCK Submission, LEG LOCK Submission or a CHOKE HOLD Submission. And I let the White Die determine which hold is applied. Let’s say Yamada Rolls a “2” with the Red Die, which is a LEG LOCK and he Rolls a “3” on the White Die, which is a Knee Bar. So, Yamada has a Knee Bar locked onto Itou!

On the Chart you see you will need to find Yamada’s Submissions Rating for LEG LOCKS (Leg Sub), which on his Ratings is a “1” and Itou’s Submissions Def (Sub Def), which on his Ratings is a “7”, and crosscheck them on the Chart and Roll 2d6 to see what unfolds. Looking at the above Chart, with Yamada not having a high Rating for LEG LOCKS (1) and Itou having a high rating at SUB DEF (7) the crosscheck tells us that a Roll of “12” is needed for a Submission. Let’s say that we Rolled a “6” for Yamada’s Submission Attempt. That means Itou did not TAP OUT. According to the Chart Yamada still gets “5” Points for the Submission Attempt. That makes the Scorecard look like this after OFF 1:

A screenshot of a computer

AI-generated content may be incorrect.

**D. Determine The Fighter’s Offensive 2 (OFF 2) Phase**

**Yamada maintains CONTROL for the upcoming OFF 2 Phase!**

Rolling for OFFENSE 2 Phase: Remember that this is not a new Round it is just a different phase of the same Round. We will Roll only one time for Yamada, who still has control. On the SIGNIFICANT STRIKES LANDED Chart. You are not looking for the SIGNIFICANT STRIKES LANDED, you are only looking for the COLOR of the Row that the numbered Roll lands on. Let’s say, Yamada Rolled a “9”, which is LAVENDER, meaning the offense for Yamada will be CLINCH and GRAPPLING. Just like we did above with the SUBMISSION ATTEMPT, we need to Roll 2d6 to determine what occurs. Look at your CLINCH and GRAPPLING Chart. Let’s say Yamada Rolls a “9” again. That is a GRAPPLING Roll. We need to find Yamada’s CLINCH GRAPPLING Rating, which is “3” and Itou’s CLINCH GUARD DEFENSE Rating, which is “6” and crosscheck. On the CLINCH and GRAPPLE Chart, we see after crosschecking, a Roll of “2 to 6 = 3 Points” and a Roll of “7 to 12 = 4 Points”

Let’s say the Roll is a “6” on the 2d6 Roll. That means Yamada gets “3” Points for OFF 2. He is still in Control for OFF 3. Below is the Scorecard after OFF 2:

A table with numbers and symbols

AI-generated content may be incorrect.

**E. Determine The Fighter’s Offensive 3 (OFF 3) Phase**

As we move to the last Offensive phase of Round 2, Yamada is still in control. Again, we do not Roll for control moving from OFF Phase to OFF Phase. We only Roll for control when changing Rounds**. So we will Roll for the Color that we will use in OFF 3.** Let’s say Yamada Rolls a “15” with the 4d6. That Row is ORANGE, which means this last phase of Round 2 will take place with the Fighters Grounding and Pounding! As we move to the GROUND and POUND Chart. Let’s say that Yamada Rolls a “10”. Below is a Portion of that Chart:

A close up of a document

AI-generated content may be incorrect.

As we see, a Roll of “10” with the 2d6 on the GROUND and POUND Chart is a **Control Guard**. According to the bottom of that Chart Yamada loses control in the final OFF Phase of Round 2! See the bottom portion of the chart below:

A screenshot of a math test

AI-generated content may be incorrect.

When CONTROL GUARD is Rolled, that means that the Fighter that started that Phase in Control is not able to make any headway and the Opponent shuts him down. The Opponent does not get points, but neither does the Fighter that started in Control. So, the Score for the OFF 3 Phase is “0” for both. Below is a picture of the Scorecard as Round 2 ends:

A table with numbers and a number of people

AI-generated content may be incorrect.

**F. Determine Which Fighter Won The Round**

With a difference of “18” at the end of Round 2, we go to the End of Round Scoring Chart:

A screenshot of a computer screen

AI-generated content may be incorrect.

The Score of the Round is 10-9 for Yamada, but don’t miss the Footnote! It was enough damage done to Yamada’s Opponent that in the next Round when you Roll for Itou’s SIGNIFICANT STRIKES LANDED, you will deduct 4 SSL from his total! I usually make a note on the Scorecard for the next Round that Itou will loses “4” SSL on his Roll.

**ROUND 3**

**A. Roll To See Which Fighter Gains Control Of The Round**

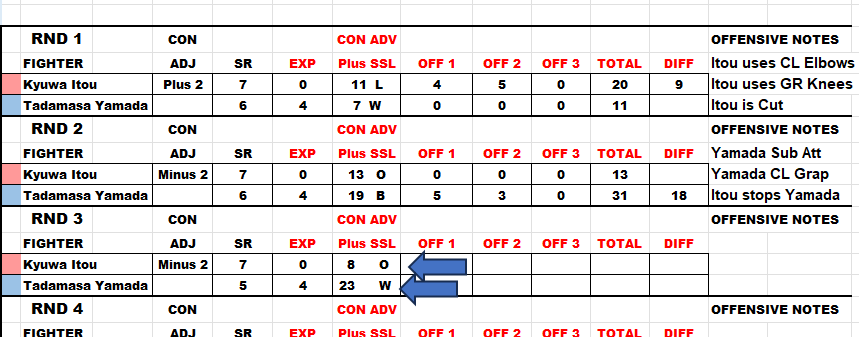
Just a reminder, there is no need to do all of the PREFIGHT Rolls. Your goal is to see which Fighter CONTROLS Round 3. Also, remember that because of his cut in Round 1 Itou no longer has an advantage on CONTROL Rolls, he actually will lose “2” from his Roll. Let’s say Itou Rolls a “7”. Subtracting the “2” because of the cut, that gives Itou a total of “5” for his Round 3 Control Roll. Let’s say that Yamada Rolls a “6”. That means Yamada wins control of the Round! We now Roll to see how having CONTROL affects Yamada’s Round. That’s when we use the small Chart on the GAME PLAY Chart that determines the PACE and CONTROL ADVANTAGE. You will Roll 2d6. The first tells you the PACE, the other tells you the ADVANTAGE. Lert’s say you Roll a “3” and a “6”. A “3” for the first die means a NORMAL Paced Round. Under NORMAL an second die of “6” tells you to add “2” to Yamada’s SSL Total when Rolled. I usually note that on the Scorecard so I will remember it. Sample Picture below:

**A screen shot of a chart

AI-generated content may be incorrect.**

**B. Roll To Determine Each Fighter’s Significant Strikes Landed**

It’s now time to see how many SIGNIFICANT STRIKES each Fighter lands. Let’s Roll for Itou first. Let’s say you Roll a “12”, which is an ORANGE Row. With a SR of “7” that would mean Itou gets “12” SSL, but because of the damage he received last Round, “4” needs to be deducted. So, Itou has “8” SSL, but you still keep the Row Color that he Rolled. Let’s say Yamada with a SR of “5” Rolls a “23”! That is “21” SSL! Also, we need to add “2” because of his PACE and CONTROL ADVANTAGE. That makes his total SSL “23”. Below is the marked Scorecard after the SSL Rolls:



**C. Determine The Fighter’s Offensive 1 (OFF 1) Phase**

With Yamada maintaining the Offense, the number he Rolled for his SSL was in a WHITE Row, which gives you a choice. You can either choose his strongest Offensive move and crosscheck it with Itou’s designated Defensive move OR you can Roll 2d6 with the total being counted as EXTRA STRIKES. Let’s say you choose to Roll for EXTRA STRIKES. The Roll is a “5”, so in the OFF 1 Phase of Round 3, Yamada gets 5 points:

A white sheet with red text and numbers

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**D. Determine The Fighter’s Offensive 2 (OFF 2) Phase**

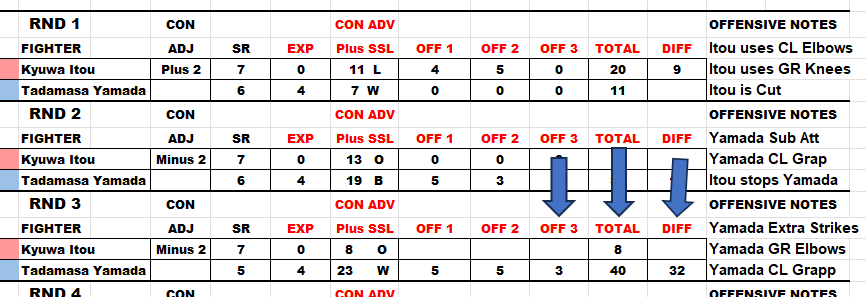
Yamada continues to maintain control as we move to the OFF 2 Phase. As a reminder, the only way that he could have lost control is if Itou would have Rolled a REVERSAL or ESCAPE. Since the OFF 1 Phase was EXTRA STRIKES, those two were not an option. Yamada Rolls 4d6 again. This is not to determine SSL, but to determine what Row Color comes up. That will be Yamada’s next OFFENSIVE Move. Let’s say Yamada Rolls a “12” which is an ORANGE Roll. That means Yamada will Roll on the GROUND and POUND Chart. Roll 2d6 and total. On the GROUND and POUND Chart, let’s say that Yamada Rolls a “5” which is GROUND ELBOWS. We need to crosscheck Yamada’s GR ELBOW Rating against Itou’s GROUND CONTROL GUARD Rating. Yamada has a “5” GR Elbow Rating and Itou has a “6” GR CON GUARD Rating. When crosschecking we see that a Roll of 2-6 = 4 Points or a Roll of 7-12 = 5 Points. Let’s say Yamada Rolls an “11”. That means Yamada gets 5 Points for the OFF 2 Phase. See the Scorecard below:

A white table with red text and numbers

AI-generated content may be incorrect.

**E. Determine The Fighter’s Offensive 3 (OFF 3) Phase**

Since Itou did not REVERSE or ESCAPE Yamada’s Offense, Yamada continues in CONTROL for the OFF 3 Phase. This time when Yamada Rolls to determine the Row Color (Offense for OFF 3), he Rolls a “19”, which is a LAVENDER Row. This means you will go to the CLINCH and GRAPPLE Chart. When Yamada Rolls on the CLINCH and GRAPPLE Chart, he Rolls a “5”, which is CLINCH GRAPPLING. You will crosscheck Yamada’s CL GRAP Rating, which is “3” against Itou’s CL GUARD DEF, which is a “6”. On the CLINCH and GRAPPLING Chart, when they are crosschecked, a Roll of 2-6 = 3 Points OR 7-12 = 4 Points. Let’s say, Yamada Rolls a “6”. That is 3 Points for Yamada’s OFF 3 Phase. Below is a finished Round 3 Scorecard with total Points for each Fighter:



**F. Determine Which Fighter Won The Round**

A “32” Point difference is a HUGE difference! Below is a Sample picture of END OF ROUND SCORING:

A screenshot of a computer screen

AI-generated content may be incorrect.

According to our END OF ROUND SCORING Chart, a difference of 30 or more is an immediate KNOCKOUT! The Fight is over! Yamada defeats Itou with a Third Round Knockout! There is a Chart that canhelp you decide the time of the Knockout in the Round, if you choose to have that info.

So, as you can tell, there can be a great deal of back and forth in a Fight. Round 1 had Itou jumping out to a lead, but a bad CUT really effected how he would continue the Fight! Yamada, while not the greatest STRIKER, was able to accumulate enough Offense to take Itou out in the Third.

I am still working on the “Game Mechanics” so, the game is in no way a finished product yet. Some things I really like. Some things I want to improve. I have ideas that I feel need to be in the game that I have not figured out how to make work yet. I am still trying to decide if I like how the fight moves from OFF 1 Phase to OFF 3 Phase. I am working on Ratings for real Fighters. I will send some of those to you soon. Any ideas on how to improve the game is much appreciated! Thank you for play testing this for us!