Roll & Write
Karate Fight!

Players: 1 to 8 --- Time: 10-30 min --- Age: 8 and up --- rev1
Materials Needed: 2 six sided dice, a pen or pencil per player, a score sheet per player

Karate: the ancient Japanese art requiring intense focus, intense training, intense skill, and intense rolling of dice. This is a quick, light, roll and write battle game with elements of push-your-luck in which players each train to learn karate techniques to use in sequence in a fight against each other. The game consists of 3 rounds with a training and a fight phase each round.

Training Phase:

The goal during the training phase is to learn a technique for each of 5 steps in the sequence, the more powerful technique the better. Players take turns rolling the dice, then all players must secretly write down the 2 outcomes in any 2 boxes in the current round. A technique is learned if a player fills every box in a row with matching rolls. The technique is only learned for the step of that row and must be learned again to use in another step. The value doesn't matter as long as all rolls written in that technique match (so 3 6's is the same as 3 1's). Players may erase previously written rolls but may not move them to another box.

For example Chuck has learned Kake Uke for step 1 and 2 using 1s and 6s. He has written 4's in the Oi Zuki technique for step 3 in his sequence. If another 4 is rolled he can put it in the final spot to learn Oi Zuki for step 3. He hasn't decided which technique he will focus on for step 4 but wrote some other rolls in the attacks hoping one will get fully learned later. For step 5 he hopes to learn Yoko Tobi Geri and started writing 1's there but switched and started writing 2's when they were getting rolled more. He still needs two 2's to replace the 1's and learn that technique.

Technique		Kake Uke (Hook Block)		Hiza Uke (Knee Block)			Oi Zuki (Forward Punch)				Yoko Geri (Side Kick)					Yoko Tobi Geri (Side Jump Kick)							
Type		High Block		Low Block			High Attack				Low Attack					Jump Kick Attack							
Rolls Req.		2		3			4				5					7							
Round 1 Sequence	1	6	6																				
	2	1	1																				
	3						4	4	4														
	4			2			6			5	3	3											
	5															1	1	2	2	2	2	2	

Play continues this way in the training phase as players try to learn a technique for each step of the round. When any player feels they are sufficiently trained for all steps of the round they use a kiai (a karate battle cry such as "hi-ya!") which marks the beginning of the fight phase.

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Fight Phase:

In the fight phase, players finalize their sequence of techniques, then execute them to score against the other players. Players quickly circle the set of rolls for the technique they will use in each step of their sequence. A technique can only be used for a step if it was fully learned, with every box containing matching rolls. If a player was not able to get any technique fully prepared for a step that player "hesitates" for that step. If a player learned two techniques in the same step they must choose the one they will use against all opponents.

After players have determined their sequence of techniques, the player who performed the kiai executes (reads aloud) the technique they learned for the first step in the sequence. The other players mark their point (if any) of their technique vs the reading player for that step. Then the next player executes their technique for the first step and all players again note any changes in their score. Once each player has executed their technique for the first step, then players execute their techniques for the next step in order, repeating until the sequence for the round is complete.

A point is scored if you are able to strike one of your opponents or block their attack. Attacks and blocks are either high or low (except the jump kick Yoko Tobi Geri which defeats both high and low). Attacks strike and score unless blocked by the opponent using a matching high or low block or attack. Blocks only score if used against a matching attack. If struck during hesitation, the hesitating player loses a point. For each step, all players use their technique against all other players' techniques in the same step. Players score a point for every opponent they strike or block (or lose one for each opponent who strikes them during a hesitation). Scoring of techniques is described fully in the table right.

Scoring		
Your Technique	Opponent	Pts.
hesistate	hesitate	0
	block	
	attack	-1
Kake Uke	Oi Zuki	1
	anything else	0
Hiza Uke	Yoko Geri	1
	anything else	0
Oi Zuke	Kake Uke	0
	Oi Zuki	
	Yoko Tobi Geri	
	anything else	1
Yoko Geri	Hiza Uke	0
	Yoko Geri	
	Yoko Tobi Geri	
	anything else	1
Yoko Tobi Geri	Yoko Tobi Geri	0
	anything else	1

For example Joe used Oi Zuki (a high attack) against Chuck's Kake Uke (a high block) and Bruce's Yoko Geri (a low attack). Chuck has blocked Joe's attack but Bruce is struck. Both Chuck and Joe are struck by Bruce's Yoko Geri. Therefore Bruce has 2 points in the first step, Joe and Chuck have 1 each. In the next step Bruce hesitates, Chuck uses Oi Zuki, and Joe uses Hiza Uke (low block). Bruce loses a point from hesitating and being struck by Chuck, Joe also gets struck but does not lose a point as he executed a technique. Chuck gains two points from striking both Bruce and Joe. So after step 2 the scores are Chuck 3, Bruce 1, Joe 1.

After all players have executed their full sequence and all players have noted their score for each step, players sum their score and write it in the total for the round. Players are now ready to begin the next round.

Each round is played this way until 3 rounds are complete. Players then sum their scores of the 3 rounds and the player with the highest total score wins the match! (In the event of a tie, we suggest a foot race be held to select the winner).

Solo Play:

Play following the same rules, but in the training phase use a timer set for 2 minutes (subtract 20 seconds for each level of difficulty you wish to increase) to determine when the fight begins. In the fight phase determine the techniques used by your opponent by rolling both dice for each step and taking the higher outcome of the dice. The opponent's technique is set by the following outcomes: 1- hesitate, 2- Kake Uke, 3- Hiza Uke, 4- Oi Zuki, 5- Yoko Geri, 6- Yoko Tobi Geri.

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Quick Start Instructions

Players: 1 to 8 --- Time: 10-30 min --- Age: 8 and up --- rev1
Materials Needed:

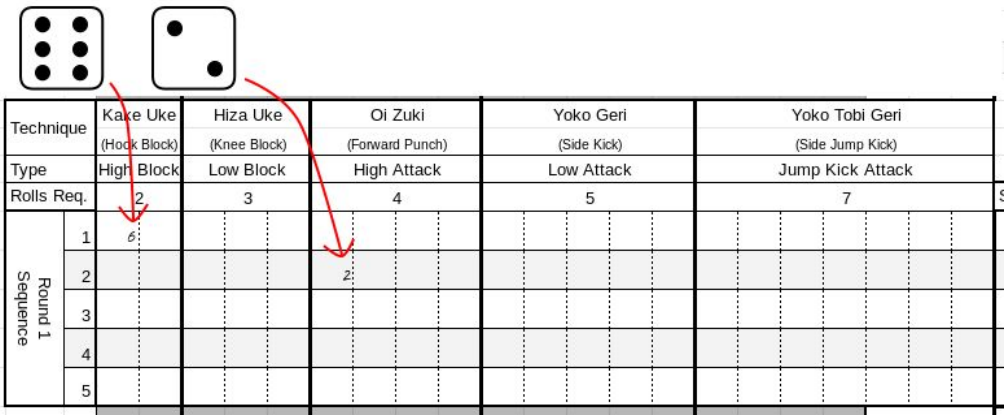
- 2 six-sided dice,
- a pen or pencil per player,
- a score sheet per player

Karate: the ancient Japanese art requiring intense focus, intense training, intense skill, and intense rolling of dice. This is a quick, light, roll-and-write battle game with elements of push-your-luck in which players each train to learn karate techniques to use in sequence in a fight against each other.

The game consists of 3 rounds with a training and a fight phase each round.

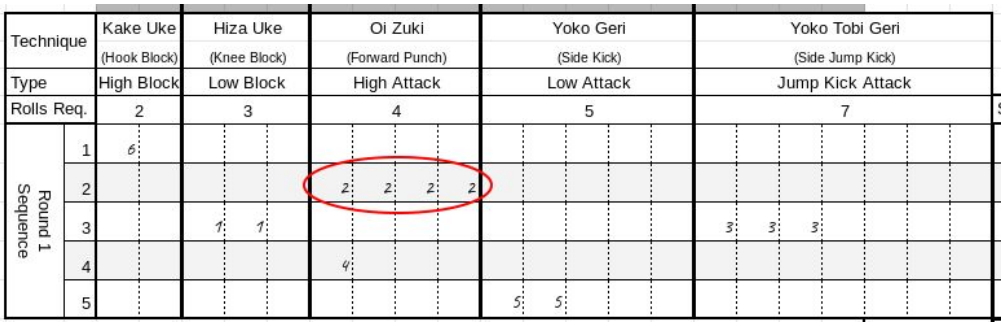
Training Phase:

1. **Roll the dice**, everyone **write the numbers in boxes** somewhere in the round on their player sheet.



Technique	Kake Uke (Hook Block)	Hiza Uke (Knee Block)	Oi Zuki (Forward Punch)	Yoko Geri (Side Kick)	Yoko Tobi Geri (Side Jump Kick)
Type	High Block	Low Block	High Attack	Low Attack	Jump Kick Attack
Rolls Req.	2	3	4	5	7
Round 1 Sequence 1	6				
2			2		
3					
4					
5					

2. **Repeat**. When every box is filled with matching numbers you have learned the technique.



Technique	Kake Uke (Hook Block)	Hiza Uke (Knee Block)	Oi Zuki (Forward Punch)	Yoko Geri (Side Kick)	Yoko Tobi Geri (Side Jump Kick)
Type	High Block	Low Block	High Attack	Low Attack	Jump Kick Attack
Rolls Req.	2	3	4	5	7
Round 1 Sequence 1	6				
2			2 2 2 2		
3		1 1			3 3 3
4			4		
5				5 5	

3. When you feel you have trained enough, **start the fight by shouting**, **"Hi-Ya!"** or a similar Kiai (karate war cry). This ends the training phase.

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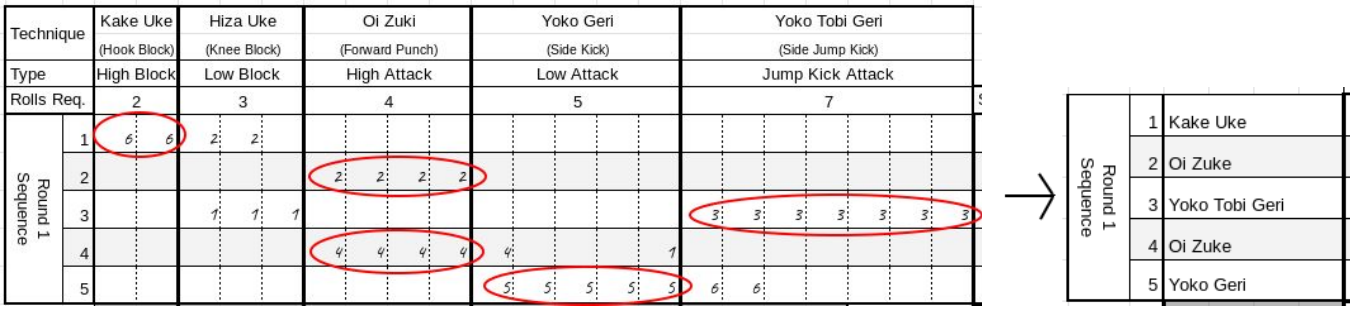
Fight Phase:

1. First **determine the technique** you will use in each step. If no technique was learned, you hesitate that step.



Technique	Kake Uke (Hook Block)	Hiza Uke (Knee Block)	Oi Zuki (Forward Punch)	Yoko Geri (Side Kick)	Yoko Tobi Geri (Side Jump Kick)
Type	High Block	Low Block	High Attack	Low Attack	Jump Kick Attack
Rolls Req.	2	3	4	5	7

Round 1 Sequence	
1	Kake Uke
2	Oi Zuke
3	Yoko Tobi Geri
4	Oi Zuke
5	Yoko Geri

2. Take turns to **read the technique aloud** you learned for the step and **score** when your opponents read theirs by comparing your technique against theirs according to the following table:

Scoring					
Your Technique	Opponent	Pts.	Your Tech	Opponent	Pts.
hesistate	hesitate	0	Oi Zuke	Kake Uke	0
	block			Oi Zuki	
	attack	-1		Yoko Tobi Geri	
Kake Uke	Oi Zuki	1		anything else	1
	anything else	0	Yoko Geri	Hiza Uke	0
Hiza Uke	Yoko Geri	1		Yoko Geri	
	anything else	0		Yoko Tobi Geri	
Yoko Tobi Geri	Yoko Tobi Geri	0		anything else	1
	anything else	1			

3. **Repeat** until you have all read aloud your technique for all five steps.
4. After all the techniques are read and scored, you **tally your score for the round**.

Repeat the training and fight phases for 2 more rounds then sum the round scores to determine a winner. In case of a tie, run a foot race to break the tie.

Example Fight Phase:

With three players the fight phase might sound like:

You: **“Step 1, Kake Uke”**

You don't score when reading your technique, only when your opponents read theirs.

Chuck: **“Oi Zuke”**

One point because your Kake Uke (high block) blocks his Oi Zuke (high attack).

Joe: **“Yoko Geri”**

No points because your Kake Uke (high block) misses the Yoko Geri (low attack).

Then you proceed to the next step of the round: **“Step 2, Oi Zuke”**, **“Yoko Geri”**, **“Hiza Uke”**, and so on. The scores at the end of the round would look like:

Round 1 Sequence	You	Score:
1	Kake Uke	/
2	Oi Zuke	//
3	Yoko Tobi Geri	//
4	Oi Zuke	0
5	Yoko Geri	/
		6

	Chuck	Score:
1	Oi Zuke	/
2	Yoko Geri	/
3	Kake Uke	0
4	Oi Zuke	0
5	Yoko Tobi Geri	//
		4

	Joe	Score:
1	Yoko Geri	//
2	Hiza Uke	/
3	Yoko Geri	/
4	Kake Uke	//
5	Hesitate	-//
		4

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Technique		Kake Uke (Hook Block)	Hiza Uke (Knee Block)	Oi Zuki (Forward Punch)	Yoko Geri (Side Kick)	Yoko Tobi Geri (Side Jump Kick)	
Type		High Block	Low Block	High Attack	Low Attack	Jump Kick Attack	
Rolls Req.		2	3	4	5	7	Score:
Round 1 Sequence	1						
	2						
	3						
	4						
	5						
						Round 1 Total:	
Round 2 Sequence	1						
	2						
	3						
	4						
	5						
						Round 2 Total:	
Round 3 Sequence	1						
	2						
	3						
	4						
	5						
						Round 3 Total:	
						Match Total:	

3 Rounds of 2 phases:

Training Phase:

Take turns rolling dice

All players write both results under techniques in their sequence

Technique is learned when all boxes are filled and match

When a player uses a kiai (battle cry) fight begins

Fight Phase:

Each player reads their technique for the step

If no technique was learned, player hesitates

Each step is scored comparing all players' techniques

Repeat for all steps in sequence

Score is totaled for all 5 steps in round

Winner has highest score at end

rev2

Scoring					
Your Technique	Opponent	Pts.	Your Tech	Opponent	Pts.
hesistate	hesitate	0	Oi Zuke	Kake Uke	0
	block			Oi Zuki	
	attack	-1		Yoko Tobi Geri	
Kake Uke	Oi Zuki	1		anything else	1
	anything else	0	Yoko Geri	Hiza Uke	0
Hiza Uke	Yoko Geri	1		Yoko Geri	
	anything else	0		Yoko Tobi Geri	
Yoko Tobi Geri	Yoko Tobi Geri	0		anything else	1
	anything else	1			

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Technique		Kake Uke (Hook Block)	Hiza Uke (Knee Block)	Oi Zuki (Forward Punch)	Yoko Geri (Side Kick)	Yoko Tobi Geri (Side Jump Kick)	
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	attack	-1		Yoko Tobi Geri	
Kake Uke	Oi Zuki	1		anything else	1
	anything else	0	Yoko Geri	Hiza Uke	0
Hiza Uke	Yoko Geri	1		Yoko Geri	
	anything else	0		Yoko Tobi Geri	
Yoko Tobi Geri	Yoko Tobi Geri	0		anything else	1
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Round 1 Sequence	1						
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	5						
						Round 1 Total:	
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	2						
	3						
	4						
	5						
						Round 2 Total:	
Round 3 Sequence	1						
	2						
	3						
	4						
	5						
						Round 3 Total:	
						Match Total:	

3 Rounds of 2 phases:

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Take turns rolling dice

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	block			Oi Zuki	
	attack	-1		Yoko Tobi Geri	
Kake Uke	Oi Zuki	1		anything else	1
	anything else	0	Yoko Geri	Hiza Uke	0
Hiza Uke	Yoko Geri	1		Yoko Geri	
	anything else	0		Yoko Tobi Geri	
Yoko Tobi Geri	Yoko Tobi Geri	0		anything else	1
	anything else	1			

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