

Punch Drunk Magic

Background

Punch Drunk Magic (PDM) is a card and hex-tile based game with a focus on consuming beverages to gain magic which can be used to defeat foes or challenges. Accomplishing said goals leads to loot, and the ability to block-off other players in order to win the game.

Basically it's a drinking game with dice, cards, hex tiles, where the more alcohol you consume the more powerful you become - although possibly less strategic.

Actions

In the game there are 5 types of actions you can take in a turn, and you are allowed to do 2 of any action provided said action is available.

- Punch - Consumes 2 Actions, and results in pushing a player in an adjacent square in the direction of the punch provided the square being pushed to is open, or blocked by a barrier of the puncher's color. (See Visual Guide)
- Drink - Consume a beverage to gain mana.
- Magic - Use stored mana to cast spells
- Move - Travel to an adjacent tile (provided it is not blocked)
- Barrier - Place a barrier between two tiles.

Magic

There are 6 types of magic in PDM, and they will have a small color-coded gem to denote them. Now obviously there are situations where it makes sense you can't use the intended spirits so we've provided some alternatives. Even then you could remove the actual physical drink mechanic entirely, but there is a distinct element of forcing someone to mix OJ and Cola (which can happen) and that even though that may be the best choice for the game - there's cons. The alternatives are also there if you feel you've had too much.

Each drink action provides you with 6 mana of that type. (3 if there is a half drink consumed which comes up later). Casting magic you must choose 1 type (other conditions allow you to combo) which casts 1 dmg of that type. You are allowed to supply as much mana as you have to make a spell more powerful.

- Fire (Orange Block) >> Whiskey or Orange Juice

- Ice (Light Blue Block) >> Vodka or Ice Water
- Water (Blue Block) >> Tequila or Warm Water
- Earth (Brown Block) >> Rum or Cola
- Air (White Block) >> Gin or Lemon/Lime Soda
- Blood (Red Block) >> Brandy/Cognac or Punch

To counteract mana-flooding if you are not following the drinking rules (or are not drinking at all), please refer to the below guide.

- Full Shots >> Get 2 Extra Magic (8 total instead of 6)
- Half Shots (Normal) >> 6 Total Magic in a single drink action
- Quarter Shots >> Remove 4 Magic from the total mana pools.
- Alternative Drinks >> Remove 8 Magic from the total mana pools
- No Drinks >> Remove 12 Magic from the total mana pools.

Encounters

The tiles are placed face down at the start, and upon a player entering the tile is flipped over, and it is revealed the type of encounter that is in that location.

- Monster - These spawn a monster who will have health, attack power, weaknesses/immunities. Monsters will have a victory condition that gives you a treasure card and/or a Barrier. Monsters are laid out A-G at start, and stepping on the tile flips the monster card. If you end your turn on a monster square where the monster was not defeated that turn, the monster's penalties come into effect.
- Treasure - This will simply give you a treasure card.
- Leyline - This allows you to halve your drink action. Meaning previously at most you could get per turn was to use both actions to drink and gain 12 mana of 1 type, or 6 mana of 2 types. If you use both actions to drink on a Leyline, you get a bonus magic meaning you can get a total of 4 mana for 4 types.
- Feats - These are tests of magic, and that by using the right spell or giving mana you can complete the feat. Feats remain static, meaning that when a challenge is flipped over that is the only challenge and it remains until completed. Feat tiles otherwise act as neutral tiles if you cannot complete.

Treasures

There are 4 types of treasure cards, each type is generalized to one action.

- Items- These typically concerning usage of magic
- Weapons - These raise your magic power by a modifier.
- Arcana - These typically give a minor rule change or alter how you gain mana

- High-Arcana - These will be much rarer than the above treasures, and a player may only have 1 high-arcana card. They often give larger bonuses.

Game Progression

1. To begin players are allowed to choose for 1 free drink action, and gain the corresponding mana blocks. (Free meaning they do not need to consume drink)
2. Each tile is 'numbered' and a die is cast to see where each player starts. You should count out by going North from the middle tile, and then around clockwise.
3. Players roll for initiative, and the game goes clockwise starting with the highest roll.
4. If the encounter is unknown, it is flipped and left face up.
5. Player is then allowed to interact with encounter using a maximum of 2 actions.

Player Count Restrictions

PDM is able to be played with 2-6 Players; however you must adjust things based on # of players.

For the endgame in trapping a player you will need:

- 6 Players - 3 Tiles
- 5 Players - 4 Tiles
- 4 Players - 5 Tiles
- 3 Players - 6 Tiles
- 2 Players - 7 Tiles

If the game has 2-3 Players you should also remove 2 mana from each pool. (if playing with any rules with drinking)

The Feat/Monster card's have levels. You should remove 1 card for each player minus 6 that is playing (5 players means remove 1 card) from each level.

Finally you should adjust the tile board based on player counts. You should try to maintain a hexagon like shape, but feel free to increase difficulty by using other shapes.

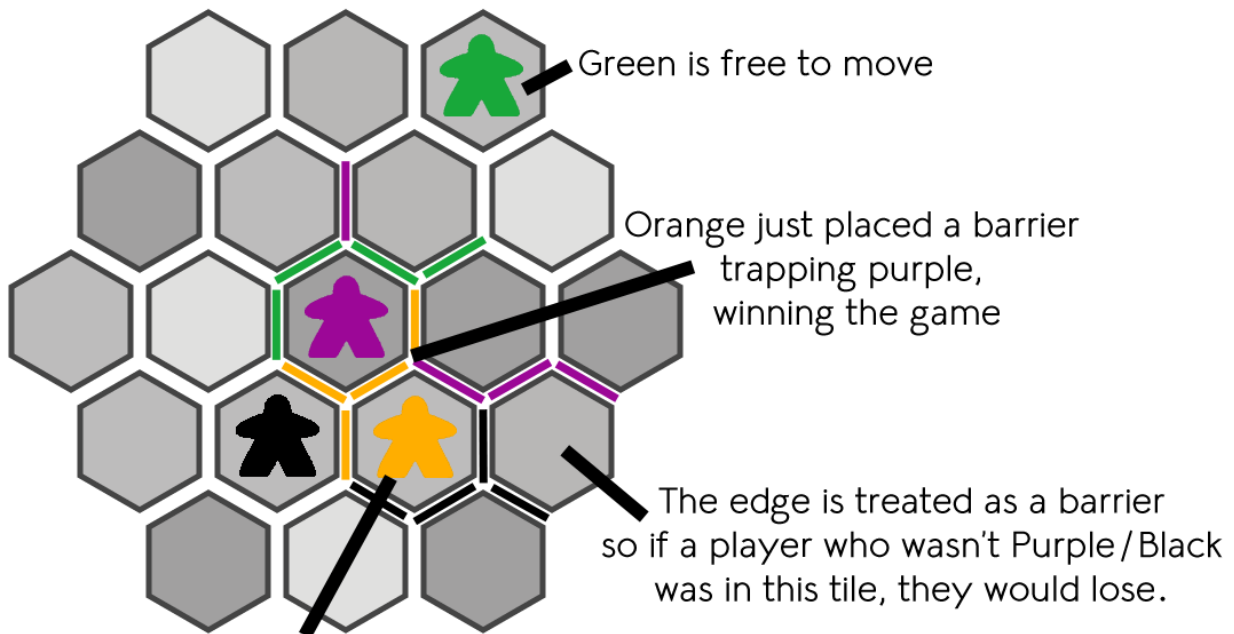
- 5-6 Players - Full 19 Tiles
- 3-4 Players - 14 Tiles
- 2-3 Players - 10 Tiles

Win/Lose Conditions

The game is over when a player successfully traps another player. By placing barriers the person who placed the barrier is allowed to pass through. If however you are surrounded by barriers from other players and cannot leave the zone - you have lost, and whoever placed the final barrier is the winner. The size of the trapped area is determined by # of Players as discussed above.

You may also be crowned winner if you punch another player into a zone of tiles that they cannot escape from.

Visual Explanation



Even though Orange is surrounded because two are orange barriers - he can still move.

If orange was in this 'section'
it would be game over because
there are 3 surrounded tiles
none of which are orange.

Black then uses 2 actions to
Punch which moves orange into
the zone, winning the game.

This is possible because
orange is being punched
through a black barrier.

