

TAUNT

version 0.4
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TAUNT is a mini-size fighting card game with serious tactics and extreme tension!

In TAUNT, players pummel each other to prove their love of fight! Fighters are not defeated merely by taking Damage, but by exceeding their Peril Limit. Peril is a measurement of how far a fighter is pushing themselves beyond their own limits to continue fighting. Most attacks cause both Damage and Peril, but the strongest attacks cause extreme Peril if the recipient has a lot of Damage. You can win by relentlessly attacking your opponent and never giving them a moment to recover, or with just a couple focused strikes!

Setup

To begin, each player chooses a character. Gather their move cards, the appropriate amount of block tokens (♣), and three charge tokens (↑). Move cards are **Block**, **Run**, **Punch**, **Grab**, **Shoot**, **Kick**, **Charge**, **Heal**, and **TAUNT** unless the character's card says otherwise.

Set the Position token to Far, and all Damage markers to 0 on the Danger Track.

Gameplay

Each turn represents a moment in time. Both players play a card face-down and resolve any effects. This repeats until one player is defeated.

The structure of a turn is:

1. Selection: Each player selects one card and plays it face-down.
2. Reveal: Both players simultaneously reveal their cards.
3. Act: Players take Damage and Peril, and discard or gain block tokens (♣) as per action cards.
4. If a player played TAUNT and was not interrupted, they may play additional cards face-down for future turns. In this case, that player is considered to have selected for those turns, and their moves are revealed when the other player reveals.

If a player must discard ♣ but has none, they are knocked down. While knocked down, they regain one ♣ at the end of each turn (including the turn they were knocked down). They may not play any cards until replenishing all ♣.

Some moves deal Peril to the recipient, denoted by the letters in the **Yellow**, **Orange**, and **Red** sections of the card. The symbol ⊗ represents Peril in general. Peril causes those cards to be disabled - to denote this, place those cards face-up away from the center of the table.

If a player ever has three or more cards disabled at the end of a turn, that player has lost.

The Heal card lets a player regain their disabled cards, but may be interrupted by a strong attack. It is up to the player to decide if they should heal immediately after receiving a single Peril or try to wait until they can heal two at once.

Powering up moves

Playing **Charge** or **TAUNT** cards gives up the chance to do damage now in order to power up moves later.

Charge allows the player to gain a charge token. The level of a move (L0, L1, etc) is equal to the number of charge tokens the player has. L1, L2, and L3 moves expend all charge tokens unless otherwise stated.

TAUNT allows the player to enter a taunting combo - a legendary fighting technique that combines power, foresight, and mockery. The taunting player may play any number of cards into consecutive future turns. These taunting moves (besides **Run** or **Block**) give the player one charge token after the Act phase. A taunting player is so stylish that their charge tokens do not diminish unless their taunt is interrupted. Effects which disable already-played moves in a taunting combo are ignored.

If a player takes any **Peril** while in a taunting combo, any queued taunting moves return to their hand and they must discard their charge tokens at the end of the Act phase. If a fighter completes a taunting combo without taking any **Peril**, their charge tokens from their last move are carried over to the next turn.

Damage Modes

As a player's damage increases, the space it occupies on the Damage Track changes from white to yellow to orange, and then finally red. Yellow is called **Trouble Mode**, orange is **Danger Mode**, and red is **Critical Mode**. The amount of **Peril** received from attacks changes based your total damage after the damage from the attack is added. Additionally, in **Critical Mode**, interruptions only remove 1 charge token instead of all. Unleash your rage to come back from the brink and score a decisive hit before reaching your **Peril Limit**!

Best-of Series

The recommended format for championships is a best-of series. In this mode of play, the winning player's damage remains into the next fight. Everything else is reset - **Peril**, defeated player's damage, block tokens, charge tokens, and **Position**. Play until one player has won 2 or 3 fights, decided in advance.

Clarifications / Details

The charge level difference for **Blocking** is equal to the level of the **Block** minus the level of the move dealing **Damage/Peril**. If the difference is negative, the **Blocking** player does not discard any block tokens (🏠).

Moves are executed in ascending order, according to the number in the top-right corner of the card. If tied, players choose their place in execution order from highest level player to lowest. Non-**Damage/Peril** effects of equal-level moves cancel - for example, equal level **Grabs** do not change **Position**.

The order of standard moves is:

Block, **Run**, **Punch**, **Grab**, **Shoot**, **Kick**, **Charge/Heal**, **TAUNT**

Unless otherwise stated, moves only hit while **Near** and are not interrupted by other moves. Moves which change **Position** may affect whether later moves hit or miss.

If a taunting player takes damage while **Charging**, their taunt is interrupted. They lose any charge they had, but then still gain one level of charge because their **Charge** was not interrupted.

If required to round a number, always round down to a minimum of 1.

"Attack" moves are considered to be **Punch**, **Kick**, **Shoot**, and **Grab** or any card that replaces them.

2 Player Mode: TAUNT Monsters!

In Monsters mode, each player acts as the trainer of three monsters. Each monster is represented by a mini-deck of 5 cards. Each player is given two decks of the standard moves (including both Run versions) and partitions them freely into three mini-decks with five cards unused. Assign each deck a name or number, which is public information. Do not reveal the contents of these decks or the unused cards.

Each player has one active monster at a time. The player's hand consists of the 5 cards from the active monster's deck, plus two Switch cards which allow the active monster to be switched out and an inactive monster to take its place.

Each team of monsters shares Damage and block tokens. The battle proceeds as with normal 2 Player rules.

Modes for 3 or More Players - General

Whenever a player has two or more opponents, their ♣ regeneration is doubled.

Attacks that hit both Near and Far may only actually hit one of those locations, with precedence given to Near. For example, if Player A is Near to B and Far from C and uses Shoot, only player B will be hit.

In these modes, all player communication must be conducted publicly.

3+ Player Mode - Free-for-All

In Free-for-All, players sit in a circle. Each player shares a Position token with each of their neighbors. For example, for players A B C, there are three position tokens: one between A and B, one between B and C, and one between A and C. Attacks hit both neighbors if the Positions allow.

If a player plays **Run** they must change at least one of their Position markers and may change both. If two neighbors play equal level **Runs**, their shared Position does not change.

The first player to defeat another player is the winner!

3+ Player Mode - Last Pobber Standing

This mode is identical to Free-for-All, but play continues until only one player remains. When the third player is eliminated, revert to 2-player rules between the last two players remaining. The last player remaining wins!

4 Player Mode - 2v2 Team Battle

In Team Battle, rather than having Position tokens, all players place a token representing their character in the Dojo. One team places their characters in Left Dojo, the other in Right Dojo. Characters in the same half of the Dojo are Near to each other, characters in opposite halves are Far.

Run always switches sides of the Dojo.

If a player is defeated, they become a Team Spirit and must remove their character token from the Dojo. Team Spirits can no longer fight, but may still play a move each turn. If that move matches any played by a surviving opponent, they may give one charge token to their teammate after the Act phase.

The first team to defeat both opposing players wins.

IDEAS

TAUNT Wampires: Bite Fight.

Wampires are crazy night-time creatures whose strength depends on the little blood left in their cold, shriveled veins. They'll take blood from anyone, even a baby or another vampire.

Wampires can replace fighters in any mode of play, but can only fight other wampires. Each vampire starts with 30 blood. If a vampire damages someone, the victim instead loses one blood per damage. If Near, the vampire steals all except 1 blood that the victim lost. For the purposes of Peril, Wampires are always in **Danger Mode**, but they do not retain Peril between turns. A vampire is KO'd when they receive Peril in one hit greater than the tens digit of their remaining blood. For example, a Vampire with **20** blood is KO'd by any hit that deals **3** or more peril.

Let Wampires burn blood for a charge level?

Use Dojo instead of Position token for 2p

Spending charge to do multiple moves in one turn? probably bad?

Another way to reduce token pushing. Moves recover Peril instead of over time?

3p FFA - use circle - same sector is Near, clockwise is Far, counterclockwise is unhittable? probably bad. or Far depends on direction facing? how to manage direction?

Block (B) *Defense* 1

no ↑	
↑	reflect half ♥ and ⊗
↑↑	reflect full ♥ and ⊗
↑↑↑	reflect 1.5x ♥ and full ⊗

Prevents non-Grab ♥ and ⊗.
If hit, discard ♠ equal to the ↑ difference plus 1.

If blocking a hit Near, the opponent may not play Attacks next turn.

Charge (C) *Power-up* 7

Gain 1 ↑.
3+ ♥ interrupts Charge. Discard all ↑, or just 1 if in **Critical Mode**.
After the Act phase, you may pass 1 ↑ to any fighter.

Run (R) type 1 *Defense* 2

no ↑	2 ♥	no Interrupt
↑	3 ♥	Immune S
↑↑	4 ♥	Immune S B
↑↑↑	5 ♥	Immune S B

Change Position.
If you don't hit, keep all ↑.

Run (R) type 2 *Defense* 2

no ↑	2 ♥	no Interrupt
↑	2 ♥	
↑↑	2 ♥	
↑↑↑	2 ♥	R

Change Position, keep all ↑.
If you take 2+ ♥, discard 1 ↑.

Punch (P) *Attack* 3

no ↑	3 ♥	
↑	6 ♥	G G
↑↑	8 ♥	G GBP
↑↑↑	10 ♥	G GB GBP

If hitting opponent using Run, you may choose Position.

Grab (G) *Attack* 4

no ↑	1 ♥	
↑	2 ♥	K KB
↑↑	3 ♥	R KB KBR
↑↑↑	4 ♥	R KBR KBR

Hit: Interrupt. Choose Position.

Shoot (S) *Attack* 5

no ↑	2 ♥	no Interrupt
↑	4 ♥	S
↑↑	6 ♥	S SR
↑↑↑	8 ♥	S S SR

Hits Near and Far.

Kick (K) *Attack* 6

no ↑	4 ♥	P
↑	8 ♥	P PC
↑↑	10 ♥	P PC PCS
↑↑↑	10 ♥	hits Far only PC PCS PCS

Any ♥ interrupts Kick.

TAUNT 8

Play any number of cards forward in time, face-down. These *taunting moves* are revealed as the opponent plays cards to match them.

Gain one ↑ after each *Attack* or *Power-up* move executed without being interrupted.

Any ♥ interrupts the taunting combo. Discard all ↑ (just 1 if in **Critical Mode**). Return remaining taunting moves to your hand.

Block (B) *Defense* 1

no ↑	
↑	reflect half ♥ and ⊗
↑↑	reflect full ♥ and ⊗
↑↑↑	reflect 1.5x ♥ and full ⊗

Prevents non-Grab ♥ and ⊗.
 If hit, discard ♠ equal to the ↑ difference plus 1.
 If blocking a hit Near, the opponent may not play Attacks next turn.

Charge (C) *Power-up* 7

Gain 1 ↑.
 3+ ♥ interrupts Charge. Discard all ↑, or just 1 if in **Critical Mode**.
 After the Act phase, you may pass 1 ↑ to any fighter.

Run (R) type 1 *Defense* 2

no ↑	2 ♥	no Interrupt
↑	3 ♥	Immune S
↑↑	4 ♥	Immune S B
↑↑↑	5 ♥	Immune S B

Change Position.
 If you don't hit, keep all ↑.

Run (R) type 2 *Defense* 2

no ↑	2 ♥	no Interrupt
↑	2 ♥	
↑↑	2 ♥	
↑↑↑	2 ♥	R

Change Position, keep all ↑.
 If you take 2+ ♥, discard 1 ↑.

Punch (P) *Attack* 3

no ↑	3 ♥	
↑	6 ♥	G G
↑↑	8 ♥	G GBP
↑↑↑	10 ♥	G GB GBP

If hitting opponent using Run, you may choose Position.

Grab (G) *Attack* 4

no ↑	1 ♥	
↑	2 ♥	K KB
↑↑	3 ♥	R KB KBR
↑↑↑	4 ♥	R KBR KBR

Hit: Interrupt. Choose Position.

Shoot (S) *Attack* 5

no ↑	2 ♥	no Interrupt
↑	4 ♥	S
↑↑	6 ♥	S SR
↑↑↑	8 ♥	S S SR

Hits Near and Far.

Kick (K) *Attack* 6

no ↑	4 ♥	
↑	8 ♥	P PC
↑↑	10 ♥	P PC PCS
↑↑↑	10 ♥	hits Far only PC PCS PCS

Any ♥ interrupts Kick.

TAUNT 8

Play any number of cards forward in time, face-down. These *taunting moves* are revealed as the opponent plays cards to match them.

Gain one ↑ after each *Attack* or *Power-up* move executed without being interrupted.

Any ♥ interrupts the taunting combo. Discard all ↑ (just 1 if in **Critical Mode**). Return remaining taunting moves to your hand.

Mooshmere ((° 0 °)\)

Critical Damage: 25

Recovery: 4

🏠: 4

Run type 2

Wollypobber C=(°°) >

Critical Damage: 30

Recovery: 3

🏠: 4

Run type 1

Tuggle ~(>~<)~

Critical Damage: 20

Recovery: 4

🏠: 5

Run type 1

TeaBot ☕←[▣▣]↑

Critical Damage: 20

🏠: 4

Run type 2

TeaBot Special Powers:
Replace Shoot with TeaShot

TeaShot (S) *Attack* 5

no ↑	2 ♥		
↑	4 ♥		S
↑ ↑	6 ♥	S	SR
↑ ↑	8 ♥	S	SR

Hits Near and Far.

Tremble ◦.(◊~◊)◦

Critical Damage: 25

🏠: 3

Run type 1

Tremble Special Powers:
Replace Block with Counter

Counter (B) *Defense* 1

no ↑	reflect half ♥
↑	reflect full ♥ and half ⊗
↑ ↑	reflect 1.5x ♥ and full ⊗
↑	reflect 1.5x ♥ and full ⊗
↑ ↑	Heal 2 ♥ if hit

Prevents non-Grab ♥ and ⊗.
If hit, discard 🏠 equal to the ↑
difference plus 1.

If blocking a hit Near, the
opponent may not play Attacks
next turn.

Left Dojo

Right Dojo

Switch-Higher 0

Change monsters to the one which is alphabetically last.

If the replacement monster is hit by a non-Grab Attack this turn, prevent all Damage and Peril, and discard 🏠 equal to the level of the attack plus 1.

Switch-Lower 0

Change monsters to the one which is alphabetically first.

If the replacement monster is hit by a non-Grab Attack this turn, prevent all Damage and Peril, and discard 🏠 equal to the level of the attack plus 1.

Monster Team

Critical Damage: 30

🏠: 4

Heal (H) *Defense* 7

Re-enable all disabled moves.

Keep all ↑.

Interrupt:

5+ ♥	4+ ♥	3+ ♥
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Heal (H) *Defense* 7

If any of your moves are disabled, re-enable all of them.

If not, regain 1 🏠 and heal 1 ♥.

Keep all ↑.

Interrupt:

5+ ♥	4+ ♥	3+ ♥
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Heal (H) *Defense* 7

If any of your moves are disabled, re-enable all of them.

If not, regain 1 🏠 and heal 1 ♥.

Keep all ↑.

Interrupt:

5+ ♥	4+ ♥	3+ ♥
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0♥		1	2	3	4
10	9	8	7	6	5
11	12	13	14	15	16
22	21	20	19	18	17
23	24	25			

0♥		1	2	3	4
10	9	8	7	6	5
11	12	13	14	15	16
22	21	20	19	18	17
23	24	25	26	27	28
29	30				

0♥		1	2	3	4
10	9	8	7	6	5
11	12	13	14	15	16
17	18	19	20		

D1	D2	D3	D4
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Near	Far	Near	Far
Near	Far	Near	Far

↑	↑	↑	⬆	⬆	⬆	⬆
↑	↑	↑	⬆	⬆	⬆	⬆
↑	↑	↑	⬆	⬆	⬆	⬆
↑	↑	↑	⬆	⬆	⬆	⬆