

# *CLOSED FISTS*

A 2-PLAYER SCRAP  
BY KEVIN THIEN VU LONG NGUYEN



PHOTO BY "G" ON PEXELS.COM

\$X.00

An aerial photograph of a city, likely Dubai, showing a dense urban landscape with numerous high-rise buildings. A prominent feature is a large, multi-story building under construction, characterized by its dark, grid-like facade. A river or canal winds through the city, with a bridge crossing it. The overall scene is captured in a dark, monochromatic style with a semi-transparent overlay for the text.

The challenge has  
been issued.

The challenge has  
been accepted.

Tact & Luck are your arms.

Enter the field and leave  
head held high in victory  
or hung low in shame.

# ***CLOSED FISTS***

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*Consultation by Hans Chun*

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## ***INSPIRATIONS***

*Kitchen Contest by Hans Chun*

*Street Fighter Mas by Kamasi Washington*

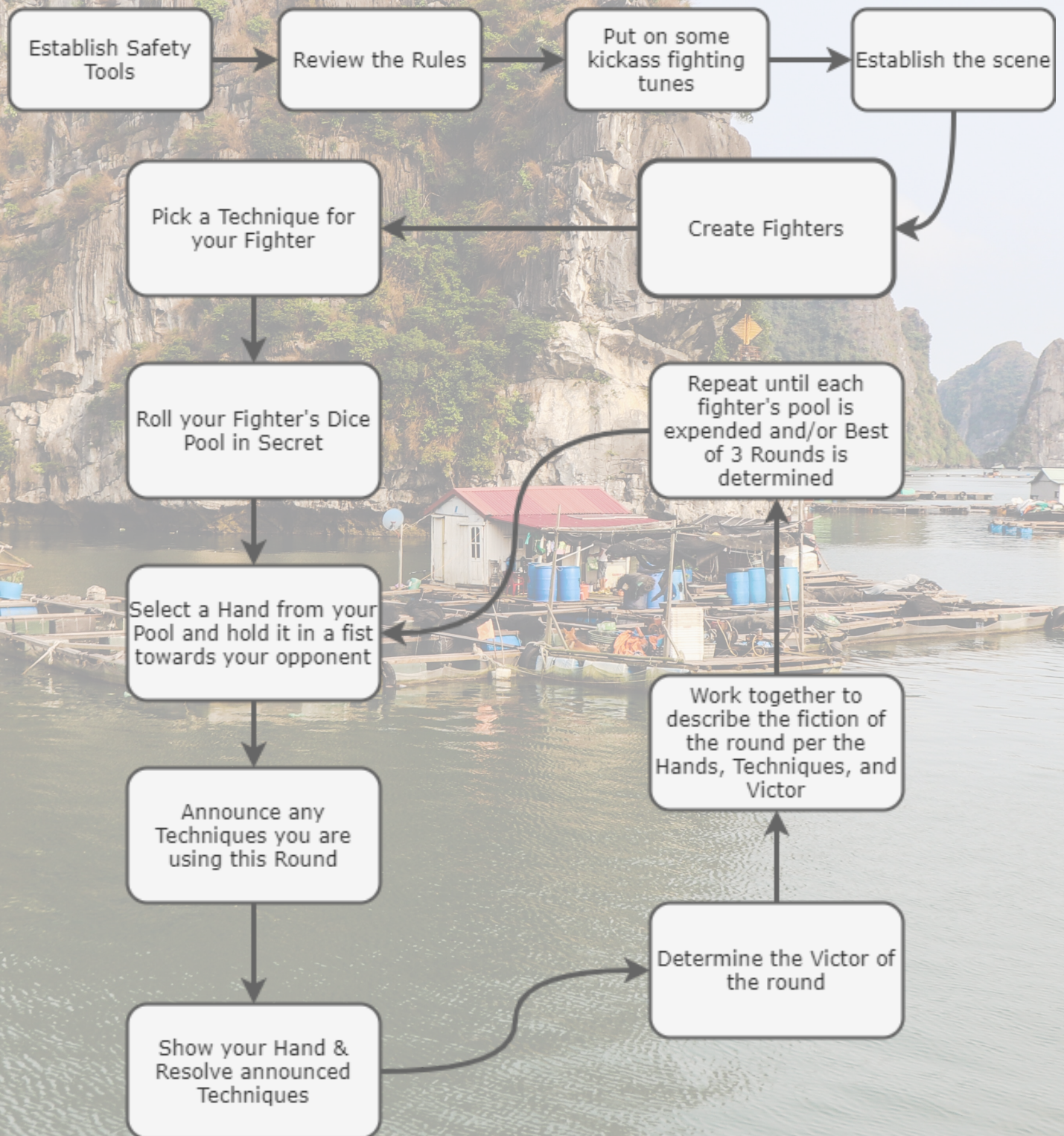
*Shadow (2018)*

*Crouching Tiger Hidden Dragon (2000)*

*Creed (2015)*

*Kung Fu Hustle (2004)*

# FLOW OF PLAY



If playing Tournament Style create a Bracket of Fighters after discussing the scene and advance fighters up the bracket accordingly after each bout.

# *Tools of War*

*Requirements for play:*

Safety Tools

3 six-sided dice per player or a dice rolling application

(Optional) 1 twelve-sided die

Kickass fighting music

(Optional but recommended) A Trophy

## *Prepare the Field*

*Describe the context of the Fight:*

One of many matches in the bracket of a renowned globe spanning tournament?

Single combat between the heads of 2 battling armies?

A dust-up in the middle of the restaurant on either side of a flipped table?

Entrance exam to the secret school of assassins?

One lone pugilist against an unending mob?

Vengeful rivals meeting on a foggy bridge deep in the mountains from which only one will leave?

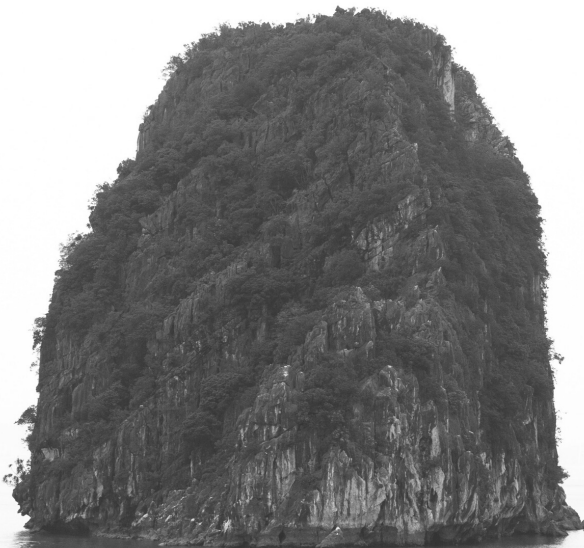
## *Hype Up*

*Decide how your fighters are introduced on the scene:*

A quick zoom and pan with flashes of text across the screen in bright colored text in the style of a Boulevard Brawlers type video game?

A dramatic walk up and commentary from unseen announcers off screen?

Charging at each other while a man in the back says "EVERYONE ATTACK!"?



# *Square Up*

*Describe your Fighters':*

Pronouns:

Look:

Purpose for Fighting:

Fighting Style:

(Not including Technique)

Each Match, Fighters roll 3d6 secretly building their Pool.

1's are low & 6's are High.

Each Round, Fighters select a die for their Hand and slide it out towards the center of the play space covered with their hand in a Closed Fist if possible.

Fighters announce any Techniques they are using this Round.

Fighters reveal their Hand, resolve announced Techniques and determine which fighter takes the Round.

Describe together the bout of the Round leading to the winning Fighters' gaining of the upper hand.

Continue Rounds until best of 3 is determined.

Once a Victor is determined, describe the end of the fight and celebrations if any.

Ties kickoff a Sudden Death Round

## ***FIGHT!***





# Technique

(PICK 1 TECHNIQUE OR ROLL RANDOMLY (1D12). SECRETLY AT TOP OF MATCH).

- **Bait:** forfeit 1 Round to reroll your next Hand with advantage. You are not required to reveal a forfeited round's Hand.
- **Death Art:** 4's trump all other die, all other results treated as normal (If both sides have & use Death Arts on the same round then 4's can tie with each other).
- **Fortune's Reversal:** this Round, 1's are high and 6's are low.
- **Hail Mary:** force both Hands to be rerolled and use the results this round.
- **Juice:** +3 to your Hand on this Round but -3 on the next. Cannot be used on the last round of a match.
- **Juke:** reroll 1 die once anytime during a match including after hands are revealed but before the round is resolved and take the new result.
- **Mirror:** copy your opponent's technique.
- **Psyche Out:** force your opponent to reroll the highest die in their pool at the top of the Match.
- **Read:** force your opponent to tell you their selected Technique for the Match after rolling your Pool.
- **Rebuke:** cancel your opponent's Technique this round.
- **Southpaw:** Force your opponent to switch their Hand with another from their Pool.
- **Switch:** before revealing either Hand, swap Hands with your opponent.

**Cheat:** Never announce using this technique. Manipulate one of the die in your Pool to whichever face you choose. If caught and called out for Cheating during the match by your opponent or any spectators you automatically lose the match. When successfully called out or end of the Match describe how your Fighter cheated or attempted to at least.

