ONE PUNCH MAN
Game Play Manual

Intro to Game Design
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Background

Monster Association kidnaps the child of a big sponsor of the Hero Association. The Heroes need to act quickly to find and rescue the child before the sponsor runs out of patience. However, those evil Monsters are powerful and deceitful, thus, Heroes might need the help from that guy — you know, that bald One Punch Man.

Objectives

Hero Association: Rescue the hostage before the patience meter falls to 0.

Monster Association: Prevent the hostage from being rescued before the patience meter falls to 0.

Set-

The game is played with 2 players.

Players each pick a side. Each player draws 5 cards from their corresponding deck.

Place the One Punch Man token in the room at the bottom right corner.

Set the patience meter to 15.

The player representing the Monster Association should enter the dungeon and do the following preparations secretly:

1. Pick a room and place the hostage token in it.

2. Place at most 2 Monsters from your hand in any rooms at the bottom two levels of the dungeon. The total cost of these Monsters must not exceed 5. Then, draw cards until you have 5 cards in hand.

3. Block at most 3 doors connecting the rooms. Note that all rooms should have at least one door open.

Gameplay

Each round starts with a battle phase. Once the battle phase finishes, the action phase begins.

BATTLE PHASE

For every room that currently has units from both sides, a battle in that room takes place. The Hero Association should pick a Hero and choose a Monster in the same room to fight against. The battle phase ends when all Heroes have finished their fights. No Heroes are scared to fight.

In a particular fight between a Hero and a Monster, players each roll several dice to determine the damage dealt. For example, if a Hero has an attack stat of 3d2, the player should roll 3 dice.

Dice Result	1, 2	3, 4	5, 6
Damage	0	1	2

Note that the attack from both sides happens simultaneously, which means the damage is calculated once both sides have finished their dice rolls. So units can die together in one fight.

When a Hero dies in a fight, the patience meter goes down by 1. When a Monster dies in a fight, the patience meter goes up by 1.

ACTION PHASE

At the beginning of the action phase, players each receive action tokens. Unused action tokens are carried over to the next turn.

Patience Meter	15–11	10–6	5–1
Action Tokens	3	4	5

In the action phase, players take turns to perform actions. The Hero Association moves first. The round goes back and forth until both players have decided to pass their turn.

Players can take the following actions:

1. Summon a Hero/Monster from the cards in hand to the dungeon. It takes action tokens to summon, and the cost of different units vary. Heroes may only be summoned in one of the 3 entrances, and monsters may be summoned to any room in the dungeon without a Hero currently in it.

2. Move an existing unit. It takes 1 action tokens for the Heroes, and it takes 2 for the Monsters. The movement stat is shown on the card. However, a Monster may only move up or on the same level. If a unit moves into a room with opposing units, a fight starts. If a unit is currently in a room with opposing units, it can not leave the room.

3. Initiate a fight with an opposing unit in the same room. It takes 1 action token for the Heroes, and it takes 2 for the Monsters.

4. Discard a card from hand and draw a new one. It takes 1 action token for the Heroes, and it takes 2 for the Monsters.

*Note: Each action may only be performed once per unit per round. That is, a Hero may not move twice per turn. Same for initiating a fight.

When the round ends, the patience meter goes down by 1.

Win Conditions

HOSTAGE

A hostage is placed secretly in the dungeon at the beginning of the game.

When a unit moves into a room that has the hostage, it has the option to 'carry' the hostage. In that case, the hostage will follow the unit until the unit dies. The unit may also drop the hostage at any time.

ONE PUNCH MAN

One Punch Man possesses the power of defeating any enemy with only one punch. Due to his overwhelming power, One Punch Man can not be summoned. The Hero Association needs to send a Hero over to ask for help.

Once a Hero enters One Punch Man's room, the Hero Association gets control over this character.

Game End

The game ends when one of the following happens:

1. A Hero brings the hostage to one of the entrances. The Hero Association wins!

2. One punch man and the hostage are in the same room. The Hero Association wins!

3. The patience meter hits 0 - mission failed. The Monster Association wins!