

MATRIX DICE GAME – Version 1.2

By Jayman (11-15-03 – 11-20-03)

OK folks, this is probably the cheesiest Matrix game ever, but it's also one of the cheapest ones I know.

Updates:

- Tweaks to **Jayman** character.
- Tweaks to **Vitani** character.
- Added **September** character.
- Added **Andromeda** character.

Requirements:

- Some paper to print out this Adobe Reader PDF file.
- A couple of 6-sided **dice**.
- A couple of **coins**.

Instructions:

1. To play the Matrix Dice Game, first print out these pages. These pages include:
 - **Instructions** page.
 - **Agent** character.
 - **Jayman** character.
 - **Vitani_Fyrewolf** character.
 - **Agentcoopersgirl** character.
 - **September** character.
 - **Andromeda** character.
 - With more to come...
2. Next, select 2 opponents. For example, Agent and Jayman.
3. Use the 2 **coins** to mark the "**Set A**" section of each opponent. This is where each character will start.
4. Choose which character goes first. Then roll the **dice**.
5. The roll will tell you the maneuver of the character. One of two things will happen:
 - **[other turn]** – This means it's the other character's turn to go.
 - **Go to A, B, C, etc.** – Continue to the next area to continue your turn. Use your **coin** to mark which area you're using. Keep going until you get [other turn].
6. Continue taking turns until you see the message "**YOU WIN**". Congratulations, you won the match!

Example Match

Vitani_Fyrewolf vs. Jayman

1. Starting her coin at "Set A", Vitani rolls a 4 "Leap into the air". Go to B.

So she moves her coin to "Set B" and rolls again. She rolls a 6 "Leap to the side". [other turn].

She stays at "Set B" until her next turn.

2. Next, starting his coin at "Set A", Jayman rolls an 11 "Reveal your gun(s)". Go to D.

So he moves his coin to "Set D" and rolls again. He rolls a 2 "Guns: Fire multiple shots". Go to DX.

He moves his coin again to "Set DX" and rolls again. He rolls a 10 "Friend escapes." Back to D.

He moves his coin again to "Set D" and rolls again. He rolls a 7 "Guns: hit other's arm". [other turn].

He stays at "Set D" until his next turn.

3. Next, Vitani is still at "Set B". She rolls a 12 "Reveal your knife(s)." Go to D.

So she moves her coin to "Set D" and rolls again. She rolls a 3 "Knives: Find/throw knife". Go to DX.

She moves his coin again to "Set DX" and rolls again. She rolls a 3 "Rubber knives hit – YOU WIN."

Vitani WINS.

Note: Rubber bullets and knives are used when the match is between 2 friends. This way, friends don't get killed by friends! But when the match is between 2 enemies, an opponent can be "killed".

As you get used to the process, the matches go faster and faster, and more interesting.

The same 2 opponents can fight in a very short or very long match. Or it can be funny.

Sometimes, weapons may be used, sometimes not. It changes from match to match.

While I gave the Agent the obvious advantage in strength and power, the best thing is that any opponent can win at any time!

MORE CHARACTERS TO COME!

MATRIX DICE GAME – Version 1.2

AGENT

> formidable opponent | only weapon is a gun.

SET A – BASIC MOVES (2 dice)

#	Maneuver	Go To
2	Leap into the air	Go to B
3	Leap into the air	Go to B
4	Knee to the head	[other turn]
5	Triple kick to gut	Go again
6	Your punch misses	[other turn]
7	Punch to other's gut	[other turn]
8	Your kick misses	[other turn]
9	Flying kick to head	Go again
10	Multiple punch to gut	[other turn]
11	Reveal your gun	Go to D
12	Reveal your gun	Go to D

SET B – SPECIALTY MOVES (2 dice)

#	Maneuver	Go To
2	Super leap and knee slam to other's head	Go to BX
3	Flying double punch to other's gut	Go to BX
4	Smash other's head into the ground	Go to BX
5	Super flip over other	Go again
6	Your triple kick misses	[other turn]
7	Triple kick to head	[other turn]
8	Your kick misses	[other turn]
9	Use your leg sweep	Go again
10	Multiple kick to gut	[other turn]
11	Reveal your gun	Go to D
12	Reveal your gun	Go to D

SET BX – FINISH (2 dice)

#	If Enemy
2-5	Choke enemy to death – YOU KILL/WIN
6-8	Break enemy's neck – YOU KILL/WIN
9-12	Enemy escapes – YOU WIN

SET D – GUNS (2 dice)

#	Maneuver	Go To
2	Guns: Fire multiple shots (reloads gun)	Go to DX
3	Guns: Fire multiple shots (reloads gun)	Go to DX
4	Guns: Fire multiple shots (reloads gun)	Go to DX
5	Guns: no clear shot	Go again
6	Guns: your shot misses	Go again
7	Guns: hit other's arm	[other turn]
8	Guns: your shot misses	[other turn]
9	Guns: no clear shot	[other turn]
10	Guns: conceal gun	Go to A
11	Guns: conceal gun	Go to B
12	Guns: conceal gun	Go to B

SET DX – FINISH (2 dice)

#	If Enemy
2-5	Shot thru heart – YOU KILL/WIN
6-8	Shot thru head – YOU KILL/WIN
9-12	Enemy escapes – YOU WIN

MATRIX DICE GAME – Version 1.2

JAYMAN

> jayman - "jayman" avatar: tall asian guy, buzz-cut jet-black hair, mustache and goatee. | black clothing: crocodile-skin trenchcoat, oval-rimmed shades, silk shirt, slacks, boots. | only color: shimmering bright-red necktie with a diamond "j" pin. | fave weapons: curved black-steel sword, twin hip-holstered MAC-11 automatic pistols, and a mirror-silver SIG P228 pistol tucked in my belt behind my back (surprise!).

SET A – BASIC MOVES (2 dice)

#	Maneuver	Go To
2	Leap into the air	Go to B
3	Leap into the air	Go to B
4	Knee to the head	[other turn]
5	Triple kick to gut	Go again
6	Your punch misses	[other turn]
7	Punch to other's gut	[other turn]
8	Your kick misses	[other turn]
9	Flying kick to head	Go again
10	Multiple punch to gut	[other turn]
11	Reveal your sword	Go to C
12	Reveal your gun(s)	Go to D

SET B – SPECIALTY MOVES (2 dice)

#	Maneuver	Go To
2	Speciality 1: Dragon leap and knee slam	Go to BX
3	Speciality 2: Flying double punch to gut	Go to BX
4	The other trips you	[other turn]
5	Super flip over other	Go again
6	Your triple kick misses	[other turn]
7	Triple kick to head	[other turn]
8	Your kick misses	[other turn]
9	Use your leg sweep	Go again
10	The other moves aside	[other turn]
11	Reveal your sword	Go to C
12	Reveal your gun(s)	Go to D

SET BX – FINISH (2 dice)

#	If Friend	If Enemy
2-5	Friend gives up – YOU WIN	Enemy escapes – YOU WIN
6-8	Friend gives up – YOU WIN	Enemy escapes – YOU WIN
9-12	Friend escapes – Back to B	Enemy escapes – YOU WIN

SET C – SWORD (2 dice)

#	Maneuver	Go To
2	Sword: super swing	Go to CX
3	Sword: flying lunge	Go to CX
4	Sword: multiple swing and stab	[other turn]
5	Sword: block other's punch	[other turn]
6	Sword: slice to arm	[other turn]
7	Sword: swing misses	Go again
8	Sword: swing misses	[other turn]
9	Sword: block other's kick	[other turn]
10	Sword: conceal sword	Go to A
11	Sword: conceal sword	Go to B
12	Sword: conceal sword	Go to D

SET CX – FINISH (2 dice)

#	If Friend	If Enemy
2-5	Stop at heart – YOU WIN	Stab to heart – YOU WIN
6-8	Stop at head – YOU WIN	Chop off head – YOU WIN
9-12	Friend escapes – Back to C	Enemy escapes – YOU WIN

SET D – GUNS (2 dice)

#	Maneuver	Go To
2	Guns: Fire multiple shots	Go to DX
3	Guns: Fire multiple shots	Go to DX
4	Guns: Multiple hits to leg	[other turn]
5	Guns: no clear shot	[other turn]
6	Guns: your shot misses	Go again
7	Guns: shoot other's arm	[other turn]
8	Guns: your shot misses	[other turn]
9	Guns: no clear shot	[other turn]
10	Guns: conceal gun(s)	Go to A
11	Guns: conceal gun(s)	Go to B
12	Guns: conceal gun(s)	Go to C

SET DX – FINISH (2 dice)

#	If Friend	If Enemy
2-5	Rubber bullets hit – YOU WIN	Shot thru heart – YOU WIN
6-8	Rubber bullets hit – YOU WIN	Shot thru head – YOU WIN
9-12	Friend escapes – Back to D	Enemy escapes – YOU WIN

MATRIX DICE GAME – Version 1.2

VITANI_FYREWOLF

> Vitani_FyreWolf - "Vitani_FyreWolf" avatar:
 Appearance: Long, dark violet hair (if it can't be violet, then my red hair will suffice) that falls to my waist, shorter locks frame the face. Grey eyes - refuses to wear sunglasses. | A black and gray kimono-like outfit that is light and easy to fight in, but completely covers my body (doesn't like to show skin.) It would be black over, with grey inside the sleeves. Soft, slipper-like black shoes. Silver pendant, on a REALLY short chain around her neck. | Fights with a staff. Has several small daggers belted to her waist over the outfit in case she loses the staff - she can still throw knives. Doesn't usually have to resort to fighting - she relies on the quickness of her feet, and the silence of her movements. Physically, she isn't very strong, but she's fast.

SET A – BASIC MOVES (2 dice)

#	Maneuver	Go To
2	Leap into the air	Go to B
3	Leap into the air	Go to B
4	Leap into the air	Go to B
5	Flip over the other	Go again
6	Leap to the side	[other turn]
7	Leap and backflip	[other turn]
8	Step to the side	[other turn]
9	Spin to the side	Go again
10	Reveal your staff	Go to C
11	Reveal your staff	Go to C
12	Reveal your knife(s)	Go to D

SET B – SPECIALTY MOVES (2 dice)

#	Maneuver	Go To
2	Bullet-time flying leap into the air	Go again
3	Dash, leap, and bounce to the opposite side	Go again
4	The other trips you	[other turn]
5	Super flip over other	Go again
6	Leap to the side	[other turn]
7	Super leap and backflip	[other turn]
8	Step to the side	[other turn]
9	Use your leg sweep	Go again
10	Reveal your staff	Go to C
11	Reveal your staff	Go to C
12	Reveal your knife(s)	Go to D

SET C – STAFF (2 dice)

#	Maneuver	Go To
2	Staff: super swing	Go to CX
3	Staff: flying lunge	Go to CX
4	Staff: multiple swing and stab	[other turn]
5	Staff: block other's punch	[other turn]
6	Staff: your swing misses	Go again
7	Staff: slice to arm	[other turn]
8	Staff: your swing misses	[other turn]
9	Staff: block other's kick	[other turn]
10	Staff: conceal staff	Go to A
11	Staff: conceal staff	Go to B
12	Staff: conceal staff	Go to D

SET CX – FINISH (2 dice)

#	If Friend	If Enemy
2-5	Stop at head – YOU WIN	Enemy escapes – YOU WIN
6-8	Stop at head – YOU WIN	Enemy escapes – YOU WIN
9-12	Friend escapes – Back to C	Enemy escapes – YOU WIN

SET D – KNIVES (2 dice)

#	Maneuver	Go To
2	Knives: Find/throw knife	Go to DX
3	Knives: Find/throw knife	Go to DX
4	Knives: Find/throw knife into other's leg	[other turn]
5	Knives: no clear throw	[other turn]
6	Knives: throw misses	Go again
7	Knives: hit other's arm	[other turn]
8	Knives: throw misses	[other turn]
9	Knives: no clear throw	[other turn]
10	Knives: conceal knife(s)	Go to A
11	Knives: conceal knife(s)	Go to B
12	Knives: conceal knife(s)	Go to C

SET DX – FINISH (2 dice)

#	If Friend	If Enemy
2-5	Rubber knives hit – YOU WIN	Knife into heart – YOU WIN
6-8	Rubber knives hit – YOU WIN	Knife into head – YOU WIN
9-12	Friend escapes – Back to D	Enemy escapes – YOU WIN

MATRIX DICE GAME – Version 1.2

AGENTCOOPERSGIRL

> agentcoopersgirl - "acg" avatar: white girl, shoulder length red hair | black suit - ala madonna's blonde ambition, black heeled boots, white corset, black tie (yeah, i'm mocking the agents), suitably cool shades | my fave weapons are 2 walther ppks and a knife for close quarters action (pseudo james bond rebel).

SET A – BASIC MOVES (2 dice)

#	Maneuver	Go To
2	Leap into the air	Go to B
3	Leap into the air	Go to B
4	Knee to the head	[other turn]
5	Boot kick to gut	Go again
6	Your punch misses	[other turn]
7	Boot kick to other's gut	[other turn]
8	Your boot kick misses	[other turn]
9	Multiple punch to gut	Go again
10	Head butt to other's face	[other turn]
11	Reveal your knife	Go to C
12	Reveal your gun(s)	Go to D

SET B – SPECIALTY MOVES (2 dice)

#	Maneuver	Go To
2	Round-about flying boot kick to other's head	Go to BX
3	Double-fisted slam to other's head	Go to BX
4	The other trips you	[other turn]
5	Your boot kick misses	[other turn]
6	Super spin over other	Go again
7	Elbow slam to head	[other turn]
8	Your boot kick misses	[other turn]
9	Nail scratch to other's face	[other turn]
10	The other moves aside	[other turn]
11	Reveal your knife	Go to C
12	Reveal your gun(s)	Go to D

SET BX – FINISH (2 dice)

#	If Friend	If Enemy
2-5	Friend gives up – YOU WIN	Enemy escapes – YOU WIN
6-8	Friend gives up – YOU WIN	Enemy escapes – YOU WIN
9-12	Friend escapes – Back to B	Enemy escapes – YOU WIN

SET C – KNIFE (2 dice)

#	Maneuver	Go To
2	Knife: super swing	Go to CX
3	Knife: flying lunge	Go to CX
4	Knife: multiple swing and stab	[other turn]
5	Knife: block other's punch	[other turn]
6	Knife: swing misses	Go again
7	Knife: slice to arm	[other turn]
8	Knife: swing misses	[other turn]
9	Knife: block other's kick	[other turn]
10	Knife: conceal knife	Go to A
11	Knife: conceal knife	Go to B
12	Knife: conceal knife	Go to D

SET CX – FINISH (2 dice)

#	If Friend	If Enemy
2-5	Stop at heart – YOU WIN	Stab to heart – YOU WIN
6-8	Stop at head – YOU WIN	Stab to head – YOU WIN
9-12	Friend escapes – Back to C	Enemy escapes – YOU WIN

SET D – GUNS (2 dice)

#	Maneuver	Go To
2	Guns: Fire multiple shots	Go to DX
3	Guns: Fire multiple shots	Go to DX
4	Guns: Multiple gun smacks to other's face	[other turn]
5	Guns: no clear shot	[other turn]
6	Guns: your shot misses	Go again
7	Guns: shoot other's arm	[other turn]
8	Guns: your shot misses	[other turn]
9	Guns: gun smack to other's head	[other turn]
10	Guns: conceal gun(s)	Go to A
11	Guns: conceal gun(s)	Go to B
12	Guns: conceal gun(s)	Go to C

SET DX – FINISH (2 dice)

#	If Friend	If Enemy
2-5	Rubber bullets hit – YOU WIN	Shot thru heart – YOU WIN
6-8	Rubber bullets hit – YOU WIN	Shot thru head – YOU WIN
9-12	Friend escapes – Back to D	Enemy escapes – YOU WIN

MATRIX DICE GAME – Version 1.2

SEPTEMBER

> September - "September" avatar: Physical: Short brown hair, brown eyes, average height, average weight. | Outfit Inside Matrix: Black wool hat, black boots, black denim jacket, black t-shirt, black jeans, sunglasses. | Weapons: Two ninja shobos, one to each hand; two Sig Sauer P228 (Pom-pom gang ringleader and news-spreading extraordinaire).

SET A – BASIC MOVES (2 dice)

#	Maneuver	Go To
2	Leap into the air	Go to B
3	Leap into the air	Go to B
4	Knee to the head	[other turn]
5	Boot kick to gut	Go again
6	Your punch misses	[other turn]
7	Boot kick to other's gut	[other turn]
8	Your boot kick misses	[other turn]
9	Multiple punch to gut	Go again
10	Leap to the side	[other turn]
11	Reveal your shobos	Go to C
12	Reveal your shobos	Go to C

SET B – SPECIALTY MOVES (2 dice)

#	Maneuver	Go To
2	Reveal your shobos	Go to C
3	Double-forearm smash to other's head	Go to BX
4	The other trips you	[other turn]
5	Your boot kick misses	[other turn]
6	Super flip over other	Go again
7	Triple boot kick to head	[other turn]
8	Your boot kick misses	[other turn]
9	Use your leg sweep	[other turn]
10	The other moves aside	[other turn]
11	Reveal your shobos	Go to C
12	Reveal your shobos	Go to C

SET BX – FINISH (2 dice)

#	If Friend	If Enemy
2-5	Friend gives up – YOU WIN	Enemy escapes – YOU WIN
6-8	Friend gives up – YOU WIN	Enemy escapes – YOU WIN
9-12	Friend escapes – Back to B	Enemy escapes – YOU WIN

SET C – SHOBOS (2 dice)

#	Maneuver	Go To
2	Shobos: flying ringing swing	Go to CX
3	Shobos: super lunge	Go to CX
4	Shobos: multiple ringing swing and stab	[other turn]
5	Shobos: block other's punch	[other turn]
6	Shobos: stab to arm	[other turn]
7	Shobos: swing misses	Go again
8	Shobos: swing misses	[other turn]
9	Shobos: block other's kick	[other turn]
10	Shobos: conceal shobos	Go to A
11	Shobos: conceal shobos	Go to B
12	Shobos: conceal shobos	Go to D

SET CX – FINISH (2 dice)

#	If Friend	If Enemy
2-5	Stop at heart – YOU WIN	Stab to heart – YOU WIN
6-8	Stop at head – YOU WIN	Stab to head – YOU WIN
9-12	Friend escapes – Back to C	Enemy escapes – YOU WIN

SET D – GUNS (2 dice)

#	Maneuver	Go To
2	Guns: Fire multiple shots	Go to DX
3	Guns: Fire multiple shots	Go to DX
4	Guns: Multiple gun smacks to other's face	[other turn]
5	Guns: no clear shot	[other turn]
6	Guns: your shot misses	Go again
7	Guns: shoot other's arm	[other turn]
8	Guns: your shot misses	[other turn]
9	Guns: gun smack to other's head	[other turn]
10	Guns: conceal gun(s)	Go to A
11	Guns: conceal gun(s)	Go to B
12	Guns: conceal gun(s)	Go to C

SET DX – FINISH (2 dice)

#	If Friend	If Enemy
2-5	Rubber bullets hit – YOU WIN	Shot thru heart – YOU WIN
6-8	Rubber bullets hit – YOU WIN	Shot thru head – YOU WIN
9-12	Friend escapes – Back to D	Enemy escapes – YOU WIN

MATRIX DICE GAME – Version 1.2

ANDROMEDA

> andromeda - "andromeda" avatar: height 1.70 m', fairly thin, dark skin and eyes, black semi-straight hair, little below the ear length. | black leather trousers, very dark red or blue shirt, black suede trench coat, neo-like shades, high heels. | preferred weapons: a 92fs automatic in both hands (hope i wrote that right) and a stock of grenades (hehehe...).

SET A – BASIC MOVES (2 dice)

#	Maneuver	Go To
2	Leap into the air	Go to B
3	Leap into the air	Go to B
4	Knee to the head	[other turn]
5	Boot kick to gut	Go again
6	Your punch misses	[other turn]
7	Leap and backflip	[other turn]
8	Your boot kick misses	[other turn]
9	Flip over the other	Go again
10	Leap to the side	[other turn]
11	Reveal your gun(s)	Go to C
12	Reveal your grenade(s)	Go to D

SET B – SPECIALTY MOVES (2 dice)

#	Maneuver	Go To
2	Reveal your grenade(s)	Go to D
3	Flying quadruple boot kick to other's head	Go to BX
4	The other trips you	[other turn]
5	Your boot kick misses	[other turn]
6	Super spin over other	Go again
7	Triple boot kick to head	[other turn]
8	Your boot kick misses	[other turn]
9	Use your leg sweep	[other turn]
10	The other moves aside	[other turn]
11	Reveal your gun(s)	Go to C
12	Reveal your grenade(s)	Go to D

SET BX – FINISH (2 dice)

#	If Friend	If Enemy
2-5	Friend gives up – YOU WIN	Enemy escapes – YOU WIN
6-8	Friend gives up – YOU WIN	Enemy escapes – YOU WIN
9-12	Friend escapes – Back to B	Enemy escapes – YOU WIN

SET C – GUNS (2 dice)

#	Maneuver	Go To
2	Guns: Fire multiple shots	Go to CX
3	Guns: Fire multiple shots	Go to CX
4	Guns: Multiple gun smacks to other's face	[other turn]
5	Guns: no clear shot	[other turn]
6	Guns: your shot misses	Go again
7	Guns: shoot other's arm	[other turn]
8	Guns: your shot misses	[other turn]
9	Guns: gun smack to other's head	[other turn]
10	Guns: conceal gun(s)	Go to A
11	Guns: conceal gun(s)	Go to B
12	Guns: conceal gun(s)	Go to D

SET CX – FINISH (2 dice)

#	If Friend	If Enemy
2-5	Rubber bullets hit – YOU WIN	Shot thru heart – YOU WIN
6-8	Rubber bullets hit – YOU WIN	Shot thru head – YOU WIN
9-12	Friend escapes – Back to C	Enemy escapes – YOU WIN

SET D – GRENADES (2 dice)

#	Maneuver	Go To
2	Grens: Throw/detonate grenade(s)	Go to DX
3	Grens: Throw/detonate grenade(s)	Go to DX
4	Grens: Multiple grenade smacks to other's face	[other turn]
5	Grens: no clear throw	[other turn]
6	Grens: throw misses	Go again
7	Grens: grenade smack to other's face	[other turn]
8	Grens: throw misses	[other turn]
9	Grens: grenade smack to other's head	[other turn]
10	Grens: conceal grenades	Go to A
11	Grens: conceal grenades	Go to B
12	Grens: conceal grenades	Go to C

SET DX – FINISH (2 dice)

#	If Friend	If Enemy
2-5	Knocks out other – YOU WIN	Knocks out other – YOU WIN
6-8	Knocks out other – YOU WIN	Knocks out other – YOU WIN
9-12	Friend escapes – Back to D	Enemy escapes – YOU WIN