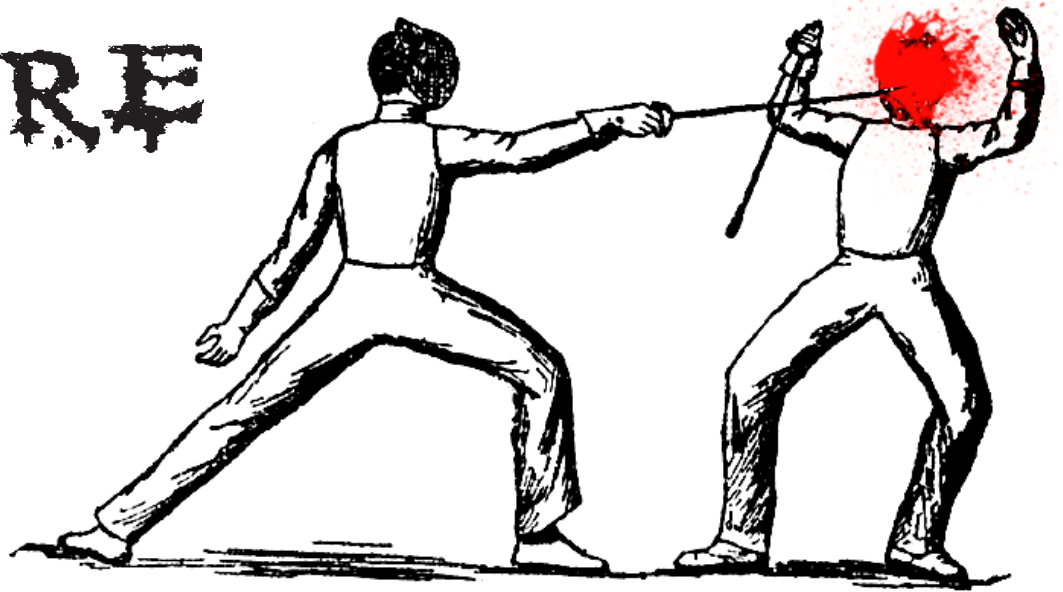


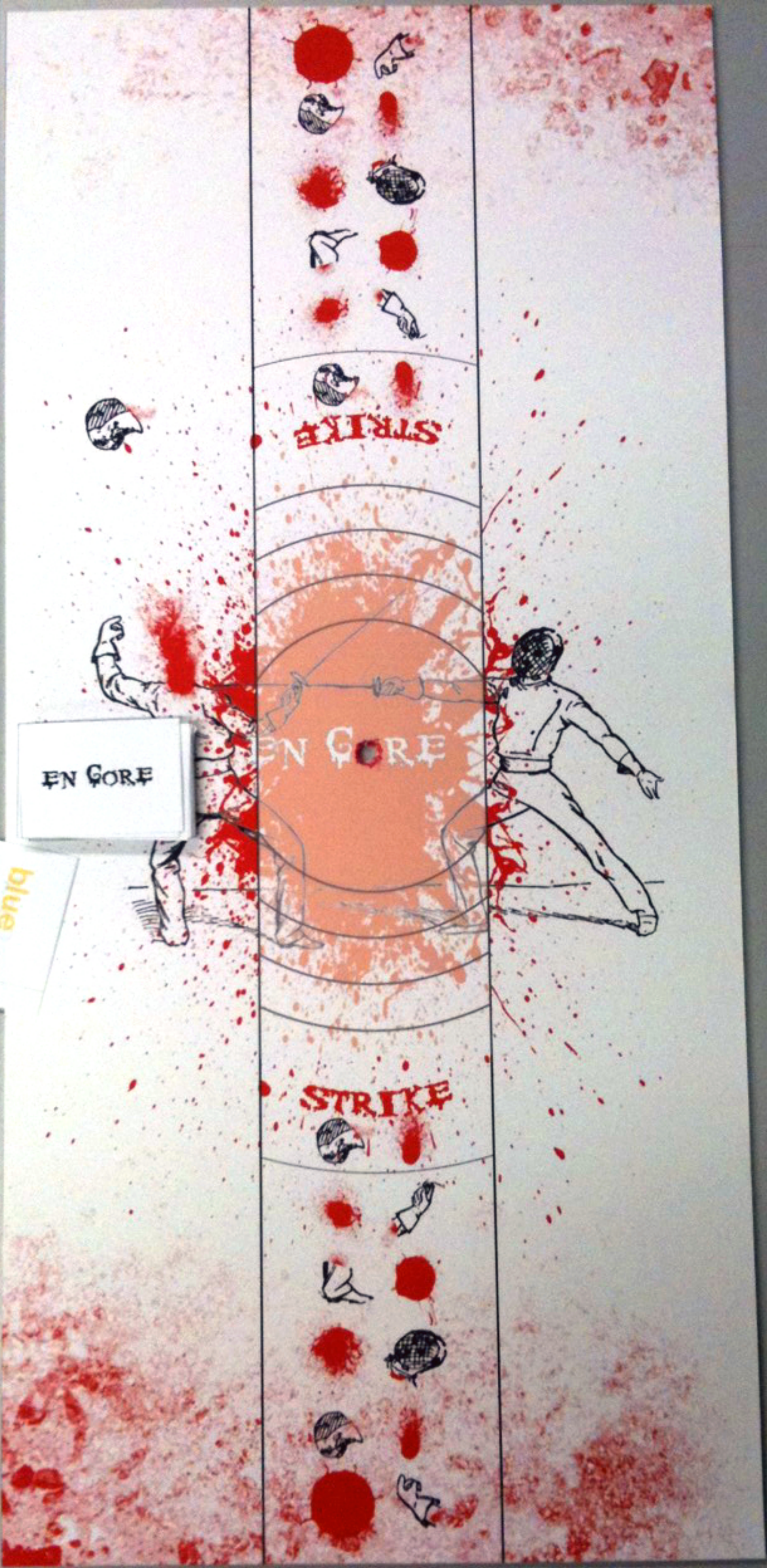
FEN GORE

Deadly Fencing



GAME PLAY/RULES

1. 2 Players draw cards simultaneously from their card decks. The players will answer the card challenge verbally speaking the color of the text on each card. The first player to answer the card challenge has 'Right of Way' and can move their pawn 1 unit on the board. Pawns must start at different symbols(body parts/blood splats). For clear ties in card challenge, players must move to the strike zone and battle to hit the target first.
2. The players advance toward the strike zone as they answer correctly the card challenges. If players land on same colors, the last player to land on the color must attempt to strike the opponent from the strike zone. If the strike is successful the other opponent has one opportunity to parry by knocking the striking marble out of the kill zone, if the parry is successful the original striker loses the point.
3. If a player reaches the strike zone before another player, that player has 'Right of Way' and may strike the opponent. Reaching the strike zone by turn allows a player to strike without being parried or displaced. The player can attempt a strike zone shot until he/she succeeds however each shot from the strike zone must be made from a different symbol(body parts/blood splats). This allows the advancing fencer to have a chance at matching symbols and allowing them to make a strike. Once a strike zone attack is made, the attacker must start back at row 1, to begin their advance toward the strike zone again.
4. Strikes are made by flicking a marble toward the strike zone to land in a center hole. This is the 'kill zone'. Upon hitting the kill zone the player hit must remove a body part. The first player reduced to a torso loses. Good luck!



EN GORE

STRIKE

STRIKE

red

blue

