



V1.2

En Garde



Game material

- . 1 3D game scenery to assemble (see instruction leaflet)
- . 2 metal fencing figure
- . 25 playing cards (5x each the values 1 to 5)
- . 2 score markers with the head of the fencing figures
- . 2 cardboard short rules
- . 1 mini-artbook by Pierô, the illustrator of this game

.these game rules



Game objective

The game is played over several battles (rounds). The first player to win 5 battles is the winner.

Game preparation

At the beginning of each game round, the following actions are performed:

- . Each player places his fencing figure at one end of the fencing track (playing field 1 or 23).
- If the 3D game scenery is used, the players sit next to each other: The player of the right-handed fencing figure on the right side (playing field 23) and the player of the left-handed fencing figure on the left side (playing field 1). If played exclusively on the back side of the fencing track, the players sit opposite each other and choose the side of the end closest to themselves.
- . The 25 playing cards are shuffled. Each player takes 5 cards in his hand. The remaining playing cards are placed as a face-down draw pile next to the game board.

The players agree on who will start the first round. After that, the starting player changes for each new game round.

Within a game round, the players play alternately.

Standard rules

The player whose turn it is plays one or more cards to

- . move his fencing piece (either forward or backward) or
- . to make an attack.

The cards played are all placed face up on the discard pile so that only the top card is visible. It is not allowed to search these discarded cards.

However, at any point during the game, it is allowed to count the cards in the discard pile.

Moving the fencing figure on the fencing track

1. The player whose turn it is chooses one of his playing cards and moves his fencing figure on the fencing track exactly by the value indicated on the card (see Figure 1). The player can decide whether he moves his fencing piece on the fencing track forward or backwards.

Attention: A fencing figure may not leave the fencing path (neither when moving forward nor backward), nor may it enter the square with the opponent's fencing piece, nor may it jump over the opponent's fencing piece.



Figure 1: The right fencing figure moves three-squares forward (to the left) using the card with the value 3.

2. After a player plays his card, his turn is over and he fills his hand up to 5 cards.

Making a direct attack

Instead of playing a card to move your fencing piece, it is possible to attack your opponent. In this case, the fencing piece is not moved.

1. play one or more cards

A player performs a direct attack by playing a card with exactly the value that corresponds to the number of squares that both fencing pieces are separated from each other. The attacker can also play several cards of the same value for a stronger attack (see Figure 2). However, the fencing piece never moves: it is an attack, not a movement.



Figure 2: The left fencing piece (field 8) attacks the right fencing piece (field 13) with two cards of value 5

After the player has played his desired cards, his turn is over. He fills his hand up to 5 cards.

2. parry the opponent in the event of an attack.

The opponent now has the opportunity to parry the attack: To do this, he must play the same number of cards (of the same value) as his opponent.

Tactical note: It is never possible to parry an attack of three cards or more, because there are only five cards of the same value.

Important: After a parry, the hand is never replenished. The round continues directly. Only the attacker may replenish his hand at the end of his turn.

Example: If the attacker has played two cards with a value of 2, his opponent may perform a parry by playing two cards of value 2. He has only three cards left in his hand to make his own move.

If a player fails to parry an attack, he is hit and immediately loses the battle (the game round).

Go directly to the section 'End of a game round' if you do not want to use the Advanced rules (although we recommend you to use the advanced rules).

Advanced rules (highly recommended)

As described, the standard rules provide for two possible actions:

- 1- Moving your own fencing piece (forward or backward).
- 2- Performing a direct attack.

For advanced players there is a third option which makes the game more tactical and dynamic.

- 3- Performing an indirect attack.

In this case, several cards are played, whereby:

- . using exactly one card, the fencing piece is moved forward (and not backward) and then
- . attacking the opponent with one or more cards of the same value during the same move (see figure 3).

Example: If the two fencing pieces are eight squares apart, a player can play a card of value 3 to move three squares forward and then play two cards of value 5 in the same turn for an attack (during the attack, the fencing piece remains stationary as usual).

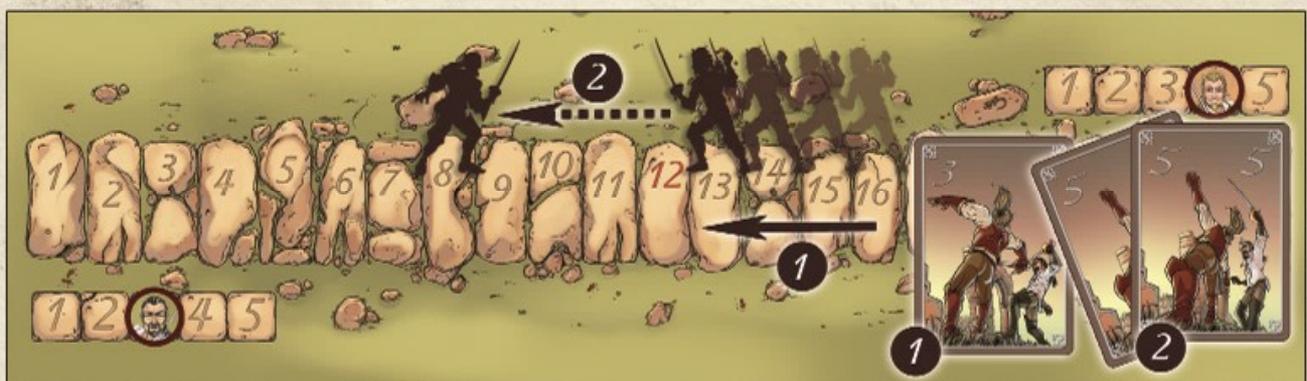


Figure 3: The fencing figure on the right performs an indirect attack (it moves forward by a card of value 3 and then attacks with two cards of value 5).

The player who was attacked now has two options to defend himself:

i- He can parry the attack according to the standard rules (in the given example he has to play two cards of value 5). After the parry, the attacked player performs his turn normally by moving forward or backward, or performing a direct or indirect attack. His hand is replenished only at the end of his turn (and not immediately after the parry).

ii- The player may evade the attack by moving backwards on the fencing track. The attacked player plays a card and moves the corresponding value backwards. Attention: if the defender evades the attack, his move is directly over. A Retreat always ends the turn of the player evading the attack. This attacked player now draws a card to replenish his hand. Afterwards his opponent (the former attacker) takes his turn.

Important: It is possible to parry a direct or an indirect attack, but a retreat is only possible in the case of an indirect attack.

End of a game round

A game round can end in three different ways:

1. as soon as a player hits an opponent and the opponent cannot parry (or retreat in the case of an indirect attack - see advanced rules), he wins the game round.
2. if a player cannot make an allowed move, he loses the game round. This is the case if he would leave the fencing lane with the cards in his hand - by moving forward or backward - or if he would jump over the opponent's fencing piece.
3. if no player can win the game round in these two ways, the battle ends, when the last card is drawn from the draw pile.

If the player whose turn it is in the last turn attacks his opponent, the opponent may still parry the attack (in the case of a direct or indirect attack) or retreat (only in the case of an indirect attack). Otherwise, the attacked player loses immediately.

If, at the end of the game round, the battle has not yet been decided, the winner of the game round is determined in the following way:

a) The two players lay the cards they have in their hands face up, the battle is won by the player who has the largest number of cards that allow a direct attack. If the result is tied, or there are no direct attack cards to compare, the winner is the player whose fencing piece is furthest along the track (the reference point is the red center square 12).

Example: If the two players are two spaces apart when the last card is drawn, the player with the most cards of value 2 in his hand wins the round.

b) If the defender retreats from an indirect attack, then the winner is determined by the player whose fencing piece is furthest along the track. If both players have advanced the same distance in the opponent's direction, the game ends in a draw.

If a player wins a game round, he advances his marker one space on the scoring scale. The first player to reach field 5 wins the game.

