

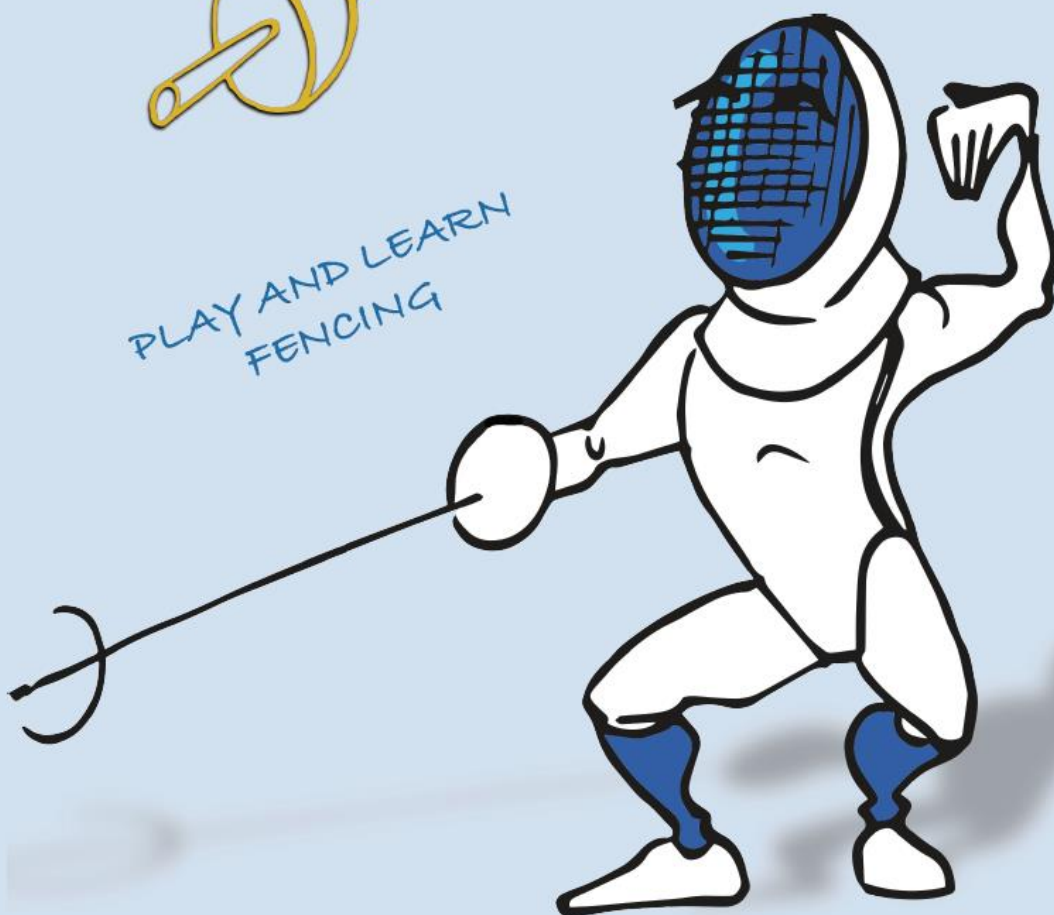
Ready...

Fencing



TM

PLAY AND LEARN
FENCING



APPROVED BY
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INTRODUCTION

"Ready...Fence!" is a board game that each other in a tactical exchange of next, their fencing skills improve, Prior experience in the sport of However, players who be- use to win at the sport of

teaches the rules of Olympic sport of fencing with players learning to outwit fencing actions. As the players progress from one level of the game to the and they learn how better to hit their opponent while not being hit themselves. fencing is not required to play Ready....Fence! come proficient at the game will naturally learn the tactics and techniques real-life fencers

The sport and Saber. "Ready..."



of fencing comprises three different weapons and corresponding disciplines. These are: Epée, Foil, This version of the game is modeled after the rules of epée fencing. Foil and saber versions of the Fence!" board game are published separately.

THE GAME

"Ready...Fence" is a two-player game that takes about 30 minutes to play. Players take up the roles of professional fencers engaged in a fencing match (known as a "bout") on the fencing strip. This booklet details the specific rules of the game and explains the rules and techniques of epée fencing, as taught by Italian fencing masters. A Technical Manual detailing the fencing techniques found in the board game is included with the game materials.

THE GAME CAN BE PLAYED AT THREE DIFFERENT LEVELS:

TUTORIAL MODE

The introductory level allows players to become familiar with the game, introducing the cards, board, pieces, and fundamentals of how the game is played. In this mode only cards displaying the "T" symbol are used.

BASIC GAME MODE

This level is designed for previous players and novice fencers, and captures the essential aspects of fencing, allowing players to create basic strategies. In this mode only cards displaying the "B" symbol are used.

ADVANCED GAME MODE

Suitable for expert players and/or experienced fencers, this level simulates epée fencing at its finest. All cards are used in this mode.

GAME COMPONENTS

THE TOKENS

There are two kinds of tokens for each player.

Weapon Position Tokens (x2): to be set in the Weapon Position circles on the board with the blade of the epee set in one of the three desired positions: invitation, point-in-line or engagement.

Stamina Tokens (x2): To be set on the Stamina Indicators to mark the variations of stamina of each fencer.

Round Marker (x1): Shows in which of the three possible periods the bout is taking place.

Initiative Coin (x1): Players toss this coin at the start the game as well as during the game to determine which player shall have precedence in certain circumstances.

Score Cards (x16): Positioned on the scoreboard to show the score reached by the players.

THE FENCERS (x2)

Two miniatures fencers to represent the players.

THE CARDS (x56)

1 - **Name:** the name of the technique represented by the card.

2 - **Speed:** A number indicating the quickness of the technique executed. The higher the speed number, the more effective the card can be in relation to the speed number on the card of the other player.

3 - **Group:** the type of Action: Basic Action, Auxiliary Action, Counteroffensive Action, Defensive Action, and so forth.

4 - **Stamina:** the cost in Stamina points (SP) to use the card.

5 - **Game icon:** Indicating the game mode for which the card can be used.

6 - **Card description:** how to use the card and when.



Weapon Position Token



Round Marker



Initiative Coin



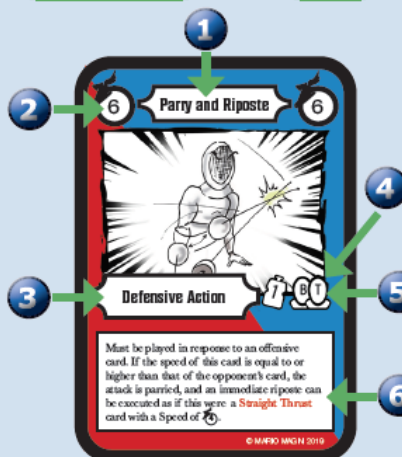
Stamina Tokens



Fencer

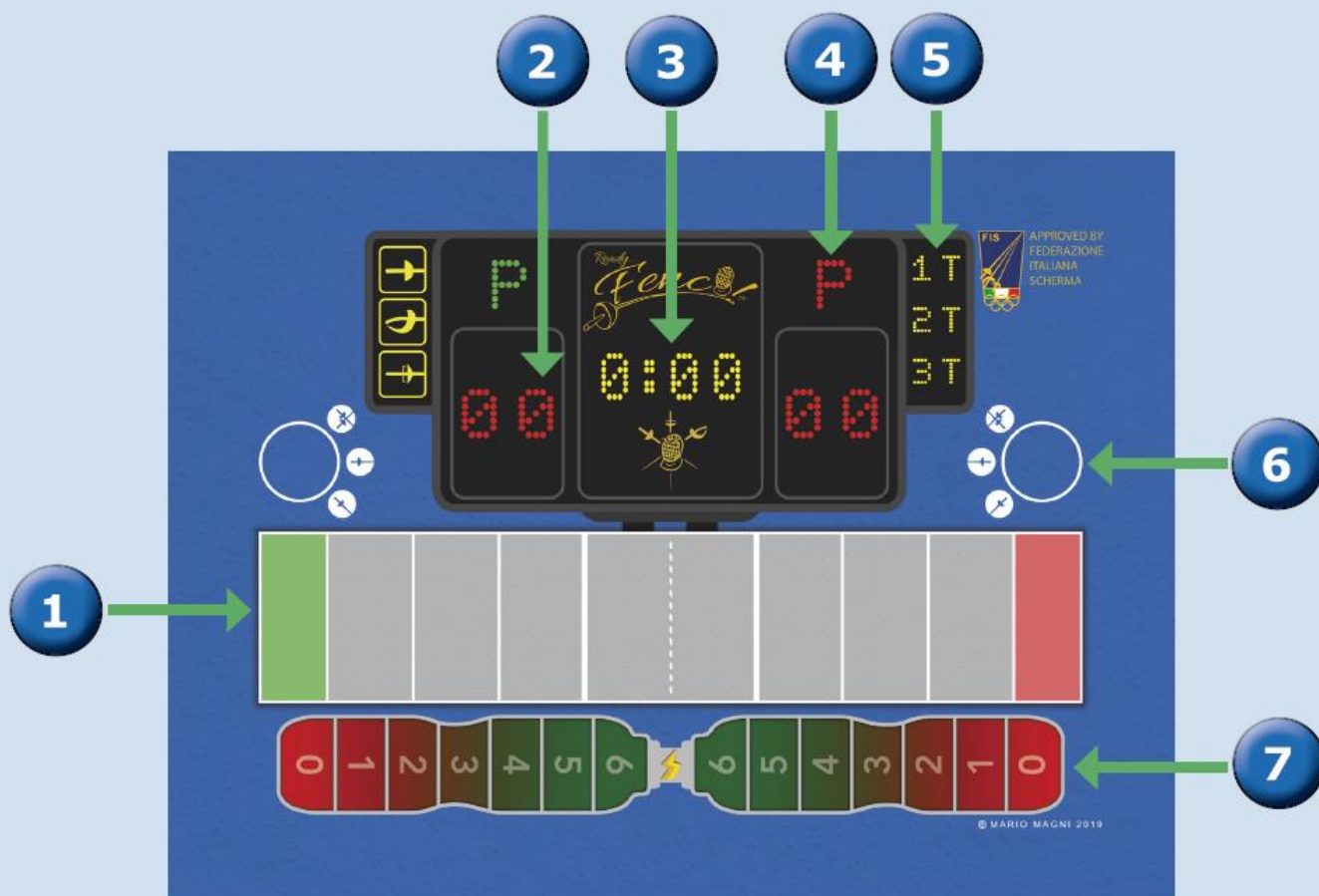


Score Cards



Game cards are identified by color:	
GAME CARDS	COLOR
Offensive Cards	Red and Orange
Defensive Cards	Dark-blue
Counter-offence Cards	Light-blue
Special Cards	Two-colored

THE GAME BOARD



The strip in reality ranges from 12 to 14 meters in length and up to 2 meters in width



1 - The Fencing Strip: is the track on which the two fencers move and fence. It is subdivided in 10 sections; the peripheral sections which are green and red, define the run-off area while the central lines are for the fencers' starting positions.

In a fencing competition there are two specific phases of the match: Pools where participants compete against each other in round-robins of 6 or 7 fencers in bouts up to 5 touches (points); and the Direct Elimination phase where bouts are up to 15 points, and the loser is eliminated from the competition.



2 - Scoreboard: in these spaces, small cards numbered from 1 to 15 (in red and green colors) are placed to show the total scores of the players. Each player chooses one of the two colors (red or green) before the start of the game.

3 - Time countdown: a deck of cards is placed in the center of the "scoreboard". Cards drawn from the deck represent the time elapsed.

4 - Priority: Defines a game situation in which one of the players has an advantage over the other.

5 - Bout Periods: are used to identify which of the three periods of the bout is being played.

6 - Weapon Position Circles: these circles define, with use of a token, the épée's initial positions (i.e., Point-in-line, Invitation and Engagement) as determined by the play of the cards in hand.

7 - Stamina Indicators: two "water bottles" divided into squares numbered from 0 to 6. These are used to mark the remaining stamina for each player.

In fencing, certain positions of the weapon against the opponent are called "weapon positions".



The fencers' starting lines are named "on-guard lines"



During the Pools there is only one period of three minutes during which the players fence up to 5 points. In the Direct elimination phase, there are up to 3 periods of three minutes each for the players to score 15 points.

HOW TO PLAY

"Ready...Fence" is a turn-based card game. The goal is to "touch" the opponent using techniques (cards) to reach a set score of 5, 10 or 15 points in one, two or three bouts.

Each player is dealt a hand of 6 cards drawn from a prepared deck. During each turn, the players can carry out two actions choosing from the following:

- ✂ moving the fencer on the strip (backwards or forwards)
- ✂ manage the fencer's weapon positions
- ✂ play an Offensive card or respond by playing a Defensive or a Counteroffensive card, as well as various other actions depending on the level of the game

TUTORIAL MODE

GAME SETUP

- ✂ **Set the board in the center** of the game area with the fencing strip in vertical position between the two players.
- ✂ **Place on the board:** the miniature fencers behind the bold lines on the strip marking the on guard' position"; both Stamina tokens on the indicators starting on 6; the Round marker starting on 1; and, the Weapon Position tokens (one for each player) in their appropriate spaces starting with the *Point-in-Line placement of the weapon*.
- ✂ **Take the score cards.** Each player takes a deck of the score cards of the color (Green or Red) they selected at the start of the game and places it at the side of the board, ready to be used on the scoreboard as needed.
- ✂ **Prepare the game card deck** with all the cards labeled with the T icon, shuffle and then place it on the space named *Time countdown* deck on the board.
- ✂ **Each player draws 6 cards** from the deck as the initial hand of cards. The cards must be kept hidden from the opponent. Each player has just one opportunity to declare a 'Mulligan' – that is, to replace his initial hand of cards by discarding them. The discarded cards are put back in the deck and reshuffled and then the player draws 6 new ones from the deck.
- ✂ **Select the score** to be reached to win the bout: 5 points (Pools), 10 or 15 (Direct elimination).
- ✂ **Toss the Initiative coin** to select the starting player. From now the turn will be maintained.

PLAY THE GAME

During each turn, a player can conduct 2 of these game actions:

- ✂ Move the Miniature Fencer
- ✂ Change Weapon Position
- ✂ Play a card

MOVING THE MINIATURE FENCER

The fencer can be moved 1 space forward or backward on the fencing strip. Making this move counts as one action. A player may move the fencer two spaces but that will use up the two actions allowed for that turn.

CHANGING THE POSITION OF THE WEAPON

"Weapon Position" refers to the three ways the épée, may be positioned: POINT-IN-LINE, ENGAGEMENT and INVITATION. These three positions represent the tactical options available to the fencer and set the players' game strategy depending on the cards available in hand. They can be changed one time per turn only (see picture). Some cards can be played only with specific weapon positions, while others give an advantage (or disadvantage) against certain positions of the weapon.

PLAY A CARD FROM THE HAND

This move starts the fencing actions (collectively known as the "fencing phrase") between the two players. The first card played in the game must always be a RED card, which simulates an offensive action. Once this action has been carried out by one player, it is the turn of the other player to respond with a counteraction. The players then continue taking turns until a point is scored.



Example: Player A has the initiative and moves his fencer one space forward on the strip (first game action); then, plays an offensive card from his hand (2nd game action). Thereby initiating the fencing phrase. It is now Player B's turn to act.

FENCING PHRASE

This term indicates a series of fencing actions between two fencers. Players take turns in playing their cards and respond to the opponent's cards by playing one of their own. Each player can play up to 2 cards per fencing phrase and each card used by the players is considered a fencing action. Therefore, each 'fencing phrase' comprises two actions and, at the end of each fencing phrase, 1 point can be assigned to just one of the players or to both players. Note that the fencing phrase is independent from the game turns and doesn't count as a turn for the players (see example above).

At the end of each Fencing Phrase, the Players do not take back in hand the cards played.

IMPORTANT: In the Tutorial Mode, a fencing phrase may start only if the two fencers are separated by an empty space on the fencing strip. (see picture below)



Playing the game

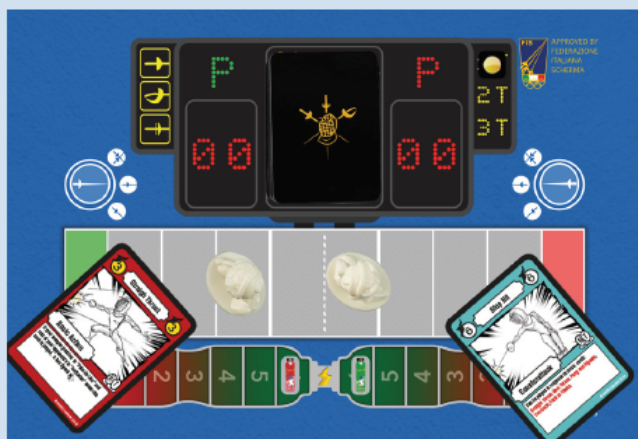
The player who starts the game with a **PLAY 1 CARD** action, takes a red-colored card from his hand (offensive card) and plays it. By doing so, that player becomes the "Attacker". The other player, then, defaults to the role of "Defender", and

may either play a LIGHT BLUE or a DARK BLUE card (defensive card) or declare a **DEFENSIVE ACTION** without cards (see next section).

A numerical value indicating the speed of the technique's execution is printed on each card. The card with the highest speed value wins.

If the Defender's speed number is higher than that of the Attacker, the latter can play a Defensive card (2nd fencing action). The turn will then shift back to the Defender for the last fencing action possible in a fencing phrase (2 cards each). A Light Blue card can be opposed by a Dark Blue card only and vice versa.

Upon completion of the fencing phrase, the player with the highest speed value will be deemed to have scored a "valid touch" and be assigned 1 point. If the speed value of both players is the same, a point will be assigned to each player as a "double touch".



Example: Player A plays the RED card "Straight Thrust" Speed (3). Player B responds with the LIGHT BLUE card "Stop Hit" Speed (6). If A does not have any DARK BLUE cards to continue the fencing action, B scores a touch and gains 1 point.

After a touch is scored, the fencers must return to the starting "On guard" position on the strip.

The cards played in the fencing action are discarded and new cards are drawn from the Timer countdown deck to replenish each player's hand (up to 6 cards).

The player who scores the point will draw first.

At the end of one's game turn, a player can choose to discard one card from his hand and draw a new one from the Timer countdown deck.

Defensive actions without cards

A player, who does not possess eligible defense cards (Dark-Blue or Light Blue) in his hand or does not have one with a speed number higher than the one in the RED card played by the opponent, may declare a defensive action without cards, which in the Tutorial Mode is restricted only to the **Defense by Distance** option. To **Defend by Distance**, the player must do all the following:

- ✂ Lose a Stamina Point (SP)
- ✂ Move the miniature fencer back two spaces on the strip
- ✂ Discard one card from the hand
- ✂ Draw a card from the Timer countdown deck

These defensive actions without cards can be used only in response to a RED offensive cards played as a first fencing action.

If at any time during the game the Stamina marker reaches Zero, the player will not be able to use any of three actions listed above.

Note: Some cards have a value in Stamina Points (SP) but in the Tutorial game level, these values cannot be considered.

ORANGE AND TWO-COLOR CARDS

Two-color cards are special cards that can be used, depending on which type, in different ways. Certain cards can be used for Offensive or Defense while others can be used as Bonuses for either an offensive or defensive action.

The Parry/Riposte card must be used first as a **DARK BLUE defense card** and immediately after (without waiting for the opponent's action) is used as a **RED offensive card**. The Parry/Riposte counts as a unique fencing action and cannot be defended by distance.

ORANGE Cards: these cards can be played along with a RED card and give the player a Speed Bonus.

ORANGE/LIGHT BLUE Cards: these can be played along with a RED or LIGHT BLUE defensive card.

PENALTY FOR GOING OFF THE FENCING STRIP

Should one of the fencers reach the colored space on his end of the strip, the opponent will gain one point.

Fencing Rules mandate that the fencers during the bout remain within the margins of the fencing strip. Stepping off the side of the strip will cause the bout to stop while going off the end of the strip will also stop the bout and the opponent will gain one point.



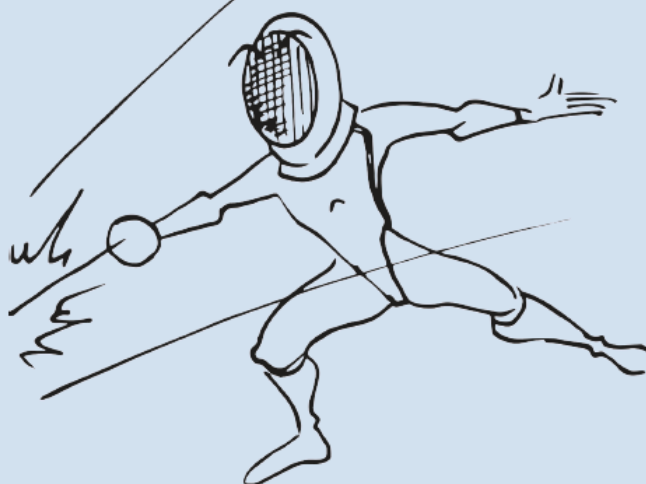
Double Touch

If two cards with the same Speed number are played, one point will be awarded to each player (Double Touch). If the score between the players ties at 4, 9, or at 14, a double touch is not counted and the two fencers maintain their positions (at the time of the double touch) and fence until "sudden death" -i.e., until a player scores a touch.

End of Game

The game ends when one of the players scores the last touch or when the time runs out (Timer countdown deck is depleted of cards). In case of a tie, the game continues until all cards in hand are played. The first player to score a "valid touch" wins the game or the one who is left without cards loses the game, whichever comes first.

*Now you are ready to play your first game in
TUTORIAL MODE.*



BASIC GAME MODE

This game level is for regular players and novice fencers who need to improve their knowledge of fencing terminology and rules. The fencing techniques used in this mode are the same ones that are taught to novice fencers. The difficulty level of this mode is equivalent to those confronted by fencers under the age of 14. In this game mode, only the 35 cards carrying the B symbol will be used, which include all the basic offensive actions as well as some auxiliary actions. The remaining cards with the T symbols are to be left in the box. In the basic game, players can score up to 5 points (1 bout period) for the Pool bouts and up to 10 points (2 bout periods) for Direct Elimination bouts.

GAME SETUP

- ✗ **Set the board in the center** of the game area with the fencing strip in vertical position between the two players
- ✗ **Place on the board:** The miniature fencers behind the bold lines on the strip marking the 'on-guard' position; place both Stamina tokens on the indicators starting on 6; the Round marker starting on 1; and, the Weapon Position tokens (one for each player) in their appropriate spaces starting with the *Point-in-Line placement of the weapon*. Each player takes a deck of the score cards of the color (Green or Red) they selected at the start of the game and places it at the side of the board, ready to be used on the scoreboard as needed.
- ✗ **Prepare the deck** with all the game cards labeled with the B icon, with the exclusion of the two "Straight Thrust" cards with a Yellow Speed value of 3. Each player shall be given one of these two cards, which must be kept in-hand.
- ✗ **Shuffle the deck** and deal 5 cards to each player, in addition to the Straight Thrust card they already have in-hand. Then, take 12 additional cards to be placed face down in the Timer countdown space. Note that each player can declare a 'Mulligan' to change his starting hand of cards by discarding 5 of them (while keeping the Straight Thrust card). The discarded cards are put back in the deck and reshuffled and then the player draws 5 new ones from the deck.
- ✗ **Select the score** to be reached to win the bout: 5 points (Pools) or 10 points (Direct Elimination).
- ✗ **Toss the Initiative coin** to select the starting player. From now the turn will be maintained.

PLAY THE GAME

In an actual fencing bout both fencers may spend some time exploring each other's strength and weaknesses by moving back and forth and in and out of striking distance. These foot-work movements are combined with probing and deceiving actions of the blade (collectively known as "exploratory actions") aimed at finding the optimal moment to strike. At times, especially if a fencer is familiar with the opponent's game and can catch the opponent off-guard, a fencer may forego the exploratory part of setting-up an action and may execute a surprise, sudden attack. In the alternative, if a fencer does not know what to do, the fencer may adopt a "wait-and-see" strategy (Stalling Action). Regardless, an attack by either of the two fencers, starts the exchange of blade actions and fencing movements known as the **Fencing Phrase**, which typically leads to a touch being scored. The Basic Game Mode incorporates these diverse strategies and allows players to conduct exploratory actions (conducted in preparation of the attack) and/or execute a direct attack. To help players distinguish the strategies to be used in the Basic mode, the actions that a player can execute are divided into three categories: Exploratory Actions, Stalling Actions and Fencing Phrase Actions, as detailed in the following table.

Move the Miniature Fencer	Exploratory Action
Change Weapon Position	Exploratory Action
Discard/Draw One Card	Exploratory Action
Stall	Stalling Action
Play a Card	Fencing Phrase Action* (*Attack, defensive and counteroffensive actions)

IMPORTANT: Each of the actions listed above count as 1 action, except for STALL, which counts as 2 actions.

During each turn, a player may choose to execute:

2 game actions by choosing from the three exploratory actions listed above.
2 game actions by choosing one of the exploratory actions <u>as the first move</u> , followed by Play a Card action (Fencing Phrase action)
2 game actions by choosing to STALL (Stalling counts as two actions)
1 game action by choosing to Play a Card*

***IMPORTANT:** once a player Plays a Card, that starts the Fencing Phrase, and the other Player must either Play a Card or opt for a Defensive Action without Cards



MOVING THE MINIATURE FENCER

The miniature fencer can be moved 1 space forward or backward on the fencing strip.

Fencing comprises of three fundamental elements. These are, Distance, Tempo and Speed. When the fencer moves back and forth on the strip, that impacts the Distance. Distance is the space on the strip that separates two fencers placed on guard.

There are three types of distance from which a fencer can score a touch (See Table 1).

TABLE 1

Short Distance: The fencers are in adjacent squares on the fencing strip, and only the "Infighting" card can be used in this situation.



In fencing, body contact between the fencers is known as Corps-à-Corps and is not allowed under the fencing rule. When the fencers are at Short Distance a touch is scored with the mere extension of the arm holding the épée



Lunge Distance: The fencers have one empty square between them on the fencing strip. All the cards are played at this distance unless otherwise specified.



The fencers are at lunge distance, when a fencer can hit the opponent with a lunge. The lunge is a thrust made striding forward landing with the front knee deeply bent and the posterior leg extended backwards



Long Distance: The fencers are separated by 2 squares. The only card that can be played in this distance is the "Flèche" card.

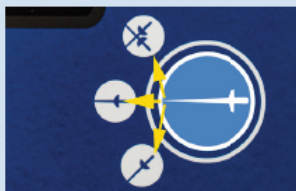


Fencers are at Long distance when they cannot hit each other with just a lunge. In such case, a fencer must take at least one step forward before executing a lunge or a flèche.



CHANGING THE POSITION OF THE WEAPON

By selecting the token representing one of three possible positions of the weapon, a player will be able to restrict the cards that can be played in response to this move. Moreover, each position of the weapon carries certain advantages depending on the strategy that a player wishes to pursue.



In fencing each position of the weapon acts a countermeasure to another position and is aimed at disrupting the opponent's strategy. The Line 'wins' over the Invitation, the Invitation 'wins' over the Engagement, and the Engagement 'wins' over the Line; very much like in the fashion of the "rock paper scissors" game.

THERE ARE THREE POSITIONS OF THE WEAPON:

- ✂ **THE POINT IN LINE** (or simply the LINE): is achieved when the arm holding the weapon is extended and the point of the épée is directed to the opponent's chest. Many of the fencer's attacks start from this position
- ✂ **INVITATION:** is achieved when the point of the fencer's blade does not threaten any of the opponent's target areas while intentionally exposing a portion of the target; This position is used to provoke the opponent's attack. This position in the game earns a +1 bonus on all defensive actions.
- ✂ **ENGAGEMENT:** is achieved when blade contact is made, and the opponent's blade is deviated from the line of attack with the intent of disrupting his game. Engaging the opponent's blade is especially effective against the opponent's attack and the speed of the attack card played is lowered by 1 point.

Example: Player A is in "Engagement" position and Player B plays a STRAIGHT THRUST card (Speed 3). The Speed of the card will be lowered by 1 point: 3-1=2

DISCARDING AND DRAWING

This counts as one action. A player can discard one card from his hand (keeping it covered) and draw a new one from the Timer countdown deck. The player must always keep the STRAIGHT THRUST card in his hand (with a Speed Value of 3); this card can be discarded only if the player has another STRAIGHT THRUST card with a higher Speed value. **Each player can discard and draw only once per turn.**

STALL

This counts as 2 actions. It is used to leave the initiative to the opponent. By choosing this action the player regains 2SP (Stamina Points) and skips his turn and can discard 1 card from the Timer countdown deck.

A player cannot Stall twice in a row

The stall option allows the players to gain time and replenish Stamina Points.



PLAY A CARD

This move starts the fencing actions (collectively known as the "fencing phrase") between the two players. Therefore, playing a card means starting a **fencing phrase**. The first card played in the game must always be a RED offense card. The choice of which RED card will depend on the distance between the two fencers on the strip. Once this action has been carried out by one player, it is the turn of the other player to respond with a counteraction. The players then continue taking turns until a point is scored.

IMPORTANT: at the end of the fencing phrase the players take back in hand the cards played.

Example: Player A has the initiative and moves his fencer one space forward on the strip (first game action); then plays an offensive card from his hand (2nd game action) thereby initiating the fencing phrase. It is now Player B's turn to act.

Fencing Phrase in Basic Game Mode

This term indicates a series of fencing actions between two fencers. Players take turns in playing their cards and respond to the opponent's cards by playing one of their own. Each player can play up to 2 cards per fencing phrase and each card used by the players is considered a fencing action. Therefore, each 'fencing phrase' comprises two actions and, at the end of each fencing phrase, 1 point can be assigned to just one of the players or to both players. Note that the fencing phrase is independent from the game turns and doesn't count as a turn for the players (see example above).

Reminder: At the end of each Fencing Phrase, the Players take back in hand the cards played.

STAMINA POINTS

In the Basic Game Mode, Stamina points are used in a different way than in the Tutorial mode. In this mode, the cards with Stamina points can only be used if the amount of Stamina Points listed on the card is matched by at least an equal amount of Stamina Points that the Player holds in his Stamina Reserve. Therefore, if the player has not the equivalent amount of points in his stamina reserve, he cannot play the card with Stamina points. Also, players can use Stamina Points by opting to execute defensive actions without a card (see next section below.)

After a point is scored, both players regain 1 Stamina point (However, if a valid point was scored and a player utilizes Stamina Point(s) defending or attacking, that player does not regain 1 stamina point, regardless of which player scores the valid point.

IMPORTANT: if a card text contradicts a rule, the card always trumps the rule.

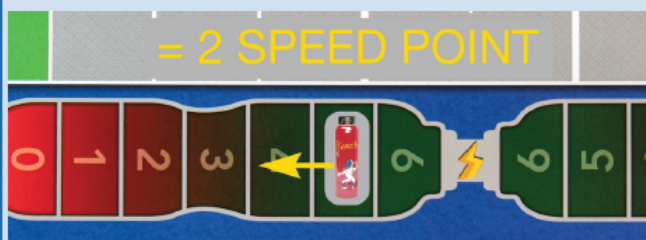
DEFENSIVE ACTIONS WITHOUT CARDS: Parry and Defense by Distance

Defensive actions without cards can be used only in response to a RED offensive cards played as a first fencing action. Defensive or counter-offensive actions occur when a player plays a Light-Blue or a Dark-Blue card in response to the RED card played by the other player. If a player does not have a Light-Blue or a Dark-Blue card, or has one but with a speed number lower than the one in the RED card played by the opponent, that player may declare a defensive action without cards and must opt for one of the two actions listed in the two next sections below. When either one of these defensive actions are used, the fencing phrase ends without points scored and the miniature fencers must remain in their respective positions on the fencing strip.

IMPORTANT: during a fencing phrase a player can choose a defensive action without cards only once.

Parry

In fencing, if the speed of the attack (from the right distance and in the right tempo) is faster than the parry trying to oppose it, the attack will hit the target and the parry will fail. In this game, the speed of an action is reflected on the Speed Value on the card played. Therefore, if the Player opts to Parry, that player's stamina points will have a 2 to 1 ratio to the speed points of the opponent. Meaning, that one stamina point will be equivalent to 2 speed points of the opponent.



Example: A plays a "Straight Thrust" card with a Speed value of 5 against player B. B doesn't have any defense or counter-offense cards in his hand (Dark-Blue or Light-Blue). Therefore, B chooses to use 3 Stamina Points to parry A's Straight-Thrust, figuratively coming towards his target at a Speed of 5. With a ratio of 2-1, A's Stamina Points will have an aggregate value of 6 ($3 \times 2 = 6$). As a result, B's Parry with a value of 6 will be faster than A's attack with a value of 5. If B only had 2 Stamina Point to use, then its aggregate speed will be 4, which will be insufficient to defend against A's attack, which has a Speed Value of 5.

By choosing to Parry, the fencing phrase is over without points scored by either player. Furthermore, **no subsequent fencing action is allowed as part of this turn.**

Note: If the Parry is executed from a position of the blade in Invitation, the player will earn 1 Bonus Speed Point.

Example: Player B has the weapon in Invitation position and executes a Parry action against an offensive card with a Speed Value of 5. Player B uses can use 2 Stamina Points to get a total of $2 \times 2 = 4 + 1 \text{ Bonus} = 5 \text{ Speed}$.

Defend by Distance

In fencing, one can defend by parrying the opponent attack or one can choose to retreat to make the attack land short and not reach the target. This is called **Defend by Distance**. A player cannot **Defend by Distance** if the offensive card has a Speed Value higher than 5. To **Defend by Distance** in this game mode, the player must do all the following:

- ✂ Lose a Stamina point (SP)
- ✂ Move the miniature fencer back two spaces on the strip
- ✂ Remove the Straight Thrust card from his hand and let the opponent draw a random card from his hidden hand and discard it.
- ✂ Draw a card from the Timer countdown deck

IMPORTANT: the 'Straight Thrust' card is the mandatory card that each player must always have in hand. In the Basic and Advanced modes of the game, at the conclusion of each Fencing Phrase all players take back in hand all cards played, including the Straight Thrust Card.

ORANGE AND TWO-COLOR CARDS

This section follows the same rules found in its counterpart section in the Tutorial mode of this game, with the following add-on provision: The Infighting card can be played both as an offensive and as a defensive card and may also be used in response to another Infighting card.

PENALTY FOR GOING OFF THE FENCING STRIP

This section follows the same rules found in its counterpart section in the Tutorial mode of this game.

DOUBLE TOUCH

This section follows the same rules found in its counterpart section in the Tutorial mode of this game.

END OF GAME

In a 5-point bout, there is only 1 bout period. The game ends when the last card from the Timer countdown deck is drawn and the player with the highest score wins. In a 10-point bout there are 2 bout periods. The first bout period is over when Timer countdown deck is depleted of cards. Then, all the cards with the B symbol (except those still in players' hands) are collected and shuffled again to form a new Timer countdown deck. At this point, the second round starts with each player having 6 Stamina Points. Victory goes to the player who scores the tenth point first or to the player with the highest score when the last card from the Timer countdown deck is drawn.

PRIORITY

If at the end of the final bout period the players are tied, an overtime bout will be played. The Players will keep the cards they have in-hand, reshuffle the cards discarded and randomly select from them 4 cards to create a 4-card-Timer countdown deck. Before starting the overtime bout period, the players will toss the Initiative coin to determine which one of them has the "Priority."

The match is won by the first player to score a point. If both players fail to score a point before the Timer countdown deck is depleted of cards, the player who was assigned the Priority wins the match.

Note: Once Priority is assigned to one of the players, the STALL action cannot be used.

*Now you are ready to play
your first game in BASIC MODE*

ADVANCED GAME MODE

The Advanced mode resembles a real fencing bout between elite fencers. All fencing strategies and actions are used in this mode. This mode is recommended for players who have become proficient in the Basic mode of the game.

All cards are used in the Advanced mode. The bouts are up to 5 points (one bout period) in the first round and up to 15 points (three bout periods) in the Direct Elimination bouts.

To reflect the increasing fatigue of both fencers during Direct Elimination bouts, the stamina recovery will amount to 5 points (instead of 6) at the start of second bout period and to 4 points (instead of 5) at the beginning of the third bout period.

IMPORTANT: The STRAIGHT THRUST RULE does not apply in the Advanced mode. This means that the players may discard the Straight Thrust card at any time.

GAME SETUP

The setup is similar to the Basic mode one, with the following exceptions: All cards are used in this mode; and each player is dealt 6 cards since there is no requirement (as in the Basic Mode) that each player hold a Straight Thrust Card in-hand both at the onset of the game and throughout it.

PLAY THE GAME

During each turn, a player can conduct 2 of the following game actions

- ✂ Move the Miniature Fencer
- ✂ Change Weapon Position
- ✂ Discard/Draw One Card
- ✂ Stall
- ✂ Play a Card
- ✂ Retreat

All game features are the same as those in the Basic Mode section, except for the new ones described immediately below.

RETREAT

This option allows the player to move the miniature fencer back 2 squares on the strip and have it count as 1 action only. In addition, the player can choose to discard one card from the cards in-hand and draw a new card from the Timer Countdown Deck.

However, if the "DISCARD/DRAW action" has already been used during the turn, then the RETREAT action is carried out without the card change.

ORANGE CARDS

This section follows the same rules found in its counterpart section in the Basic mode of this game, with the following add-on provision: A new special ORANGE card, called the FEINT, is made available in the advanced game. The ORANGE FEINT card can be used by a player who plays a RED offensive card as a first action and only after the opponent has played a defensive card. Once the ORANGE FEINT card is played, the Player has two courses of action to choose from:

OPTION 1	Replace the Offensive card played with a new offensive card from the cards in-hand (if available in-hand). If the new offensive card has the same Speed value of the opponent's defensive card, then each player will be assigned 1 point (i.e., a Double-Touch); if, instead, the new offensive card has a higher Speed value than the Opponent's defensive card, then the Player executing the FEINT will score a Touch. In either case, the fencing phrase comes to an end.
OPTION 2	Bring the Fencing Phrase to an end without any touches scored. If this option is used, the turn passes to the opponent.

: **ALL THE OTHER RULES REMAIN THE SAME AS IN THE BASIC MODE GAME.**

*Now you are ready to play in the
ADVANCED GAME MODE.*

TECHNICAL MANUAL

A LITTLE BIT OF FENCING

Fencing is an adversarial sport that originates from the duel. There are three weapons used in fencing today: The foil, the saber and the epee.

This version of the game follows the rules of the epee. The valid target in epee fencing is the whole body, from head to toe.

In this game, the fencing actions are directed to the torso rather than to all the available targets; with the exception of the "toe touch", an action included in the repertoire of all epee fencers.

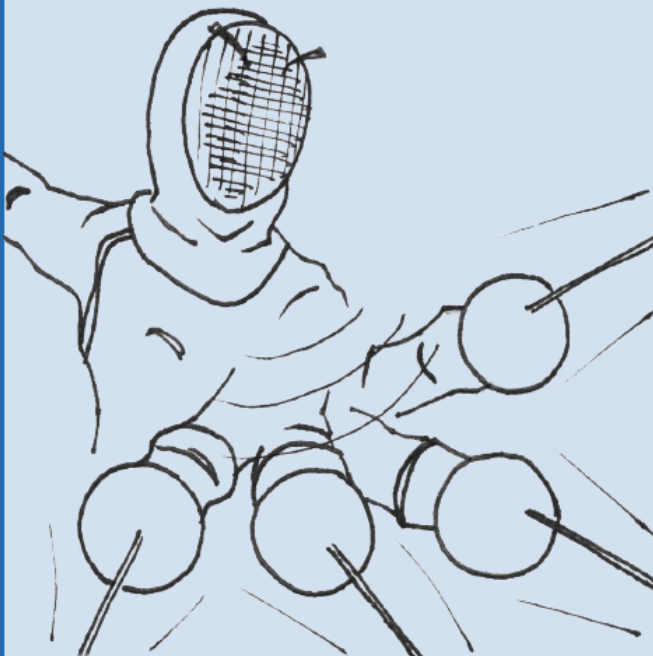
THE ÉPÉE



The epee used in modern fencing is based on the weapon used in dueling. Its sharp point (called "the tip") has been replaced by a button that, if pressed, transmits an electrical impulse to a device that signals the touch scored through visual and sound signaling. It has a blade ranging from 78 to 90 centimeters in length. The fencing hand is protected by a spherical cap, called "guard" measuring 135mm in diameter. In epee fencing only touches scored with the tip are valid.

The epee is an "unconventional weapon" because it is not affected by the rule of the Right of Way (ROW), which is used in foil and saber fencing. In foil and saber fencing, a valid touch is predicated on establishing the priority by initiating the attack before the opponent or by having to defend against an attack -by parrying it- before being able to hit the opponent.

In epee fencing, instead, all that matter is who hits first. The scoring machine in epee registers with one light only touches that land at least 1/20 of a second from another touch; otherwise, both scoring lights will come on and one point will be awarded to each fencer (double touch). Additional rules of fencing are explained more in detail in the game instructions.



CARD MEANING

The fencing action

The cards in the game are distinguished by category and color.

RED Cards: The offensive ones, to be played first in a fencing phrase.

ORANGE Cards: These are special attack cards. They cannot be played alone or as first cards.

DARK BLUE Cards: These are defensive cards based on Parries.

LIGHT BLUE Cards: Counter-offensive cards based on the Counterattack.

TWO-COLOR Cards: special hybrid cards including defensive options (dark-blue) that can become attack ripostes (red) to which the opponent can respond with DARK-BLUE and LIGHT BLUE cards or executing defensive actions without cards.

In the paragraphs below we are going to describe in detail the theoretical bases of each technique used in the game and you are advised to continue reading with the complete deck of cards at hand.

OFFENSE CARDS

BASIC ACTIONS

In Fencing these are the actions meant to hit the target



STRAIGHT THRUST (Red card 6x): Attack performed by lunging in a linear fashion, the easiest technique to learn the most difficult to execute.



BEAT THRUST (Red card 4x): a rapid push is imparted to the opponent's sword by diverting it from the plane of attack and then a STRAIGHT THRUST is performed.



DISENGAGE (Red/Light Blue card 4x): It is a semicircular movement of the point of the epee that detaches it from the opponent's engagement and directs the point toward the exposed target. It could be used as: a counter-offensive action (light blue defensive card) when it eludes the opponent's engagement and in such a case, it is called a derobement; or as an offensive action and in that case it is called a Disengage attack.



TOE-TOUCH (Red card 2x): Quick blow targeting the front foot of the opponent. This attack cannot be parried but only dodged or STOP HIT.



GLIDE ATTACK (Red card 2x): usually after a parry or engagement you perform an attack by sliding your blade over the opposing one without losing contact.

AUXILIARY ACTIONS

All those non fundamental actions that enrich the technical skill of the fencer; some of them are based on the imperfections of the opponent's stances



FLICK (Red card 2x): very quick blow exploiting the weapon's flexibility to execute a whipping hit to the target.



FLANCONADE (Red card 2x): an action successive to an engagement, meant to push away the opponent's blade with a circular movement (Trasporto) followed by a Glide Attack.



FLÈCHE (Red card 3x): The only card playable at long distance; the fencer throws his/her body out of balance in a forward action preceded by a straightening of the arm and with an alternative power stroke of the legs. Passing forward in running and exiting from the piste; the fencer miniature has to be removed and positioned to the side of the piste.

Only one card or defensive action can be played by the Defender to block the Frecciata in turn the attacker will be unable to respond to the opponent's defensive card.



In Fencing the flèche is an action so quick that often there isn't enough time to build up an adequate response; moreover once outside the piste any action executed is nullified

In the event that a touch has not been scored on the target the defender's miniature will advance 1 square and the attacker's miniature will be positioned two squares away (long distance). Otherwise, with a touch scored, both miniatures will start again from the standard initial positions (messa in guardia).

DEFENSE CARDS



Actions with or without Fer used to divert or block the opponent's offensive action.



PARRY and RIPOSTE (Blue/Red card 4x): Action with the weapon meant to divert the opponent's attack and followed by a quick riposte.

In Fencing there are several kinds of parries that are grouped under the generic term Parry.



The Riposte in the game is considered an attack (Red card) and one can respond both with Dark-Blue cards and Light Blue cards.



CEDING PARRY (Dark-Blue card 2x): a kind of parry executed on an opponent's Glide attack.



INFIGHTING - (Dark-Blue/Red card 3x): defensive action carried out at Tight Distance, when played the Defender's miniature is moved forward; works as a "Parry and Riposte" card and can be countered by an identical card, a "Parry and Riposte" card and a Defensive actions without cards.

COUNTER-OFFENSIVE

Counter-offensive strikes are those executed against the opponent's offensive actions, countering him. This kind of actions are called "Uscite in tempo".

In Fencing these actions are very important because they refer to the second fundamental element: "Time", where for Fencing time is intended the appreciability of time needed for fencers to complete an action be it offensive, defensive or counter-offensive



To put it simply, it means score a hit to the target while the opponent performs a certain type of attack movement. In the Epée discipline counter-offensive is based on the Counterattack that in reality are all stop hits; Thus we have many cards with different Speed values simulating target depth, for example Stop hits to the closer target area, wrist and arm, have speed values greater than 5 while for the stop hits to the body speed values are 4 or 5.



STOP HIT (Light Blue card 7x): basic action of Epée discipline it is carried out by keeping the weapon in line "Stopping" with the point the opponent's offensive action.

SPECIAL ACTIONS

These are cards portraying particular techniques that are not part of the aforementioned categories.



COUNTER-TIME (Dark-Blue card 3x): Action to neutralize a Counterattack. Can be based on a Parry and Riposte or on another Counterattack.



FEINT IN TIME (Light Blue card 1x): Action to neutralize a Counter-time action, Practically an Counterattack executed over a Counter-time.



JOKER (Gold card 2x): Every fencing action has its opposite, that means an action thwarting its effectiveness. In the game this card wins over all the others played by an adversaire except for those where is wrote "wins immediately...." It can not be played as a first card.



ANGULATIONS\OPPOSITIONS (Orange/Light Blue card 2x): These are positions of the armed hand taken by angling the wrist, they help all offensive, defensive and counter-offensive actions. In the game this card can be played along another to augment its Speed both in attack and counter-offensive. Does not count as second action of the fencing phrase.



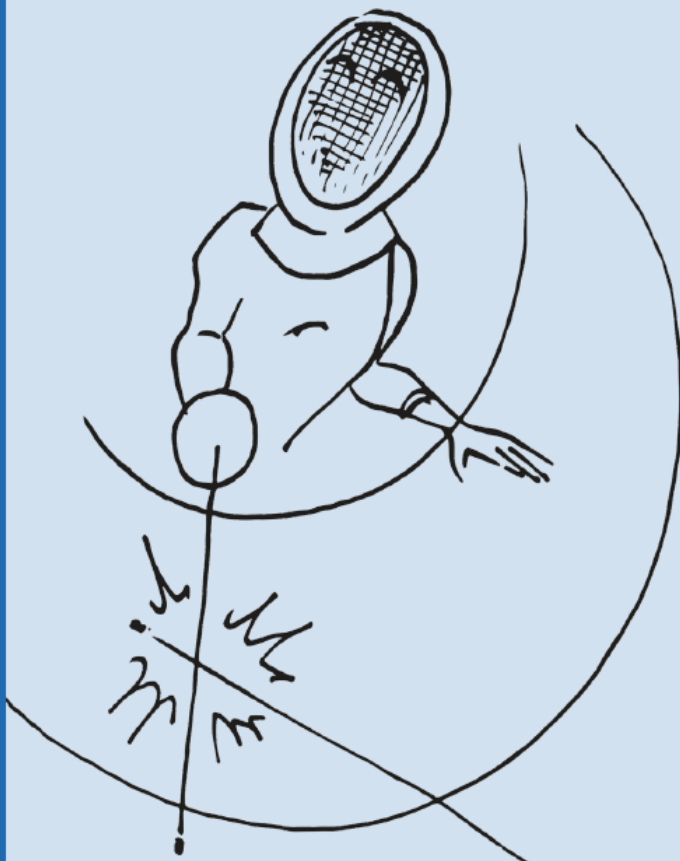
RENEWED ATTACK (Orange card 2x): A sudden attack following a previous offense action that has not earned a positive result due to a successful defense of the opponent with a card or action. The opponent can use another defensive card or a parry (without cards). The renewed attack can be used also following a measure defense action (dodge): The opponent will still lose a SP.



FEINT (Orange card 3x): one of the difficulties of combat is to understand the intentions of the opponent in advance; a good combatant masks his true intentions with actions that confuse the opponent's judgment. This kind of actions are called Feints.

The Feint is a particularly versatile card, because it allows to play a low Speed card and see the response card of the opponent then changing it with another one of greater speed or ending up the fencing phrase.

Example: A plays the Straight Thrust card (3), B responds with the Stop hit card (6), now A plays the "Feint" card and has two options: substitute the Straight Thrust card (3) with another offensive one of value superior to (6) scoring a touch or ending the fencing phrase. given that A's intent was to induce his opponent to show his defense card (for a future tactical action), he chooses to end the fencing phrase.



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