# On the Subject of Fencing

En garde!

- Identify the weapon on the left side of the module and then apply the first matching rule for the corresponding weapon.
- Rules common to all weapon should be applied before weapon-specific rules.
- Words in **bold** correspond to key presses. If the correct rule has several bold words, press them all in the order they appear. The same button may need to be pressed several times.
- If a rule does not end with a hit or the end of the bout, then, after solving that rule, the module will reset to another situation later in the bout. When it happens, start again from the beginning and apply the first matching rule.
- The same weapon is maintained throughout resets.
- The module will be disarmed when solving a step ending with a hit or the end of the bout.
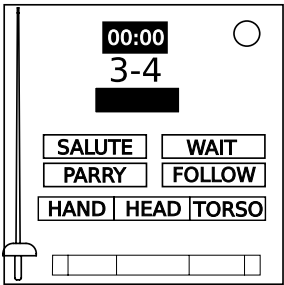
Module display

Weapon

The left side of the module shows the weapon used for the bout. Use the table below to identify it.

Name	Side profile	Blade cross section
Épée		
Foil		
Sabre		

Match timer

The current time in the bout is displayed at the top of the module. Its value is between 3 minutes (03:00) and 0 (00:00).

Score

The current score is displayed under the timer. The left number represents your point(s). The right number represent your opponent's point(s). Each fencer can have between 0 and 5 and points.

Opponent's action

A symbol representing the opponent's action is displayed under the score.

Symbol	Description
←	The opponent is moving forward or attacking.
→	The opponent is moving back, retreating.
/	The opponent is parrying.
Ø	The opponent is static or not doing anything significant.

Piste

A representation of the fencing piste where the bout is taking place is displayed along the bottom of the module. You are on the left side of the piste, your opponent is on the right.

The piste is divided in 5 sections, from left to right:

- Your own last 2 meters
- Left
- Middle
- Right
- Your opponent's last 2 meters

The piste section in which the action is currently happening is highlighted in yellow.

Action keys

7 action keys are displayed in the middle of the module. Press the correct key(s) to disarm the module.
There are 4 large keys : Salute, Wait, Follow, Parry
And 3 hit keys: Hand, Head, Torso

Rules

All Weapon

- If the timer shows 3 minutes and both score are 0, the bout is about to start. **Salute** your opponent.
- If the timer shows 0 minute and 0 second, time as run out and the bout is over. **Salute** your opponent.
- If either score is 5, the match has ended and the fencer with a score of 5 has won. **Salute** your opponent.

Épée

- If your opponent is attacking
    - If you are currently losing or in a tie, counter attack to the **hand.**
    - If you are cornered in your 2 metres, counter attack to the **torso.**
    - Otherwise play the clock, **follow** their lead by moving back.
- If your opponent is retreating, **follow** them unless they are cornered in their 2 meters, in which case attack targeting the **head.**
- If your opponent is parrying, **wait** for their next action unless you are in their 2 meters, in which case attempt to hit the **torso.**
- If your opponent is static, surprise them with an attack to the **hand,** unless you are currenly winning, in which case **wait** for them to do something.

Foil

- If your opponent is attacking, **parry** and then riposte to the **torso.**
- If your opponent is retreating
    - If you are currently winning, **wait** for them to come back.
    - Otherwise **follow** them and immediately attack targeting the **torso.**
- If your opponent is parrying, **wait** for their riposte.
- If your opponent is static, feint an attack to the **torso** and deceive their reaction by immediately attacking the **torso.**

Sabre

- If your opponent is attacking, **parry** and then riposte to the **head.**
- If your opponent is retreating **follow** them and then attack targeting their **head** if in their last 2 meters or otherwise their **hand.**
- If your opponent is parrying they are going to riposte, preemptively **parry** and counter riposte to the **head.**
- If your opponent is static, feint an attack to the **head** to trigger their parry-riposte which you need to **parry** and then counter-riposte to the **torso.**