

YOU TAKE PART IN A SAMURAI DUEL

The duel has 3 rounds and whoever receives the most wounds in the 3 rounds loses and dies.

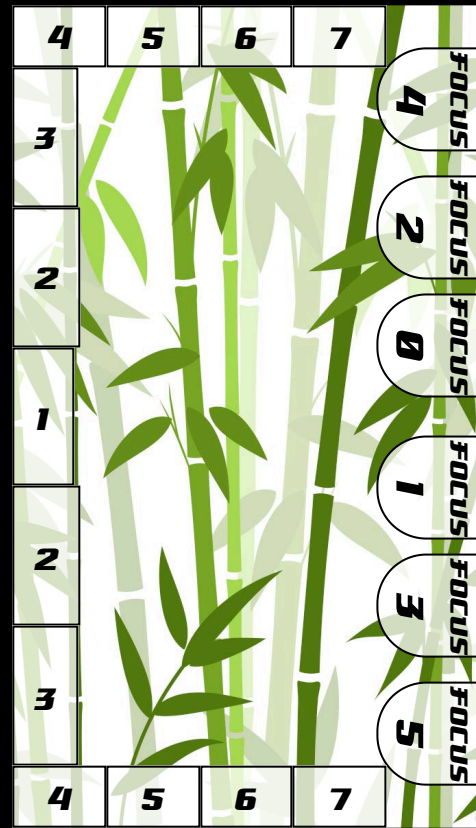
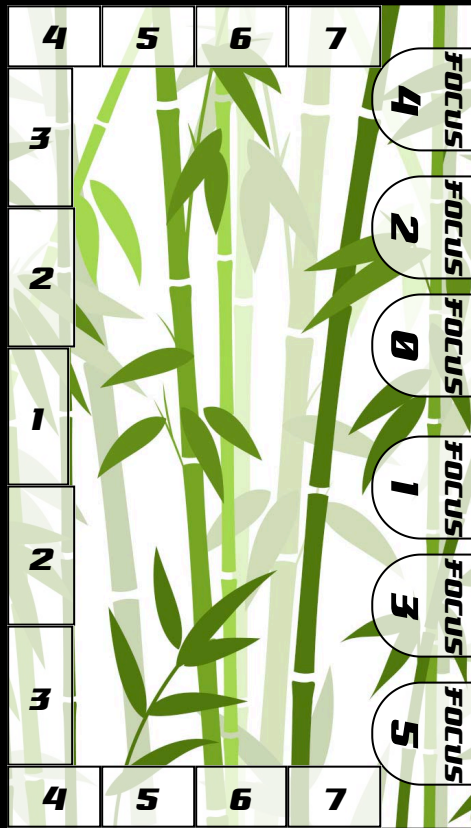
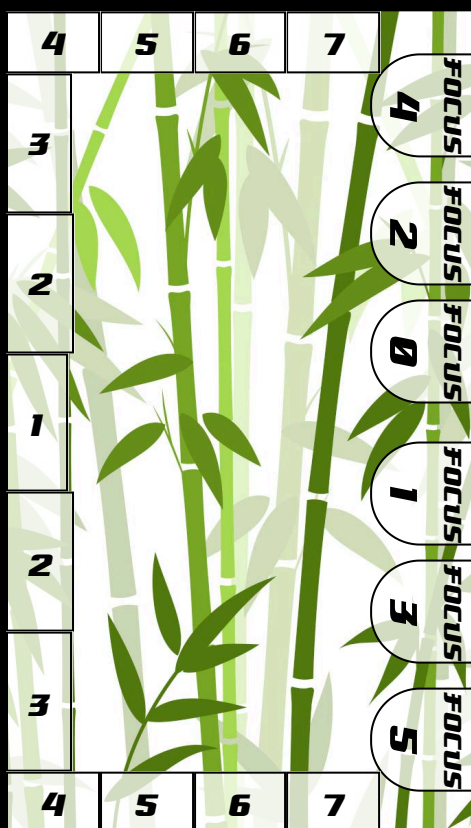
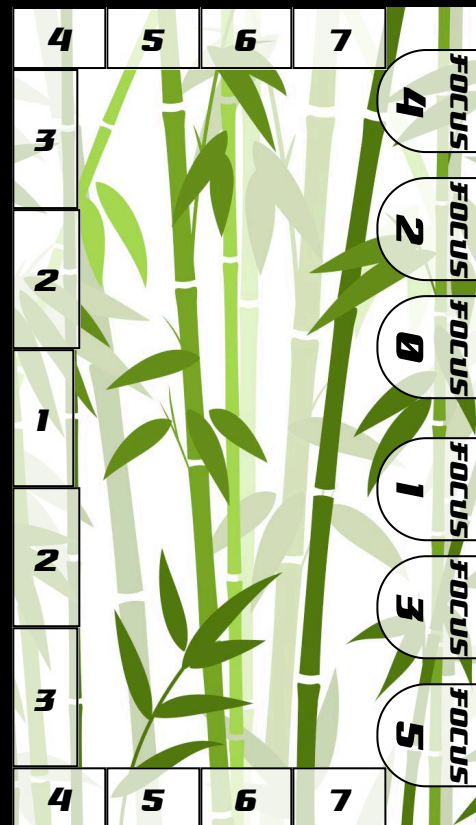
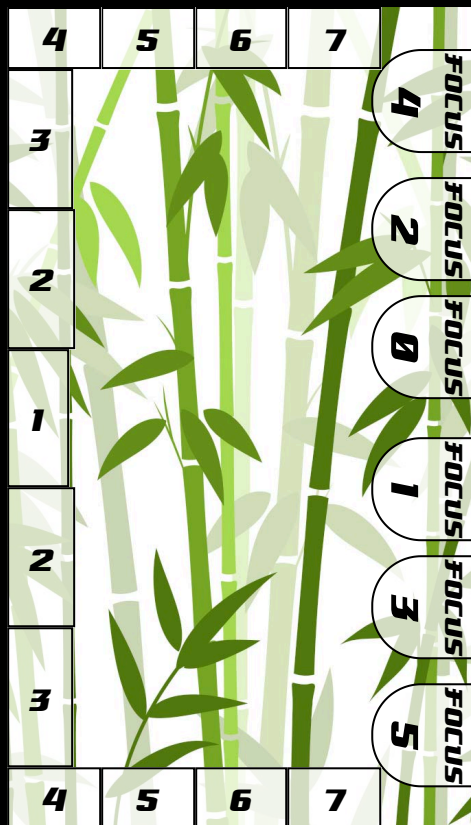
At the beginning of each round, you take a card and place the thumb and index finger of one hand in focus equal to your number of wounds and the other in the next focus. The first turn is chosen by lot who starts the round, in the next ones the one with the most wounds starts and if they have the same injuries the one who did not start in the previous round.

Each turn you must choose FOCUS or CUT.

If you choose **FOCUS** you can move a hand to the next or previous focus of a focus you have grabbed by the thumb and index finger, to do this you can even cross your hands or turn around the card. The turn passes to the opponent and as long as FOCUS is chosen the round does not end.

If you choose **CUT**, you and your opponent immediately tear your card using your fingers in the position they are in. Your damage will be the number by which the card breaks. The one who gets a greater number inflicts a wound on the opponent. In case of a tie both players receive a wound.

If you tear the card before CUT, let go of a





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