

# BLIND BLADE

## SOLO PENCIL AND PAPER DEXTERITY GAME

*You are a blind blademaster who has sworn to protect the innocent from oppressive gangs and you're about to assault another gang hideout...*

### COMPONENTS

- A pencil
- A game sheet

### HOW TO PLAY

Your assault is comprised of ten attacks.

To make an attack, start your pencil from inside the corresponding attack symbol, close your eyes, and then move it across the paper in one continuous motion. When you open your eyes or stop moving your pencil, your attack ends.

- Whenever an attack slices through a gang member or prisoner, you strike them.
  - × Soldiers (S) and prisoners (P) die from 1 strike.
  - × Lieutenants (L) die from 2 strikes.
  - × Bosses (B) die from 3 strikes.
- Whenever an attack slices through a supply cache, you destroy it.
- Whenever an attack slices through a prisoner's chains, you break it and free that prisoner.

### END OF GAME

After completing all ten attacks, escape the hideout and assess your assault:

- Each dead prisoner is worth **-5 points**.
- Each dead soldier is worth 1 point.
- Each destroyed supply cache is worth 2 points.
- Each dead lieutenant is worth 3 points.
- Each freed prisoner is worth 5 points.
- A dead boss is worth 6 points.