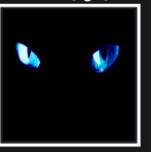


BIRTHDAY
ANNIVERSARY
ON 28



CatZeyeS



Entertainment

INTRODUCTION



BIATHLON28 USES A SIMPLIFIED RULESET OF BIATHLON, PLAYABLE FOR 2-6 PLAYERS USING 28MM MODELS EQUIPPED WITH SKIS AND RIFLES.

YOU CAN USE ATHLETES FOR MODELS, IF YOU FIND ANY, BUT SOLDIERS ON SKIS WILL DO, TOO. ALSO, YOU NEED 5 6-SIDED DICE PER PLAYER. ONE OF THEM - THE STRESS DIE - IN ANOTHER COLOUR.



SETUP

**BUILD A RACING TRACK, SOMETHING CLOSE TO A
CIRCLE WITH ABOUT 6' CIRCUMFERENCE.
BUILD A SHOOTING RANGE ABLE TO HOST 6 MODELS
NEXT TO EACH OTHER.**



**START- + FINISHLINE AND SHOOTING RANGE ARE
ROUGHLY ON OPPOSING SIDES.**

**PLACE YOUR MODELS AT THE STARTING LINE.
LAST PLAYER TO HAVE SEEN SNOW BEGINS.**

DIEROLLS

**WHENEUER THE RULES ASK FOR A ROLL OF THE DICE,
DO THE FOLLOWING:**

**PLACE 1 DIE - THE FOCUS DIE - ON ANY FACE. ROLL
THE REMAINING 3 DICE - THE SKILL DICE.
FOR EACH RESULT OF**


FOCUS DIE + SKILL DIE = 7 OR MORE

**YOU RECEIUE 1 SUCCESS AFFECTING YOUR RESULT.
EACH SKILL DIE EQUAL TO OR BELOW THE FOCUS DIE
CAUSES 1 POINT OF STRESS (SEE NEXT PAGE),
EVEN IF IT SOCRED AS A SUCCESS.**



STRESS

USE YOUR STRESS DIE TO SHOW THE AMOUNT OF STRESS YOUR ATHLETE HAS ACCUMULATED.



EACH POINT OF STRESS REDUCES CONSECUTIVE DICE ROLLS BY 1.

ONCE YOUR ATHLETE HAS ACCUMULATED 6 STRESS, (S)HE COLLAPSES AND IS OUT OF THE GAME.

REDUCE STRESS BY 1 POINT BY PERFORMING HALF A REGULAR MOVEMENT (SEE FOLLOWING PAGE).

MOVEMENT

MOVE UNTIL YOU HAVE REACHED THE SHOOTING RANGE. ON YOUR TURN YOU CAN MOVE UP TO 4" REGULARLY. YOU CAN CHANGE DIRECTION AT ANY TIME.



MOVING DOWNHILL ADDS 2" TO THE REGULAR MOVEMENT, MOVING UPHILL REDUCES THE REGULAR MOVEMENT BY 2".

AFTER MOVING YOU MAY DASH. ROLL THE DICE. FOR EACH SUCCESS DASH 1" IN A STRAIGHT LINE.

ONCE INSIDE THE SHOOTING RANGE STOP YOUR MOVEMENT.



SHOOTING RANGE

ONCE YOUR ATHLETE ENTERS THE SHOOTING RANGE, ON YOUR NEXT TURN (S)HE STARTS SHOOTING. EACH TURN YOU SHOOT, START WITH 3 SKILL DICE.

ROLL THE DICE. IF AT LEAST 1 DIE SCORED A SUCCESS, YOU HIT YOUR TARGET. YOU MAY THEN REMOVE A SKILL DIE TO GO FOR THE NEXT TARGET. YOU MAY CONTINUE UNTIL YOU RUN OUT OF SKILL DICE.

THERE ARE 5 TARGETS YOU GET TO HIT AND FOR EACH TARGET YOU GET ONE ATTEMPT ONLY. FOR EACH TARGET YOU DID NOT HIT, REMAIN FOR 1 TURN INACTIVE ON THE SHOOTING RANGE.

YOU MAY SPEND A TURN ON THE RANGE REMAINING INACTIVE VOLUNTARILY. FOR EACH TURN SPENT INACTIVELY, REDUCE YOUR STRESS BY 1.



Winning

**THE FIRST ATHLETE TO CROSS THE FINISHING LINE
AFTER A PREDETERMINED NUMBER OF LAPS
(CALCULATE ABOUT 30MINS PER LAP) WINS.**

