

# En Garde

A game for 2 players by Reiner Knizia. Condensed rules by Eric Postpischil, <https://edp.org>.

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## Components

1 fencing piste of 23 spaces.  
2 swordsman figures.  
25 cards, five of each number from 1 to 5.

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## Setup

Put the swordsman figures at the ends of the fencing piste (22 spaces apart).

Shuffle the cards. Deal five to each player. Stack the rest facedown.

Play rounds until a player has won five rounds. Alternate start player each round.

In each round, players alternate turns until one player scores a hit or the deck is exhausted.

On each turn, a player does one of:

- **Move:** Play one card, move their figure that number of spaces forward or backward, and draw a card.
- **Attack:**
  - Play one or more cards of the same value that is exactly the distance to the opponent and draw cards to replenish their hand to five cards.
  - The opponent may parry by playing the same number of cards of the same value as the attacker's cards.
  - If the opponent does not parry, the attacker scores a hit, and the round ends.
  - If the opponent parries, they take a turn without replenishing their hand. After that, they replenish their hand.
- **Advance and attack:**
  - Play one card, move their figure that number of spaces forward, then play one or more attack cards that are exactly the new distance to the opponent, then draw cards to replenish their hand to five cards.
  - The opponent may parry by playing cards of the same number and value as the attack cards.
  - Alternatively, the opponent may play any card, retreat that number of spaces, and draw a card. This constitutes a turn for them. (If the deck is not exhausted, the attacker takes the next turn.)
  - If the opponent neither parries nor retreats, the attacker scores a hit, and the round ends.

When the last card is drawn, finish the current turn. Then both players reveal their hands and resolve the round:

- If either has more cards that can attack (are exactly the distance to the opponent) than the other, they win.
- Otherwise, the player who moved furthest on the board wins.
- Otherwise, the round is drawn.

Additional rules:

- Cards are played to a face-up discard pile so only the top card is visible. Players may not examine the discards.
- A swordsman may not move off the board or onto or past the other swordsman.