

AUGE UMAUGE EYE FOR AN EYE



A dice game by Henning Poehl for 4 to 6 players
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1) What is it about?

Each player leads a gang with six members. The goal is to be the first gang to inflict at least 8 black eyes against opponents in a street fight. You win if you are the first to do this.

In case of a tie, the gang with the fewest black eyes wins.

2) Game contents

6 Gang tableaux - Each shows a gang with six members.

Each gang member has a number, a name, and a special ability.

Special Abilities:



1 new dice value. Rotate a dice to a new chosen value that is not already in your throw.



Rotate a dice to the same value, that another dice in your throw shows.



+1 Increase a dice value by one spot.



-1 Reduce a dice value by one spot.



Rotate a dice to its opposite side (Note: The sum of two opposite sides of the dice is always 7).



Roll all dice again.

Your tableau also shows a fisticuffs level track. A wooden marker in this track shows how many black eyes your gang has inflicted.



6 wooden markers as „fisticuffs markers“ for your fisticuffs level.



72 Black Eye Markers: Place these markers on the head of a gang member to show how many black eyes he has suffered. Each gang member can have one or two black eyes.



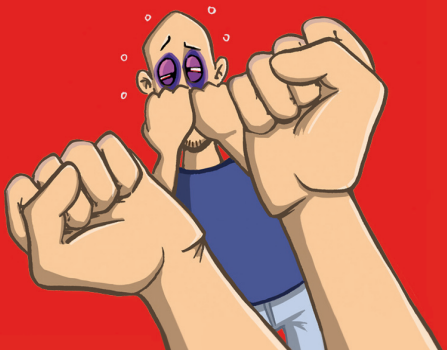
36 dice
(6 dice in 6 different colors)



1 bag in which the game material is stored

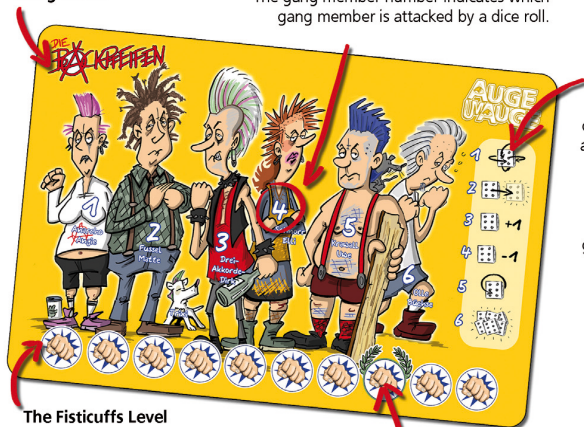


These game instructions



Gang Name

The gang member number indicates which gang member is attacked by a dice roll.



Each gang member who does not have any black eyes can influence the dice roll. Shown here which gang member (number) can influence a dice roll in which way (symbol).

The Fisticuffs Level

This shows how many black eyes the gang has dealt. Move the fisticuffs marker left to right.

As soon as a player has inflicted 8 black eyes, the game ends.

3) Setup

Each player gets a gang tableau of his choice. If the players can't agree, the tableaux are mixed and randomly distributed. Each player gets the 12 black eye markers, 6 dice, and a fisticuffs marker of its color. For each fight during a game, you get one dice for each of your gang members with no black eyes.

Put your dice and your marker next to your tableau.

Determine the starting player: Each player throws all six dice, and the highest sum goes first. If there is a tie for highest, each of the tied players throws again.

4) Course of Play

Start with the first player, and then play in a clockwise direction.

The phasing player is the attacker, who must decide between two courses of action:

1. Declare a rumble and fight per 4.1, or
2. Forgo the rumble so you can lick your wounds per 4.2.

4.1. Declare and Fight a Rumble

4.1.1. Rumble Declaration Phase

The **attacker** chooses another player's gang to fight.

4.1.2. Alliance Phase

Once you declare the target of the rumble,

you can invite other player's gangs to join you in the rumble as allies.

The target is the **defender**. He can also try to recruit other gangs to join in his **alliance** to assist in his defense.

In this phase, each may make promises for all sorts of things without being obliged by the rules to uphold these promises.

The other gangs are not obliged to participate in the rumble, if they prefer to stay out of it.

The gangs may make their decisions in any order and may change their mind, as long as everyone has not yet declared their decision.

The defender ends the alliance phase by asking: „Have you now all decided“. If all nod yes to this question, the alliances are complete and you cannot change your mind until the Fight or Flight Decision.

4.1.3. Fight or Fight Decision Phase

Now that it is clear what the conditions are (i.e. which gangs are fighting and against whom), the gangs of each alliance must decide whether to

- a) **retire** or
- b) **fight**.

a) Retire (escape with one black eye suffered)

A gang can retire if its alliance is at an **overwhelming disadvantage**, i.e. the enemy alliance has over twice as many dice as its alliance has (see **Example 1**).

Each gang that chooses to retire suffers one black eye. The retiring player chooses which of its gang members suffers the black eye, and which gang of the enemy alliance receives credit for the black eye.

b) Fight

All gangs who haven't retired (either willingly or not) now fight each other.

You can't retire from a rumble.
Rumble fighting is done with the dice.

When it's your turn during a fight round, take all **available dice** of your color. Available dice at the start of the fight is one for each member of your gang still able to see (i.e. no dice for gang members with both eyes blackened). As the fight progresses, the number of available dice will be reduced as you lay them out as described in b1 and b2. A throw of all available dice is called a **punch**.

For each punch you may immediately use once the special ability of **one** gang member in the fight to modify the punch, as long as that gang member has not suffered any black eyes.

The attacking and the defending alliances fight each other in successive **fight rounds** until the attacker stops fighting.

A rumble always starts with the fight round of the attacking alliance.

The first punch of the fight round of the attacking alliance is always rolled by the **attacker**, then all supporters of the attacker roll their punches in any order.

In case they cannot agree on the order, then the attacker decides the order.

After all the attacking gangs who are willing and able to fight have made one punch, the attacker fight round ends and the defending alliance fight round begins.

The first punch of the fight round of the defending alliance is always rolled by the defender, then all supporters of the **defender** roll their punches in any order.

In case they cannot agree on the order, then the defender decides the order.

After all the defending gangs who are willing and able to fight have made one punch,

the defender fight round ends and the next attacking alliance fight round begins.

NOTE:

- **The first punch in the first fight round** of a rumble must always be made by the attacker against the defender.
- **After the first punch** (including punches made by the attacker later in the rumble) any gang may fight any other gang of the opposing alliance.

A rumble can only be ended by the attacker. A rumble ends immediately if the attacker at the beginning of the fight round of the attacking alliance does not throw a punch, either because he cannot or will not fight.

Throwing Punches:

If you throw a punch, you must first declare which type of punch you are throwing:

b1) An offensive punch is thrown to inflict black eyes upon a gang of the opposing alliance.

b2) A defensive punch is thrown to ward off an attack dice from punches already received from the opposing alliance and to protect your own or allied gang members from black eyes.

b1) The Offensive Punch

First name the gang who will suffer your punch.

Then throw your dice. The number on each thrown dice face indicates which gang member would receive your punch.

If the gang you are attacking has no attack dice in front of it (from an earlier punch), then you may select any of the numbers that you rolled to designate who is the victim of your punch. However, you can't choose victims with two black eyes because

they have already been knocked out.

Once you decide, then you must take all the dice of your punch that show this number and place them in front of the tableau of the opposing gang as **attack dice** to indicate your attack.

Attack dice remain in position until the rumble is resolved.

Take the remaining dice and put them between yourself and your gang tableau (see **Example 2**).

If your punch contains no numbers of appropriate victims (e.g. all the possible victims already have two black eyes), then you have missed and must take back all your available dice.

Attention: Because of previous punches, there may be attack dice already in front of the gang you are fighting. If your punch contains a value equal to one or more of these attack dice, for your choice you must choose this value (see **Example 3**). If your punch matches more than one attack dice, you may choose among them.

Tip: You can use the special ability of a gang member to change the "undesired" value of one of the attack dice in front of your opponent. Doing this allows you to attack a different gang member.

b2) The Defensive Punch

First name the gang who you wish to defend, either yours or one of your alliance that has attack dice lying in front of them.

Then throw your dice. Choose one number from among the dice thrown that matches the number on attacking dice against the gang you are defending. This number is the gang member number you are defending. Once you decide for a number, then you must take all the dice that show this number (see **Example 4**). Take these dice, called **defense dice**, and set them adjacent

to the attack dice of the same number they are blocking. If there are attack dice of different colors, choose which ones you are blocking by setting the defensive dice adjacent to the chosen attack dice. If there are more defense dice than attack dice of the same number, then these dice are also laid out. These “surplus” dice automatically block future attack dice of the same number that may be rolled against this gang.

You must block attack dice if you can do so. Only if your defensive punch has no results matching attack dice may you withdraw all your dice for later punches.

NOTE: You must place defense dice next to the attack dice it is blocking. You cannot place them if there are no attack dice of the same number to set them next to.

4.1.4. Rumble Resolution (see also **Example 6**)

Once the rumble is over, it is **resolved**. In turn, see how many unblocked punches are laid out against each gang. The number, value, and color of unblocked attack dice indicates how many black eyes the gang members suffer.

If the unblocked attack dice are only one color, the attack hit is a **simple blow**. This inflicts a black eye upon the gang member, and this successful hit is marked on the fisticuffs track of the player who dealt the blow.

If the unblocked attack dice are more than one color, the attack hit is a **compound blow**. This inflicts two black eyes upon an uninjured gang member, but only one black eye upon a gang member who already has a black eye. The number of successful black eyes inflicted (two or one) is marked on the fisticuffs track of the player who dealt the

blow.

If in a compound blow there are more gangs involved then the victim has uninjured eyes, then the player with more unblocked attack dice laid out decides who is awarded the credit on their fisticuffs track. If there is still a tie, then each rolls the laid out dice, with the higher total deciding.

4.1.5 Lull & Healing

After each rumble, there is a **lull** in the fighting, in which all gangs can heal their black eyes. Each player announces one gang member to be cared for, and rolls a number of dice equal to the number of his gang members with one or more black eyes. If any of the rolled dice faces have the number of the designated gang member, then one of his black eyes is healed. If he rolls doubles, two black eyes are healed (see **Example 7**).

NOTE: Gang members cannot use their special ability during healing (e.g. to alter a dice roll face).

After the lull, continue with the decision of the next player, either per 4.1 or per 4.2.

4.2. Forgo Your Attack to „Lick Wounds“.

If its your turn to attack, you can instead „lick wounds“ by rolling an additional healing (as described in 4.1.5). This only applies to you (see also **Example 8**).

After wound licking, continue with the next player's turn, either per 4.1 or 4.2.

5. End of Game & Winner Determination

The game ends at the end of a rumble if either:

- a) A gang has inflicted at least 8 black eyes on his fisticuffs track, or
- b) A gang has suffered two black eyes on all of his gang members.

The winning player is the one who has the gang that dealt the most black eyes. If tied, the gang with fewer black eyes wins. If there is still a tie, then the relevant players win together.

Examples

Example 1:

Barbara's „Backpfeifen“ gang rumbles against Martin's „Mara aufs Auga“ gang. In her attack, Barbara is supported by Colin's „Coma Nostra“ gang. Martin is supported by Debby's „Deep Space Six“ gang.

Barbara's gang (Backpfeifen) has 6 dice available because none of her gang members have two black eyes. Colin only has 5 cubes, because one of the Coma Nostra has two black eyes.



Both „Mara aufs Auga“ and „Deep Space Six“ are already really beat up. The „Mara aufs Auga“ has 3 gang members with both eyes blackened and out of action.



It has therefore only 3 dice available. „Deep Space Six“ is even worse, with only two members left. The ratio is 11 (Barbara and Colin) to 5 (Martin and Debby). Both „Mara aufs Auga“ and „Deep Space Six“ are allowed to retire before the fight. If Martin decides to do so, one of his gang members would suffer a black eye. If so, Martin decides if the „Backpfeifen“ or the „Coma Nostra“ is credited with the black eye on their Fisticuffs Track. But Martin decides not to retire. Debby does not want either to suffer an automatic black eye or to let Martin fight alone, so she opts for the fight.

Example 2:

Barbara is the attacker and leads with a six dice punch against the „Mara aufs Auga“, who are the defenders. After her punch the dice show:



If Barbara chooses the number „6“, then she must use all 5 dice showing the „6“ as attack dice against the enemy gang. She instead uses the special ability of her fourth gang member (W-1) to rotate a „6“ to a „5“.



She now has two 5's and sets them as attack dice against gang member #5 of the „Mara aufs Auga“ gang.

The four dice showing the 6 were not used in her punch. She lays these dice back in front of her for possible use in her next punch.

Example 3:

Colin's Coma Nostra supports Barbara's attack. He now has a choice whether to make an offensive punch against „Mara aufs Auga“ or „Deep Space Six“. He judges his chances of dishing out a black eye are better against „Deep Space Six“ with only two members, rather than against the stronger „Mara aufs Auga“. After his punch the dice show:



He uses the special ability of his third gang member (W + 1) and rotates a „5“ to a „6“.



He has now only one „5“. Since there are already attack dice against gang member #5 in Martin's gang, Colin's punch must also use all the 5's he rolls to add to Barbara's attack dice to attack the same gang member. Because he manipulated the dice, he has only one „5“ to sacrifice as attack dice instead of two.



Example 4:

Martin wants get rid of the attack dice lying in front of his gang. He rolls:



He uses the special ability of his fifth gang member (who still has no black eyes) to flip one of his defense dice 180 degrees from the „2“ to the „5“ face.



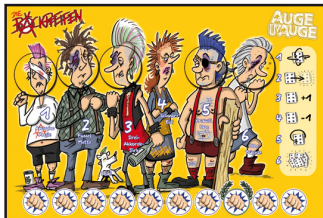
Since Kevin (#5 member in „Mara aufs Auga“) is threatened by attack dice of two different colors, and would get two black eyes, he decides to block the single blue dice from the „Coma Nostra“. He puts his „5“ defense dice in front of the Coma Nostra attack dice.



Example 5:

There are two yellow attack dice from the Backpfeifen threatening Martin. Debby, who is supporting Martin, on her turn decides that since she can only roll two defense dice, it is unlikely that a defensive punch will help Martin. She therefore opts for an offensive punch against the „Backpfeifen“.

Since none of the Backpfeifen gang members has two black eyes yet, she is guaranteed to hit someone no matter what she rolls.



She rolls:



She uses the special ability of „Anarcho Angie“ (her # 1) to rotate a dice to a chosen value is not on any of the dice in her punch. She chooses the „4“.



She attacks gang member #3, so that Barbara will lose a dice, since #3 will suffer two black eyes unless the attack dice are blocked.



The next fight round is the attacking alliance, starting with Barbara's turn. Barbara could try to ward off the attack dice of „Deep Space Six“ with a defensive punch, or declare a new offensive punch against either „Mara aufs Auga“ or the „Deep Space Six“. But Barbara calls off the attack (so that this example doesn't go too long). The rumble is now over.

Example 6:

Colin's attack dice against Martin's #5 of "Mara aufs Auga" was blocked, so he gets nothing.

Kevin (Martin's #5) suffered a black eye from the Backpfeifen because their attack dice are unblocked.



Martin puts a black-eye-marker on Kevin's head and advances the fisticuffs marker of the Backpfeifen by one step.

„Drei Akkorde Dirk“ from the „Backpfeifen

„ gets the corresponding marker indicating his second black eye. Debby therefore advances her fisticuffs marker one step.



Example 7:

After the rumble, the gang members can be healed.

The Backpfeifen have 5 ailing members and therefore roll 5 dice.

Barbara would like to heal Anarcho Angie (#1) from her black eye. Unfortunately, none of her five dice show a "1". Therefore, nobody gets healed.

Colin tries to heal „Frederico Canneloni“ (his #5). Since the Coma Nostra has four injured members, he rolls with 4 dice. He's lucky and rolls 2, 3, 5, and 6. With the 5 he can heal one of Canneloni's black eyes.

This replaces the 2-black-eyes-marker by the 1-black-eye-marker.



Martin and Debby try to heal their gangs in the same way, but both, like Barbara, have bad luck and no success.

Example 8:

Debby wants to forgo fighting with her „Deep Space Six“ in order to lick her wounds. She makes an additional healing throw.

She has 6 ailing members and therefore 6 dice for their healing throw.

She announces that she will heal #2 and rolls



His roll is lucky since it contains double 2's that can heal both black eyes of „Gamma Glubschis“.



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