PLAYERS	1 2 1 2	It was a time of We stand upon I remember when you were This feud started when
	2 1 2	My name isI am a and I cannot allow your actions to go unchallenged My name isI am a and I cannot allow your actions to go unchallenged

# THE TIME WE WERE FRIENDS

- \_\_\_\_\_ 1 Die: Choose your own objective: \_\_\_
  - \_\_\_\_ 2 Dice: Get your rival to agree to do something for you in the future
  - \_\_\_\_ 3 Dice: Get your rival to give you a personal item
  - \_\_\_\_ 4 Dice: Get your rival to reveal their greatest personal weakness

### THE TIME YOU CROSSED THE LINE



- \_ 1 Die: Choose your own objective: \_
- \_\_\_\_ 2 Dice: Get your rival to do something for selfish reasons
- \_\_\_\_ 3 Dice: Get your rival to ignore their honor or duties
- \_\_\_\_ 4 Dice: Get your rival to draw blood from another person

## THE TIME YOU FAILED ME



- \_\_\_ 1 Die: Choose your own objective: \_\_\_\_\_
- 2 Dice: Get your rival to speak out against you
- \_\_\_\_ 3 Dice: Get your rival to walk out of an important event
- \_ 4 Dice: Get your rival to break a promise made earlier

### THE TIME WE STRIVED FOR PEACE

- \_\_\_\_\_ 1 Die: Choose your own objective: \_\_
  - \_\_\_\_ 2 Dice: Get your rival to say something admirable about you
  - \_\_\_\_ 3 Dice: Get your rival to admit something they did wrong
  - \_\_\_ 4 Dice: Get your rival to ask you for help

### THE TIME IT CAME TO BLOOD

THE TIN THE TIN A Game of Dueling Samurai Produced by Third Act Publishing With the help of 825 Kickstarter Backers www.thirdact.pub

- 1 Die: Choose your own objective:
- 2 Dice: Take something important away from your rival
- $_{-}\,$  3 Dice: Get your rival to renounce something they once believed in
- \_ 4 Dice: Get your rival to commit a true act of evil



HATRED