

# The VENUSIAN Kerfuffle

by Chris Cieslik  
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Free to Print n Play!

## Ranking of Legal Claims (Rolls):

Four of a Kind

Run of Four

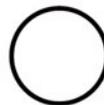
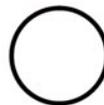
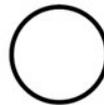
Three of a Kind

Run of Three

Two Pair

Pair

if both players have the same level of claim,  
the Lawyers advance one space, and neither  
wins (Ex. 4-4-4-1 vs. 2-2-2-6: Lawyers +1)



Fantastic Productions

Fortress Creations



Venus (Victory!)

## Rules of Play

Each player requires one token, and four dice, plus one token for the Lawyers. Fortress Creations, due to a scientific poll on a website, is the 'Popular Favorite', and places their token on the first space. This is balanced, because either side could have won this poll. Fortress Creations is the Leader on the first turn.

One player is the Leader for each turn. At the start of the turn, both players roll three of their dice, hiding them from view (in a cup, or beneath their hands). The Leader then reveals their dice, representing the strength of their claim this turn. The opposing player must choose:

(1) Press the issue: Both players reveal their rolled dice, and roll their fourth die, adding it to their total. The winner, according to the chart above, advances one space towards Venus. If the marker is not yet on the board, place it on the furthest space from Venus.

(2) Litigate: Neither player advances, but the Lawyers advance one space towards Venus. The leader can respond to this by Pressing the issue, but with a risk. If the Litigating player is victorious, they advance two spaces.

The first player to advance to Venus is victorious! If the Lawyers get there first, everyone involved loses.

Strategy: Bluffing is important. Rolling dice well is also important! If things are going poorly, you can pay off your opponent to throw the game. Typical value is \$1 / space.