

# WELCOME TO SNAKE ISLAND



**DIRECTIONS: USE 3 DICE (1 WHITE, 2 RED) TO READ THE RESULTS ON THE COMBATANT'S CARDS. WHITE DIE IS READ GOING ACROSS, THE RED ARE READ LOWER # FIRST. (EX: 1 AND 6 IS READ AS 16, ETC.) THE GOAL IS TO EITHER REACH 0 ON YOUR OPPONENTS ENDURANCE RATING (TKO) OR KNOCK HIM OUT OR FINALLY, KILL HIM. EACH FANTASY FIGHTER IS RATED FOR HIS OWN SPECIAL SKILL. SOME FIGHTERS HAVE THE ABILITY TO KILL WHILE SOME CAN NOT EVEN MUSTER AN EFFECTIVE PUNCH ON A "DEATHBLOW". THAT'S ABOUT IT. THE ONE RULE IS THAT IN ANY TOURNAMENT PLAY, SNAKEMASTER FU ALWAYS FIGHTS LAST!!! BELOW IS LISTED SOME MORE CHART EXPLANATIONS:**

**OPP.= THE NEXT DICE ROLL IS ON YOUR OPPONENTS CARD. THIS USUALLY HAPPENS WHEN THE COMBATANT IS INCAPABLE OF PERFORMING THE DESIRED MOVE. ANOTHER RESULT MIGHT BE :**

**-15 OPP. THIS MEANS YOU HIT YOUR RIVAL AND SUBTRACT 15 POINTS FROM HIS ENDURANCE RATING BUT NOW THE NEXT ROLL (MOVE) BELONGS TO HIM.**

**OPP KO=MEANS KNOCKOUT**

**OPP KO 1 & -100=2-6: THIS MEANS YOU ROLL ONE DICE. IF YOU LAND ON ONE THEN KNOCKOUT OCCURS OTHERWISE 2-6=-100 POINTS OFF YOUR RIVAL'S ENDURANCE FACTOR.**

**XCHART: REFER TO X-CHART**