

FOLD TO FIRE



Blind-fire artillery, decided by a single fold.

HOW IT WORKS

The whole page is open — both players see every shape on both halves. The challenge is eyeballing where your dot will land once the page is folded, with no measuring allowed. As dots pile up they become aiming references that help you and your opponent equally, which makes going first a slight disadvantage.

SETUP

Playing on these printed boards

The fold line and no-play zones are already drawn for you. Just:

1. Each player picks a different color of pen or pencil (gel pens transfer best). Two colors keep each player's dots easy to tell apart.
2. Both players draw the same set of 2-10+ shapes in varied sizes — identical shapes and sizes on each half, only the position and rotation differ. Keep every shape fully inside the play area, and don't let shapes touch or overlap. Be fair!
3. Play Rock Paper Scissors — the winner fires first.

Playing on blank paper (no printout)

Everything above still applies — you just build the playfield first:

1. Draw one straight line all the way across the page, through the exact center. This is the fold axis, not a target; centering it keeps both halves equal in size.
2. If the line is tilted (not perfectly horizontal or vertical), fold along it and shade any area that hangs past the other half. Those are the no-play zones — out of play for both players.
3. Then pick your two colors, draw the matching shapes, and Rock Paper Scissors as above.

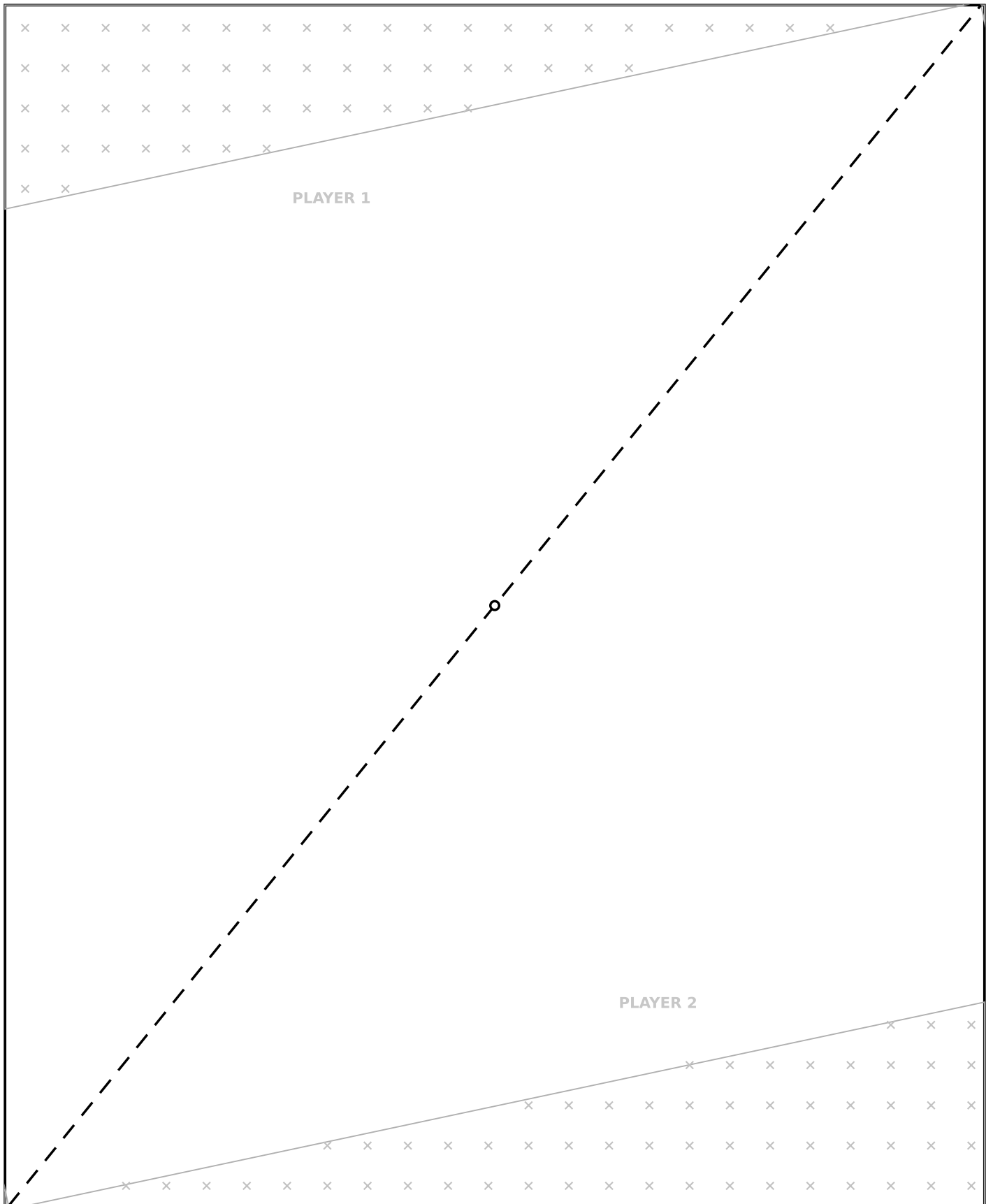
GAMEPLAY (one shot per turn, alternating)

1. Mark one dot anywhere on your own half — even on top of your own shapes. Small enough to stay challenging, big enough to transfer ink or graphite. Never place it in a no-play zone.
2. Once the dot is committed, fold the page along the line, find your dot from the back, press the fold flat, and draw over it so the mark transfers onto your opponent's half.
3. Unfold and check. If any part of the mark shows inside one of your opponent's shapes, that shape is hit. Otherwise, it's a miss.
4. Alternate turns until one player's shapes are all hit — the last player with shapes standing wins!

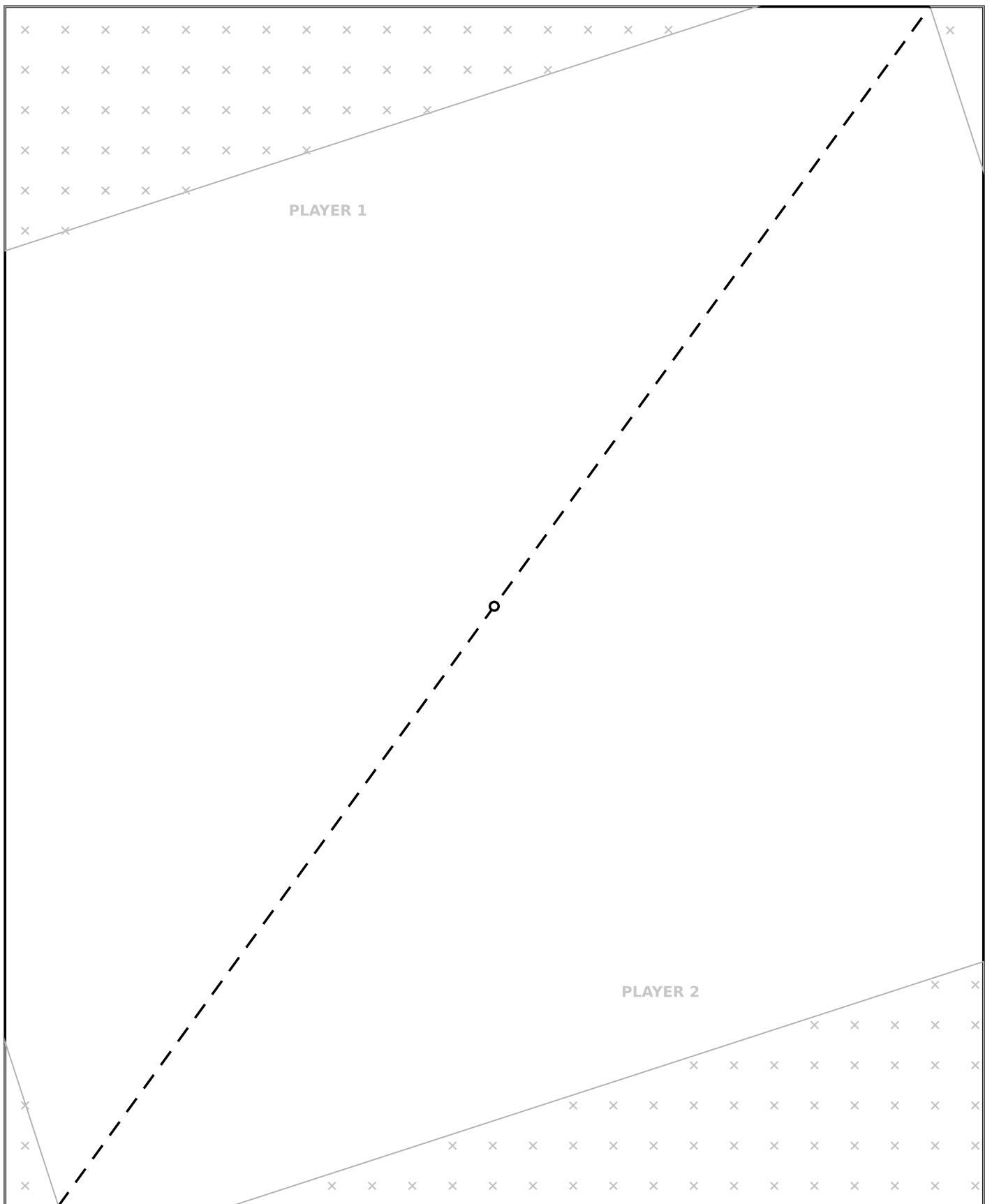
RULES

- Keep the page flat on the table during the drawing phase.
- No measuring tools of any kind — and no using your pen (or anything else) to gauge distance.
- No folding until your dot is fully committed to the page.
- Dots may never be placed in a no-play zone.
- The fold line is only the fold axis — shapes are the only targets.
- Contested shot? A neutral third party calls it; if there's none, your opponent calls it — be fair.
- Studying the dots already on the page to judge your aim is fair game.

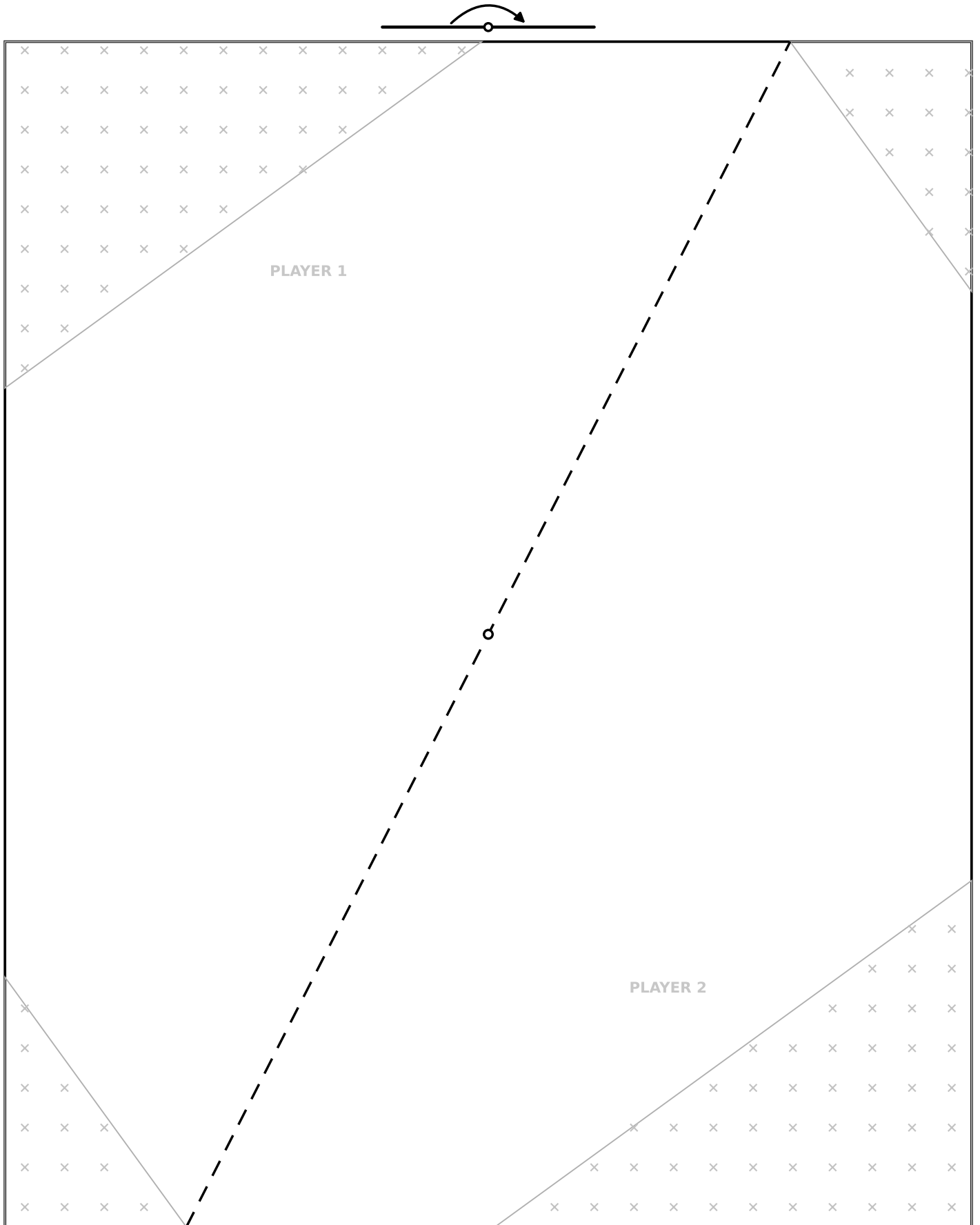
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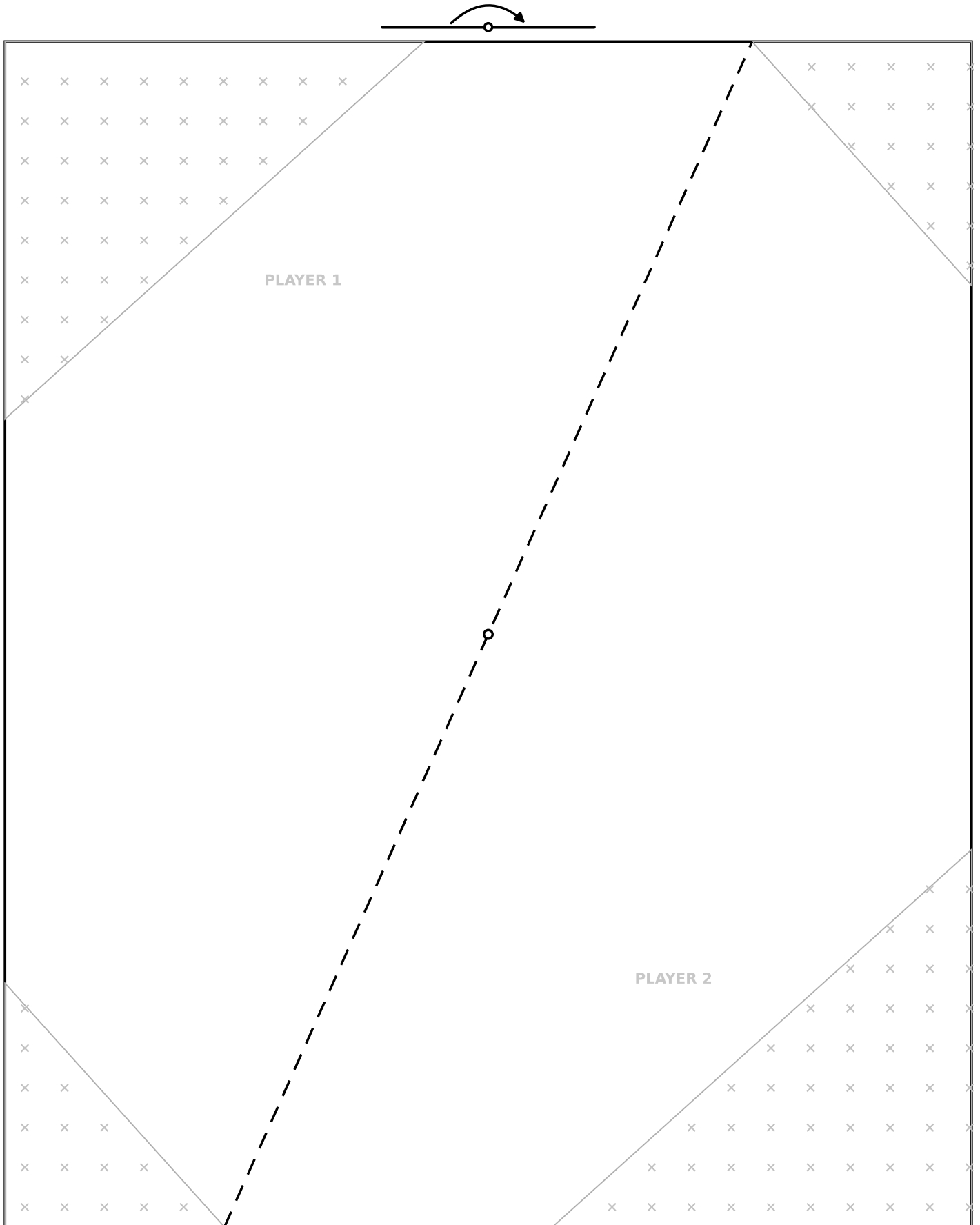
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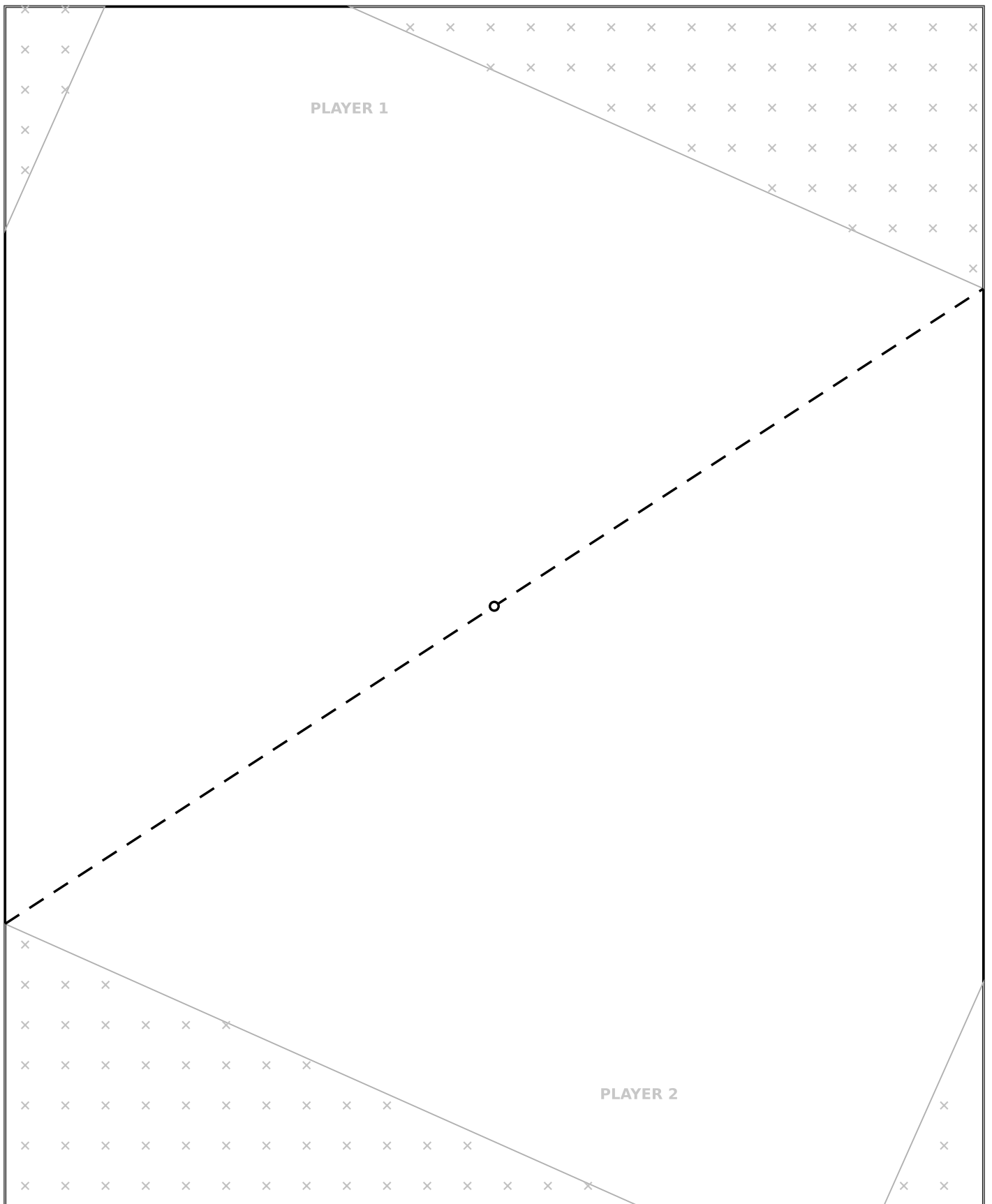
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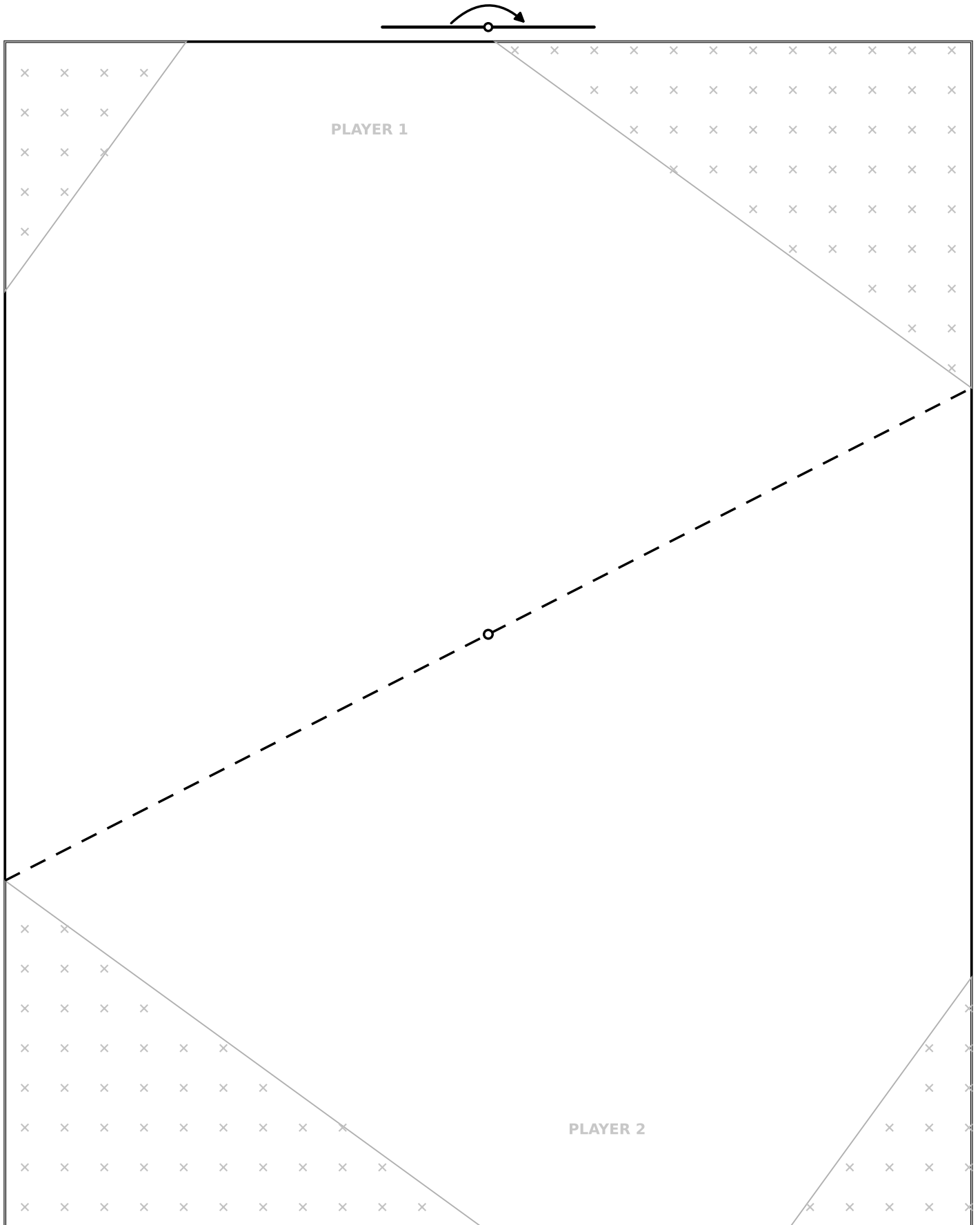
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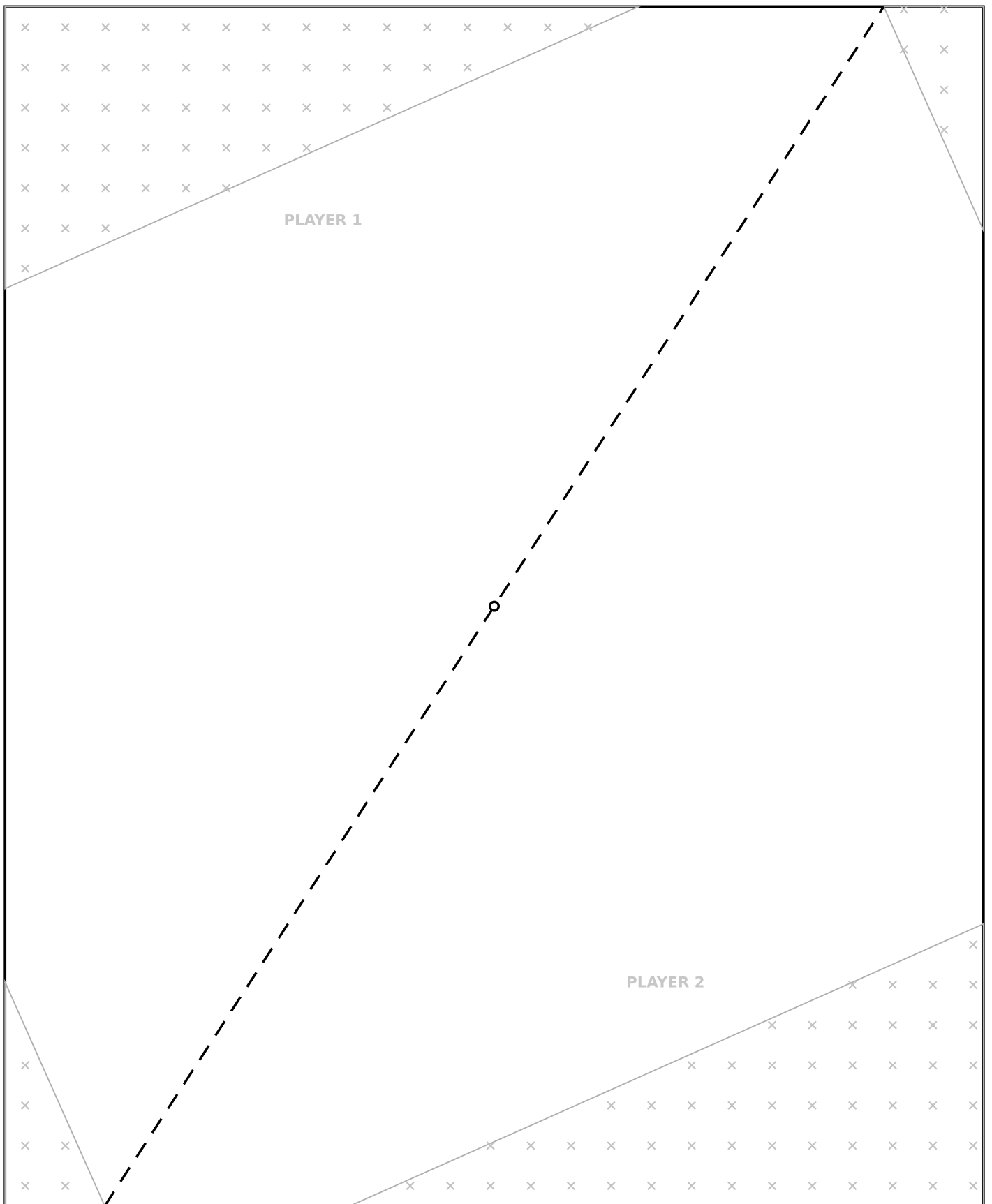
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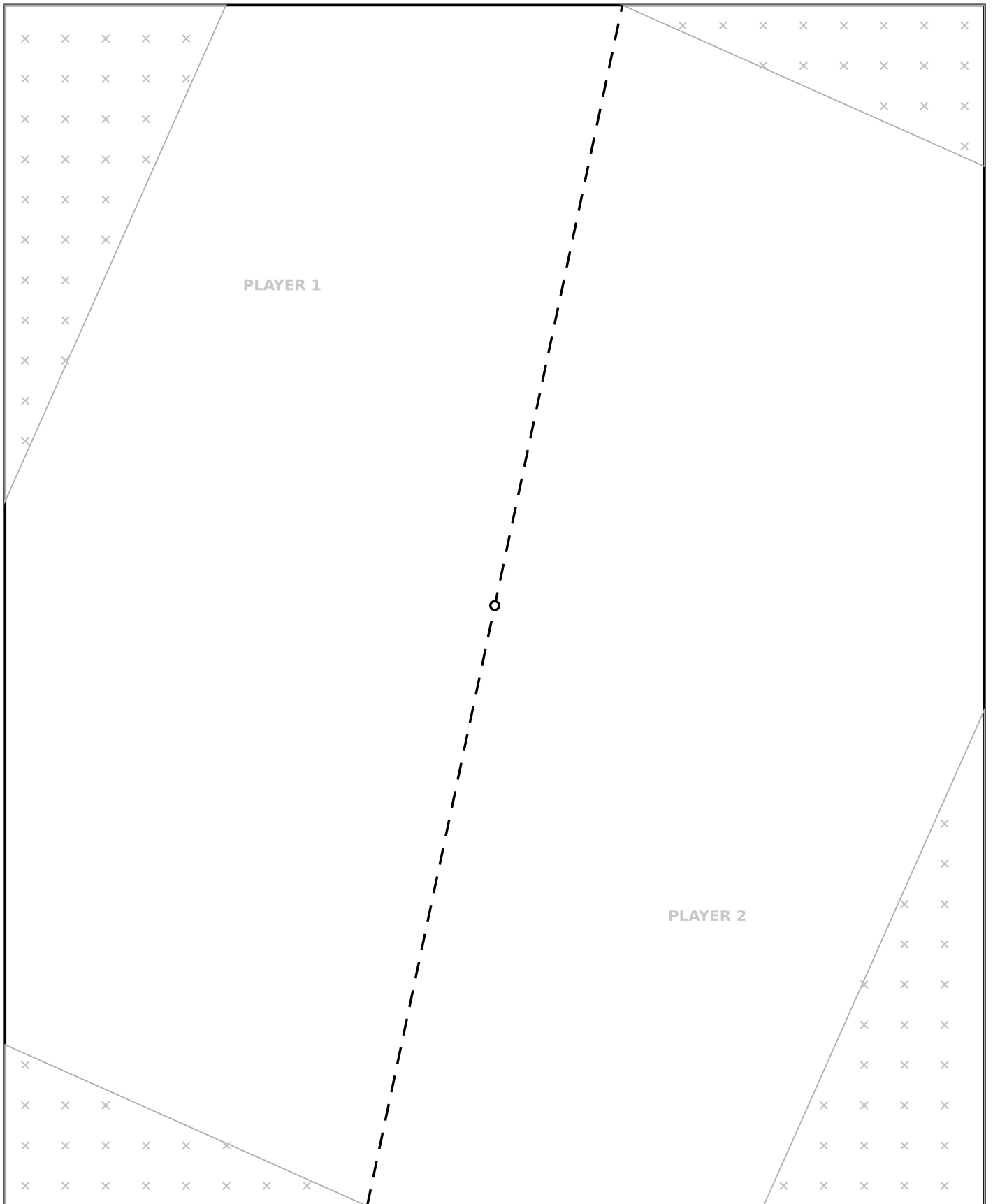
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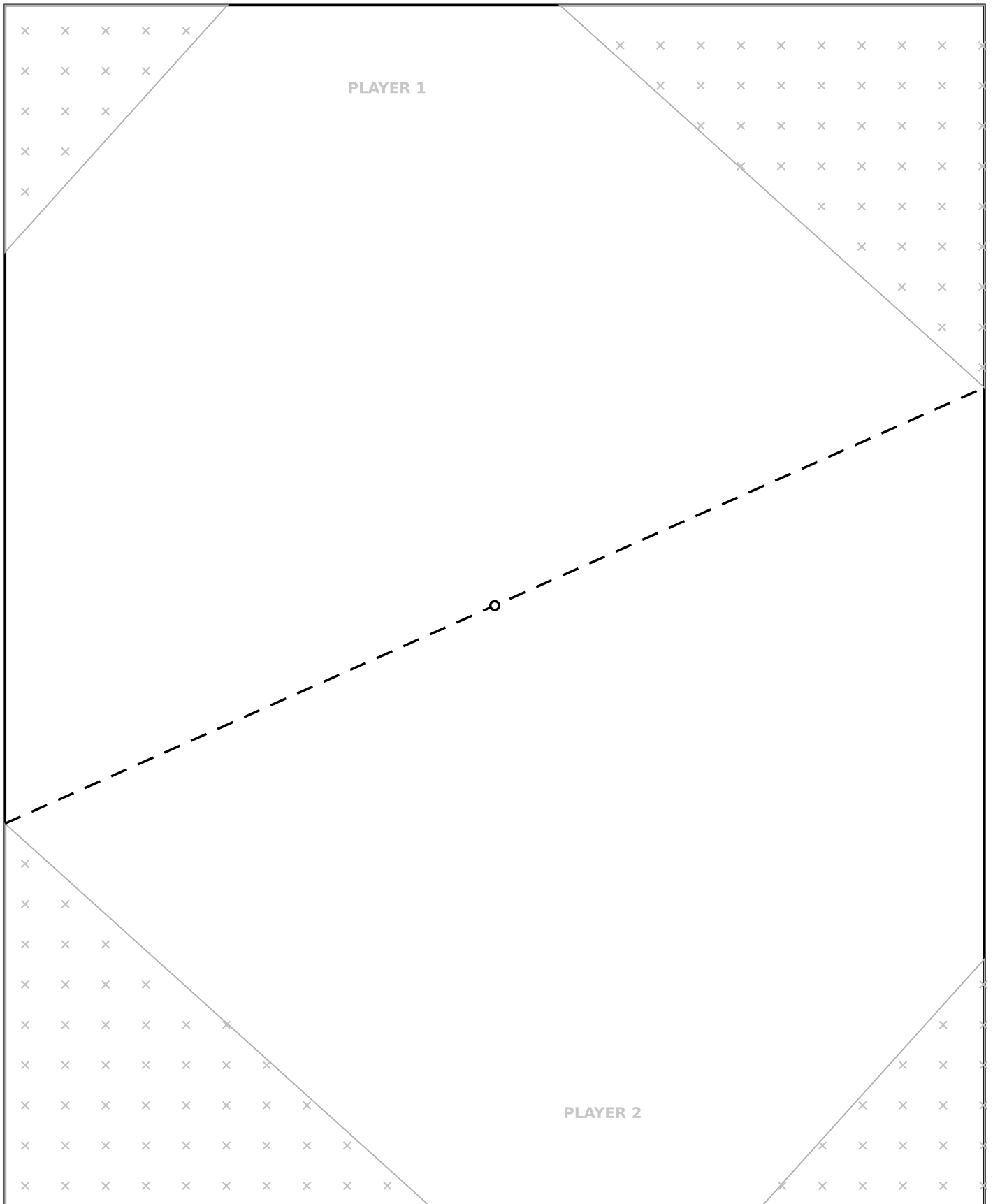
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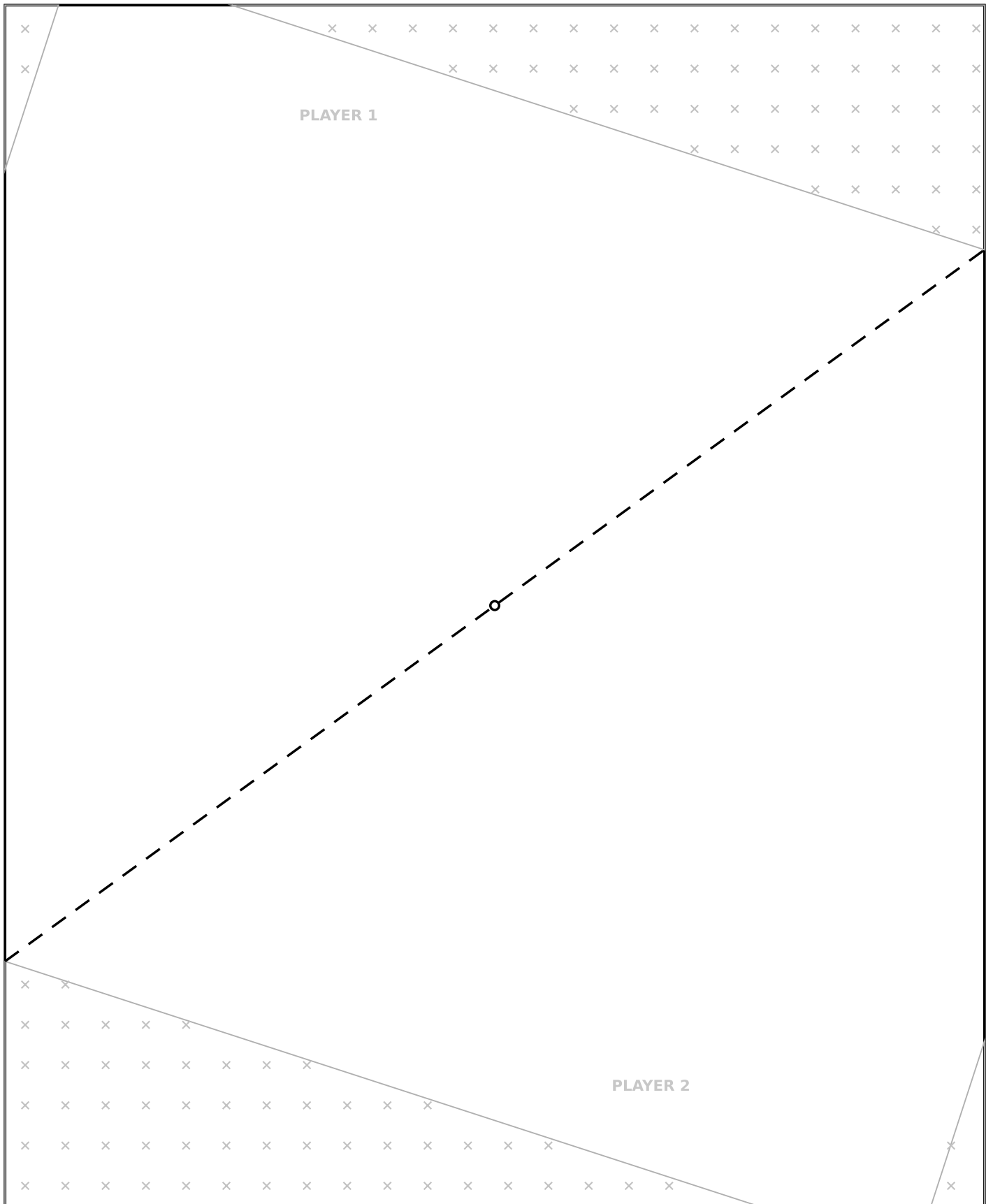
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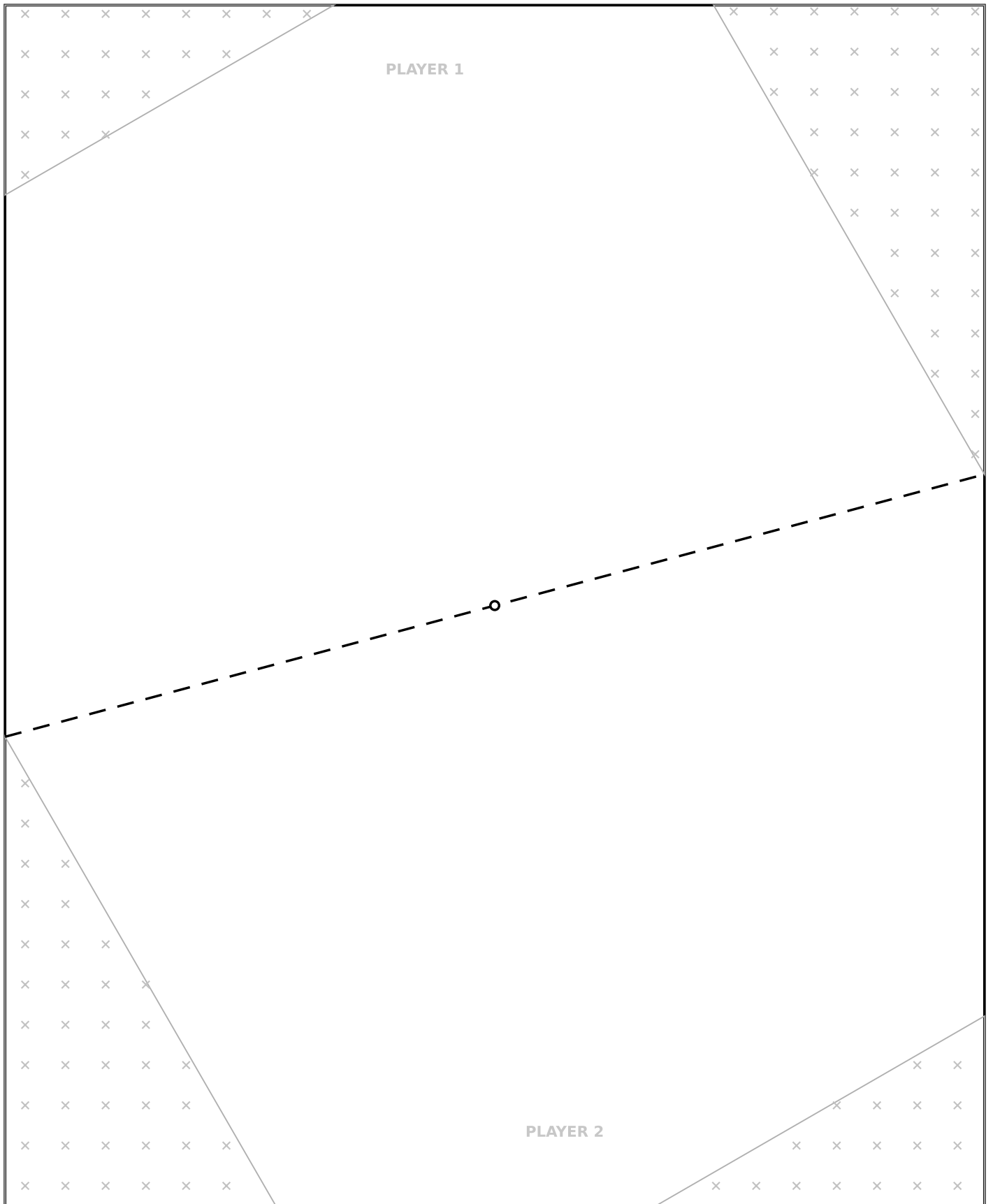
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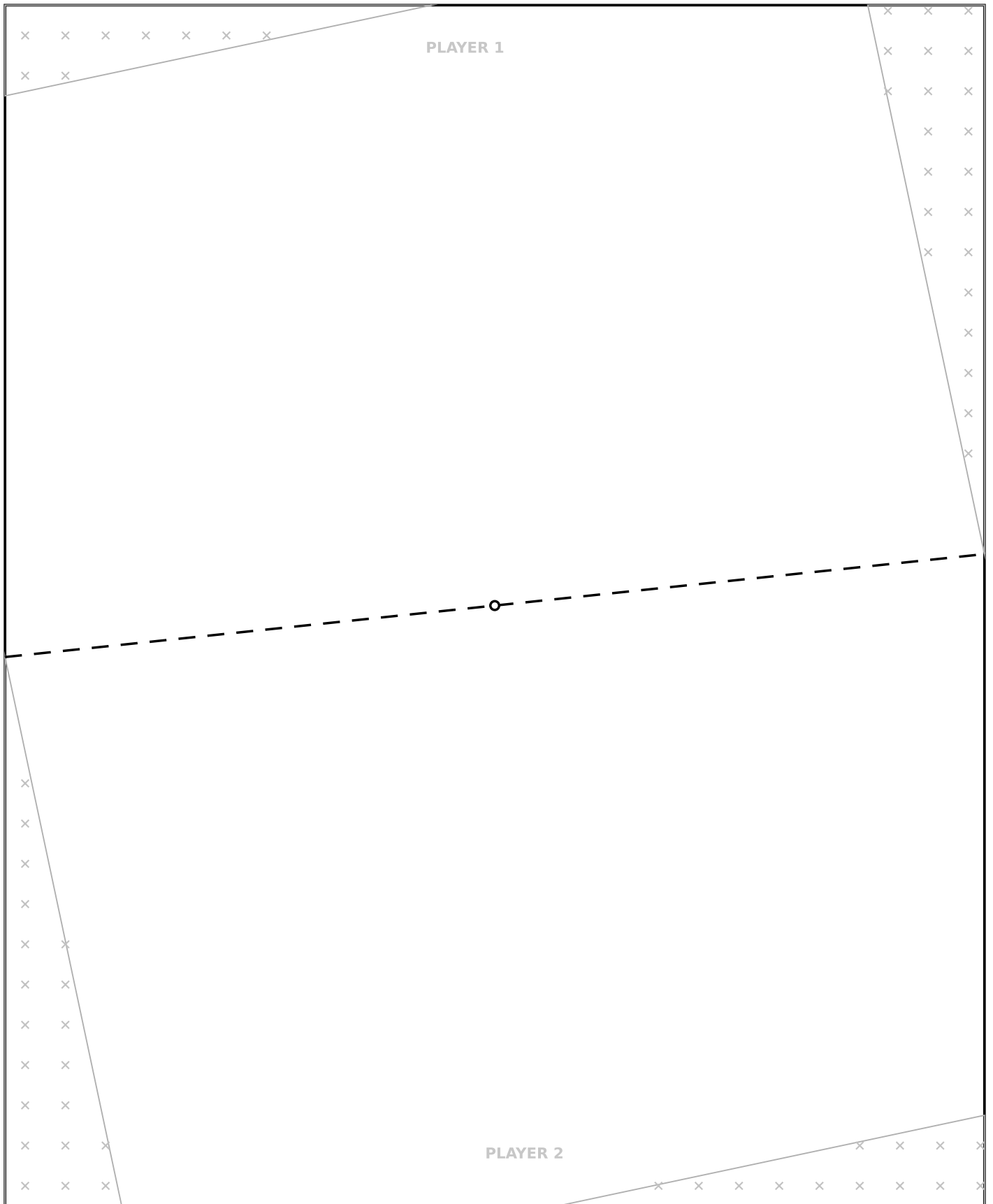
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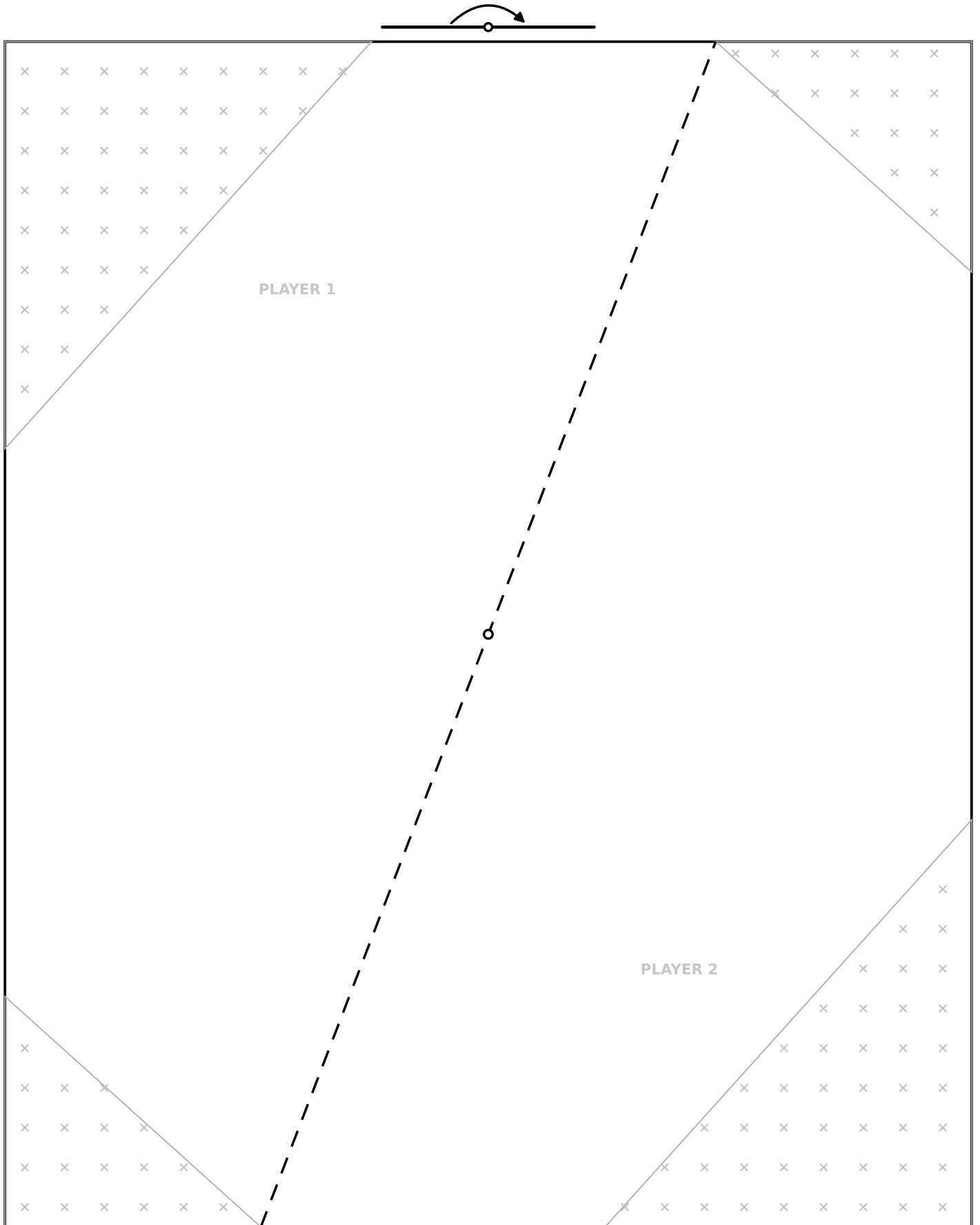
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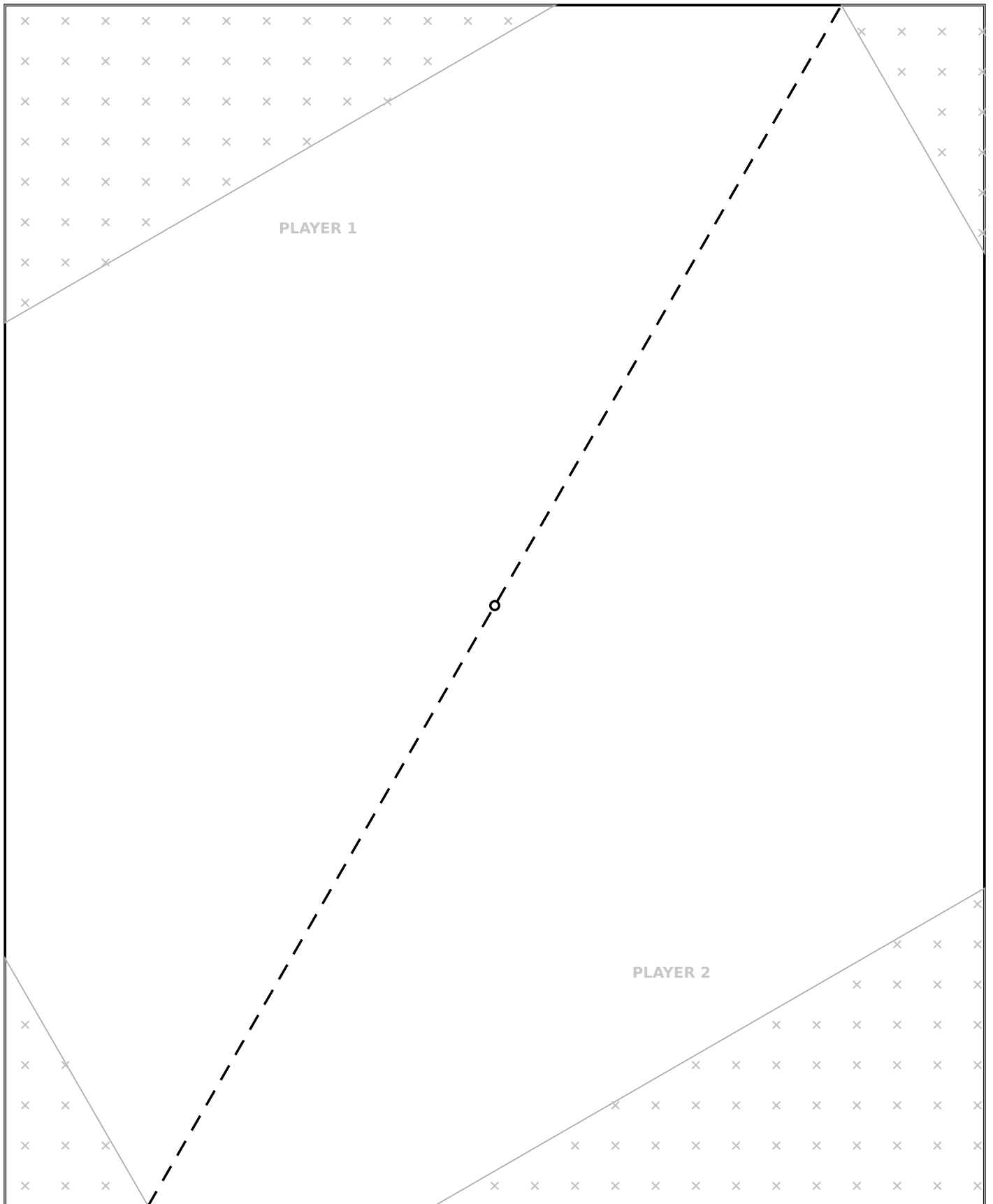
PLAYER 1

PLAYER 2

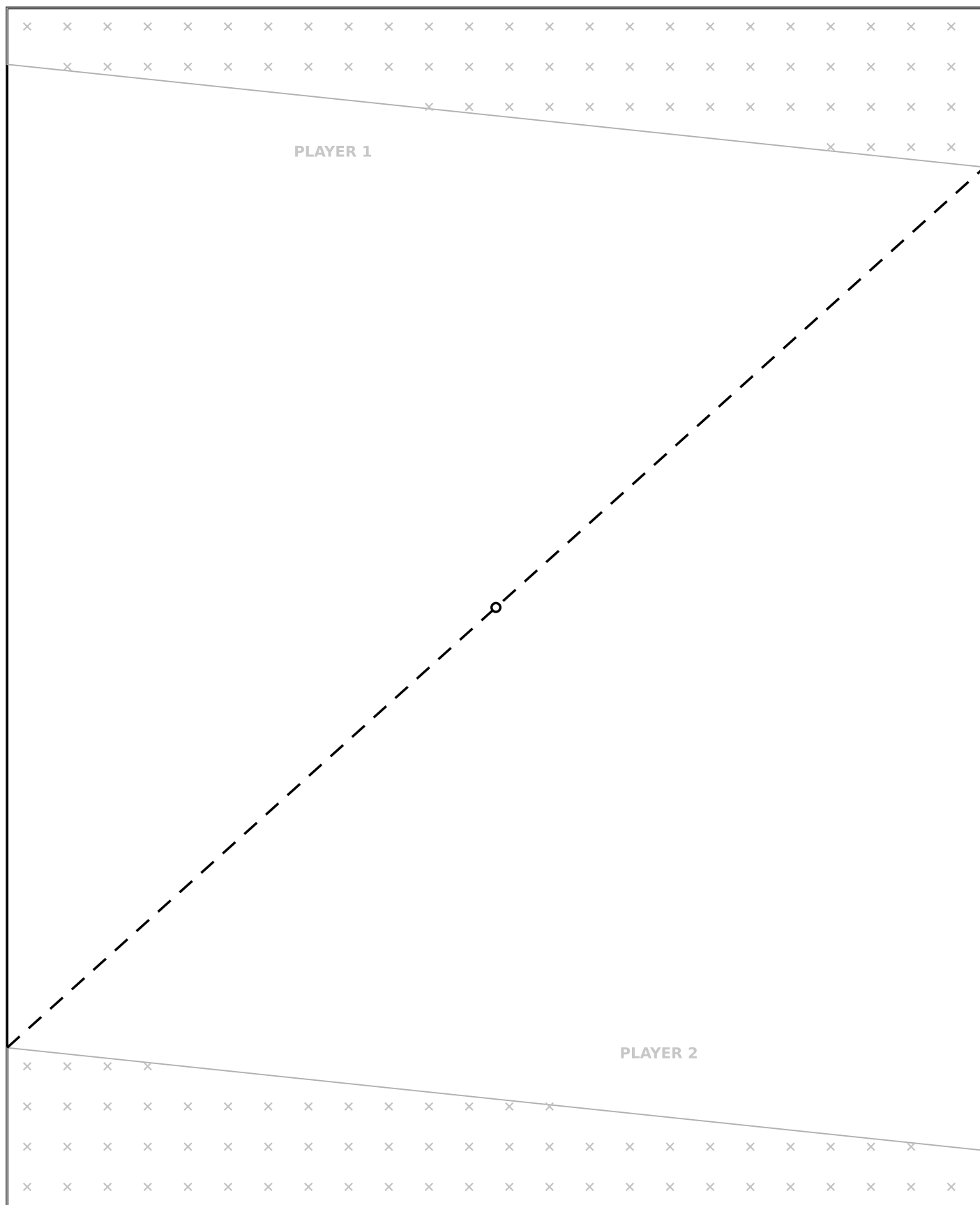
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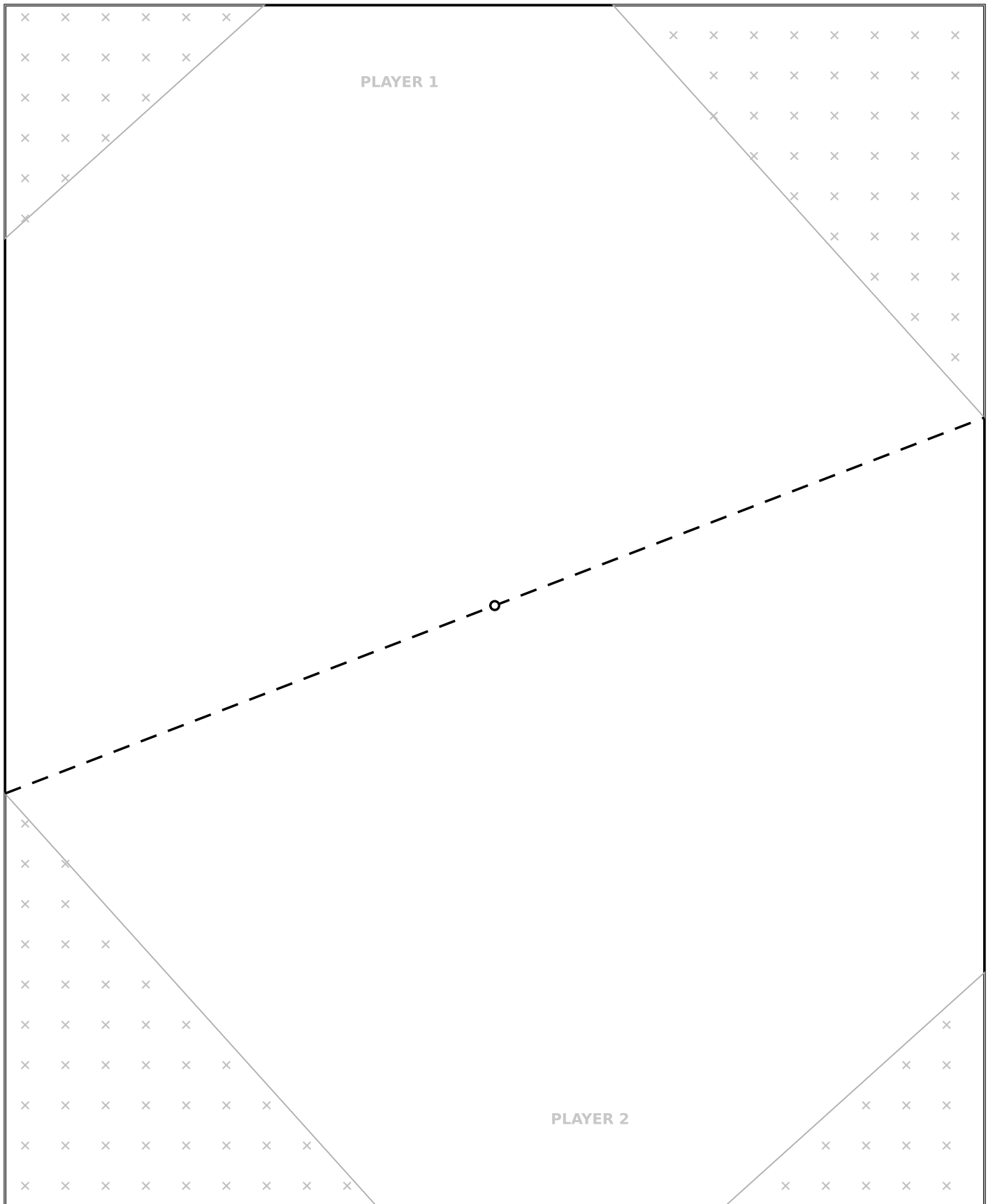
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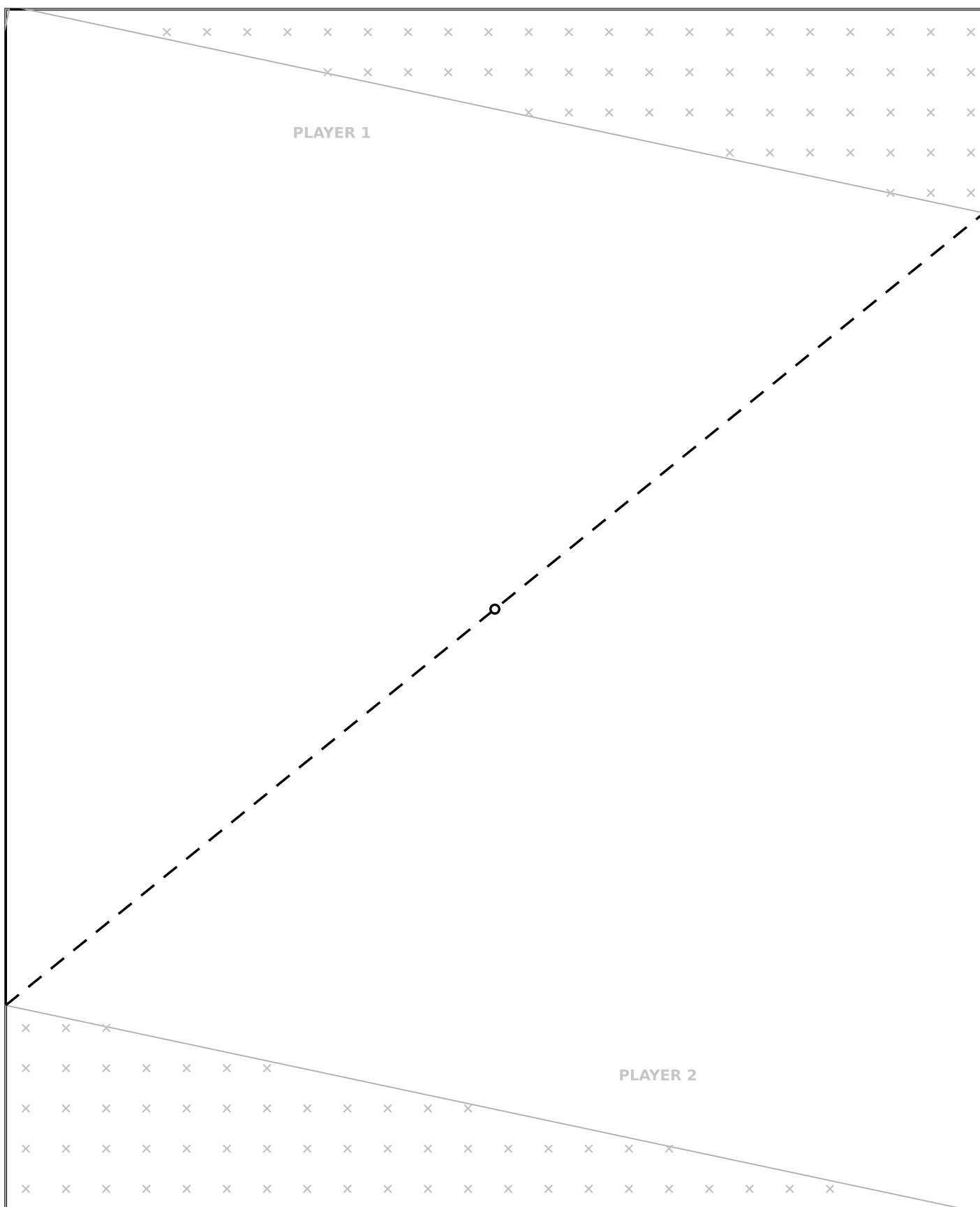
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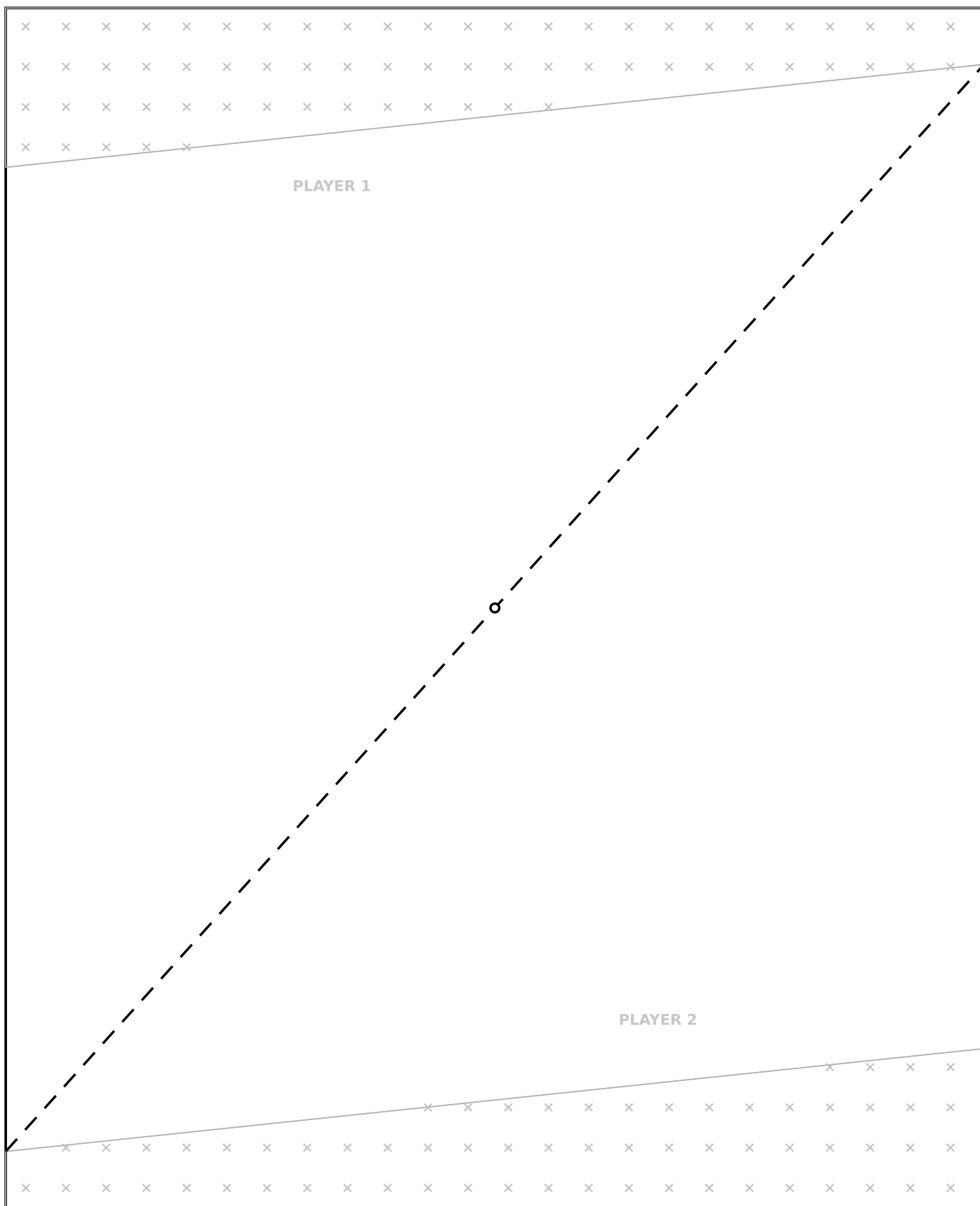
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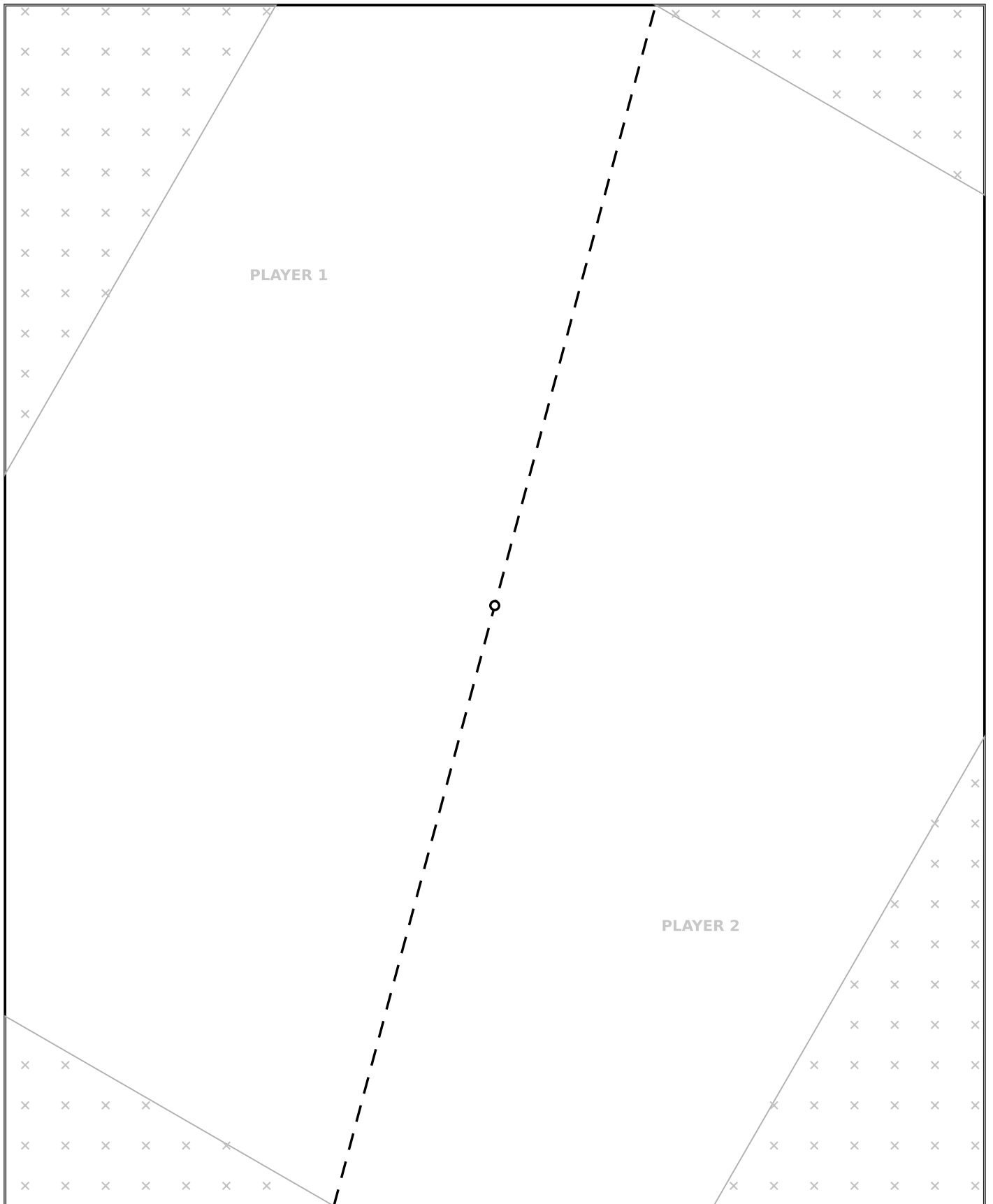
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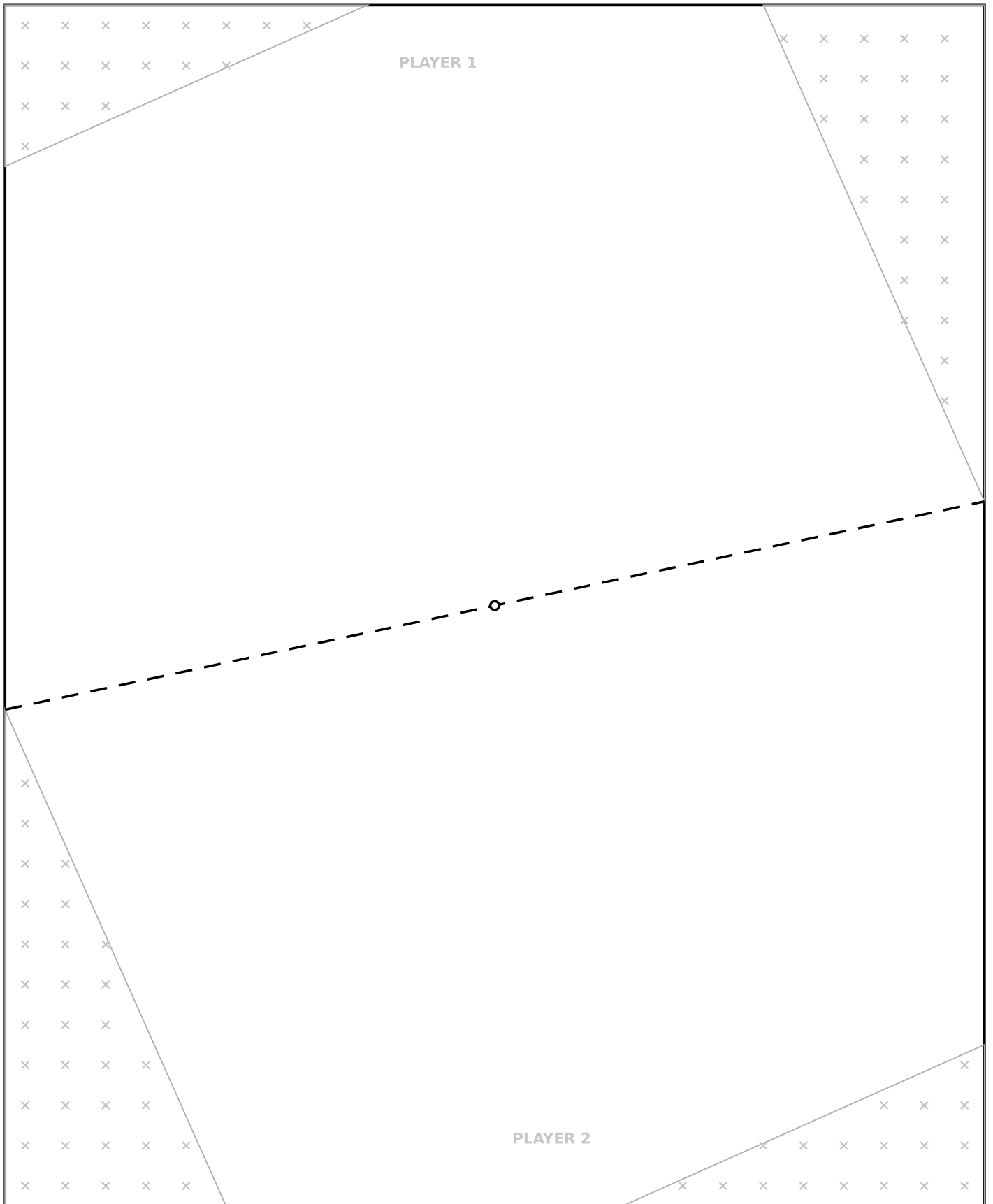
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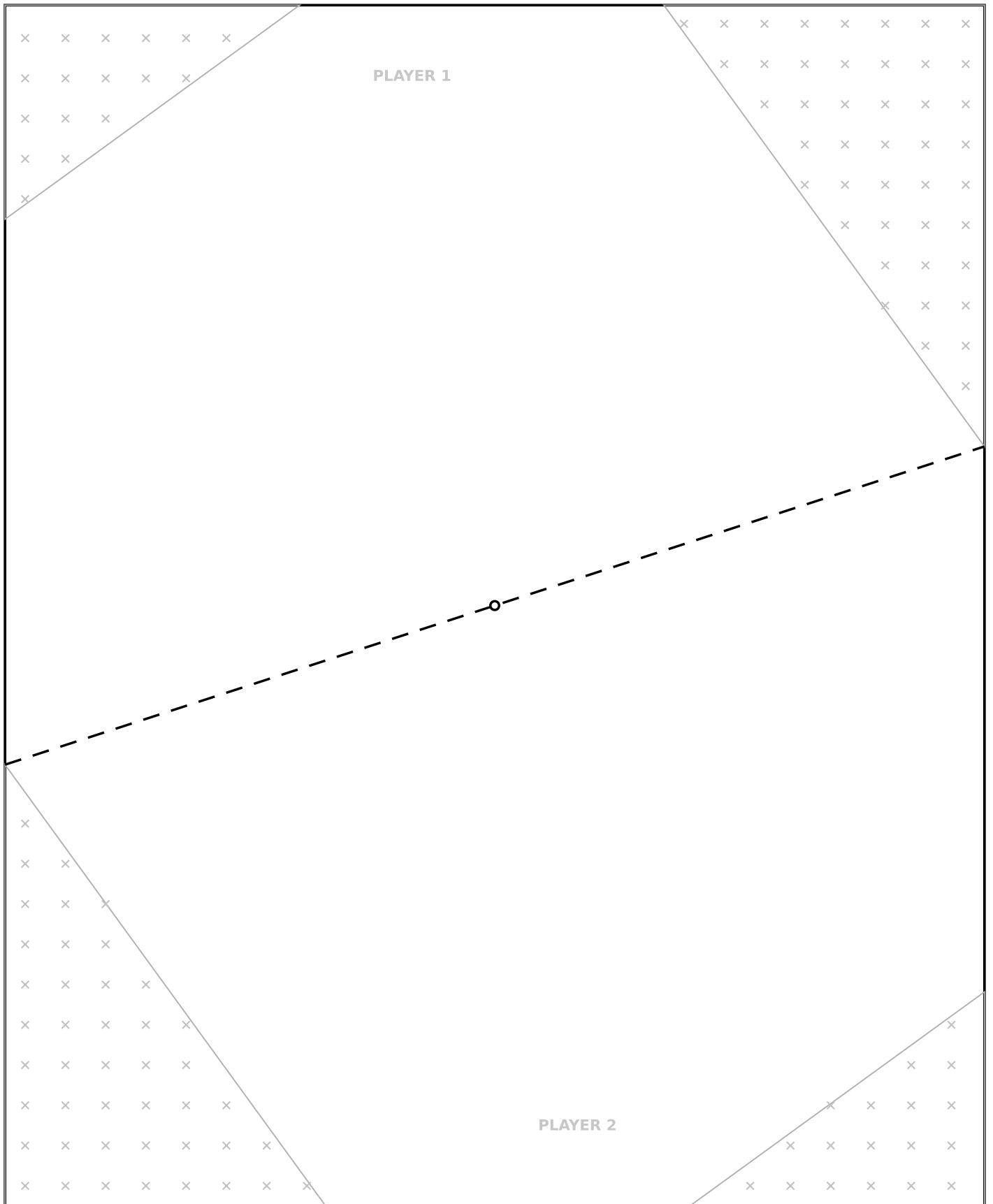
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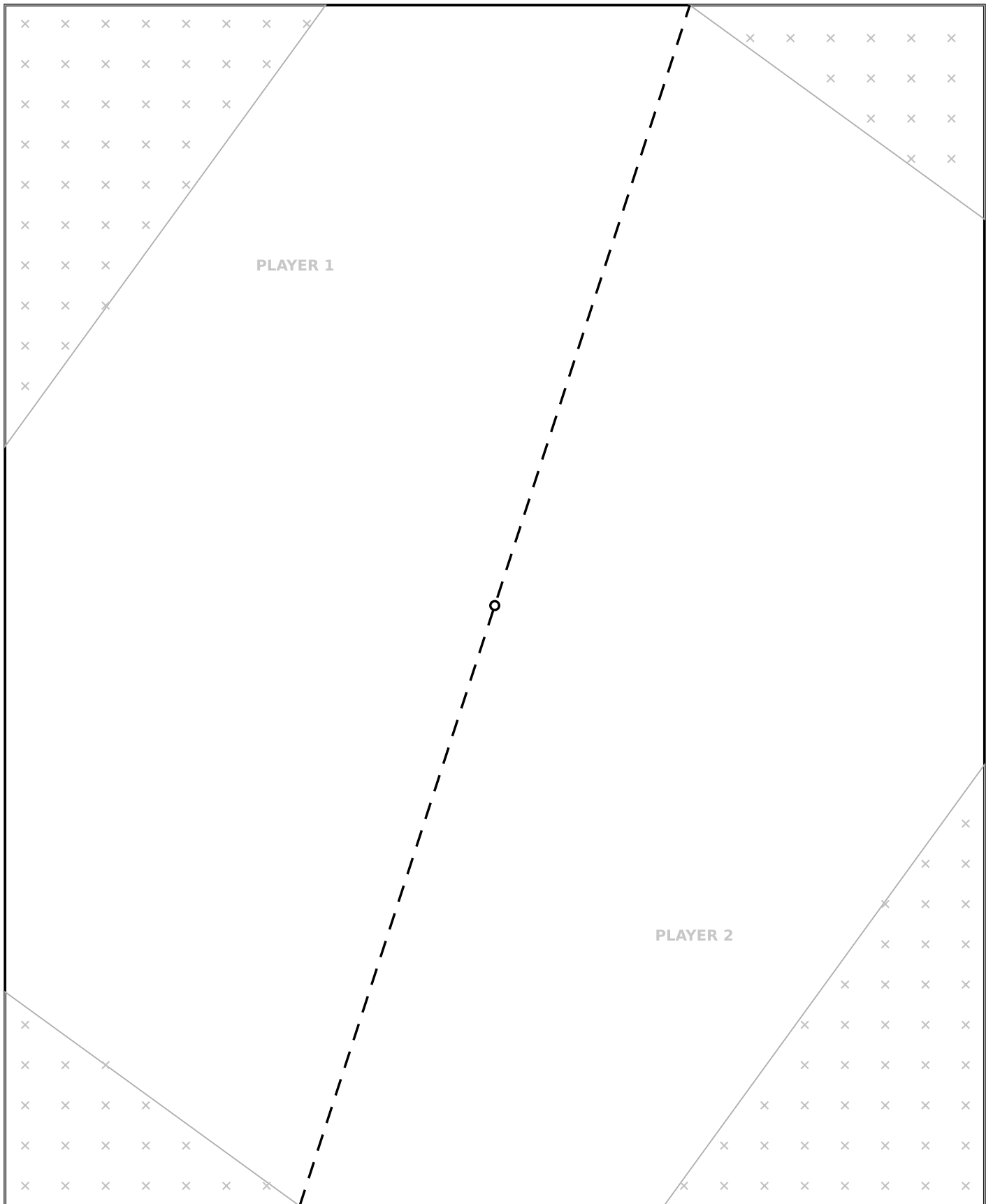
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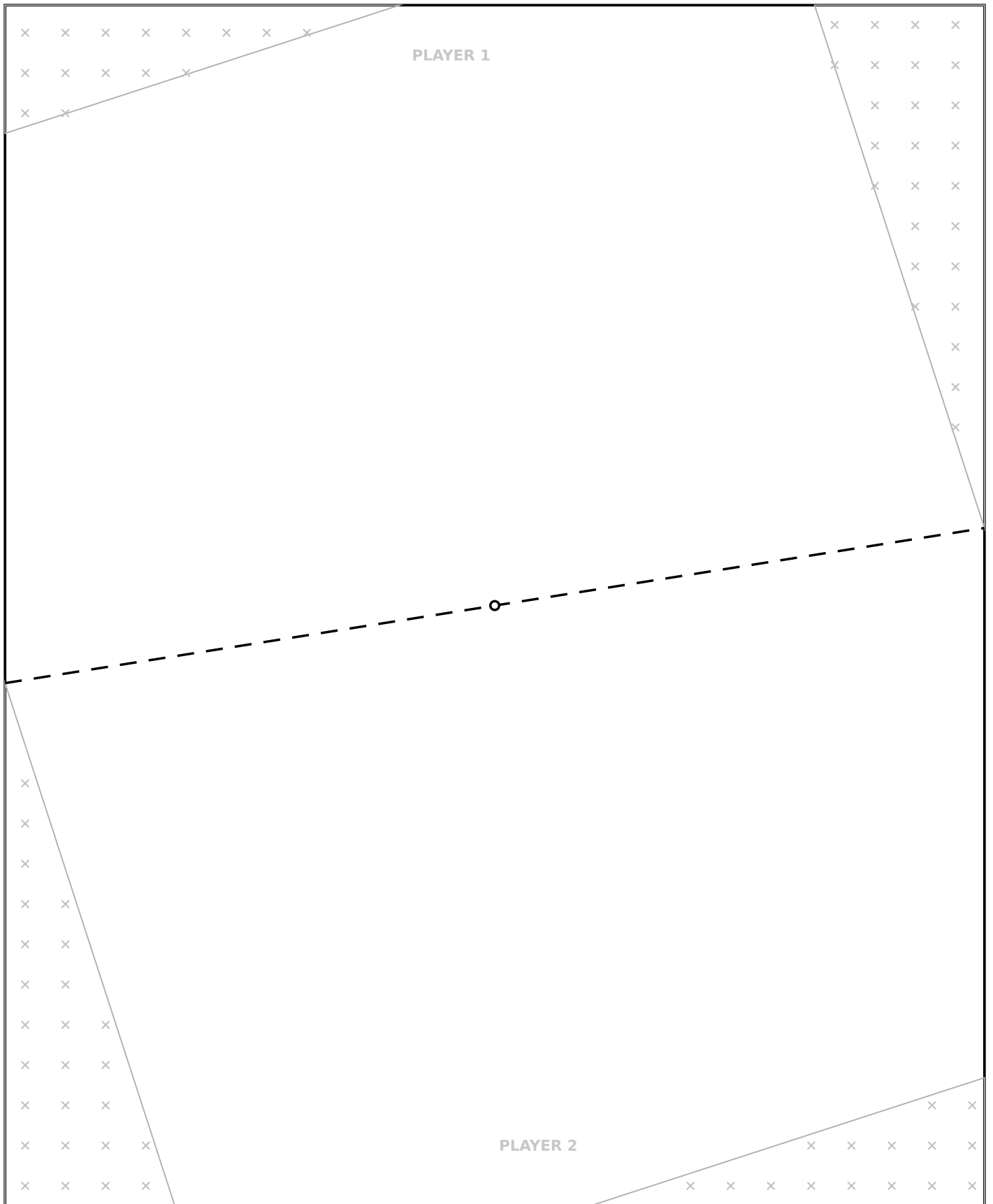
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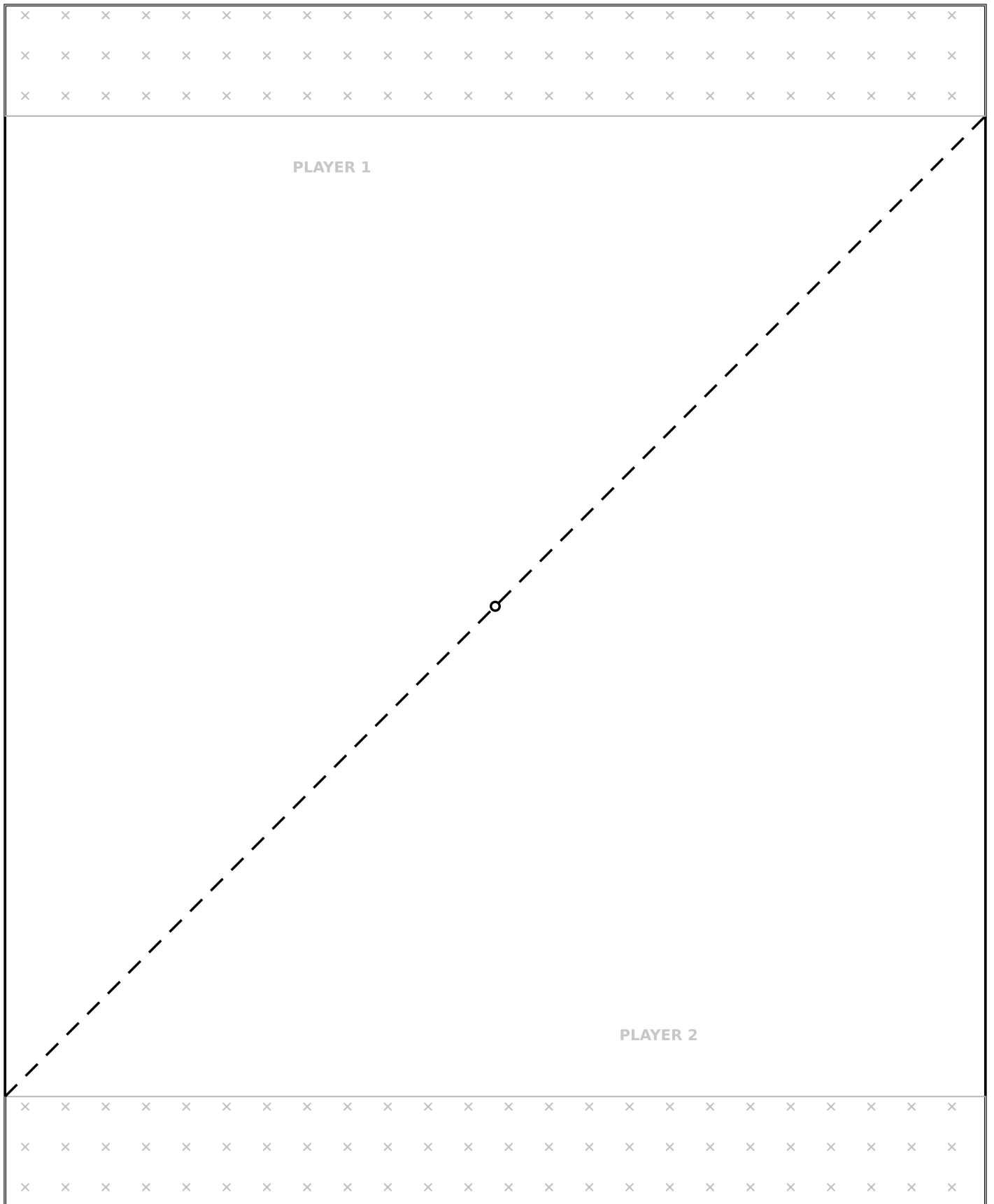
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