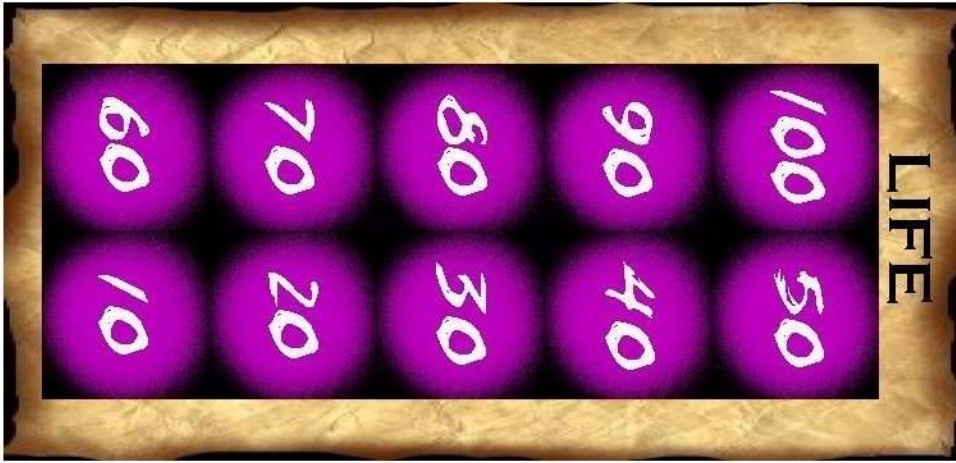
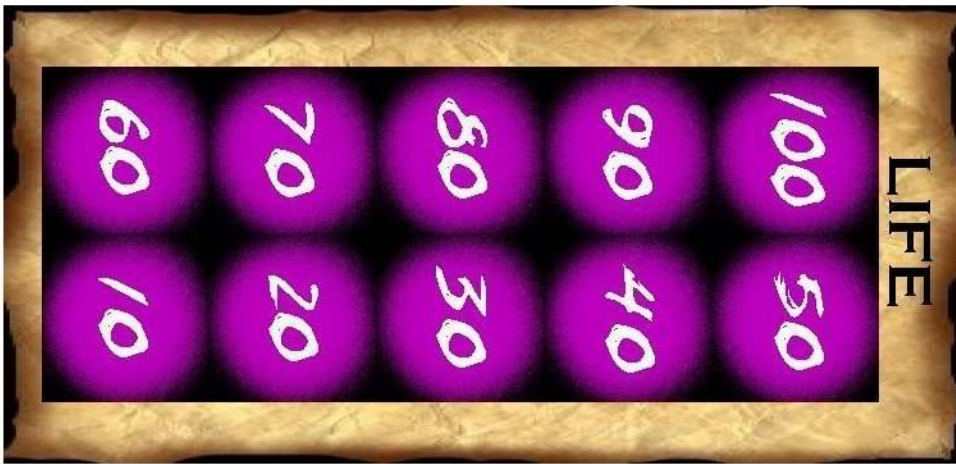


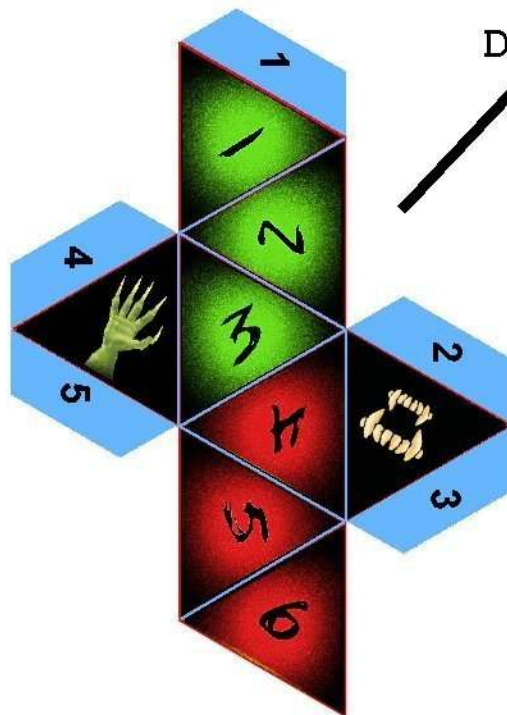
TOOTH AND CLAW - PARTS PAGE 1.



LIFE CHARTS



LIFE MARKERS



DICE



TOOTH
AND
CLAW

GAME
POUCH





SKELETON WARRIOR

RESULT FORCE

6 SWORD 40 A

5 DAGGER 10 A

4 KICK 10 A

3 SHIELD 20 D

2 DODGE 20 D

1 NO FLESH 20 D

ROLL AGAIN +20

ROLL AGAIN +10

TOOTH AND CLAW
PARTS PAGE 3.



THING from the DEEP

RESULT FORCE

6 TENTACLES 20 A

5 PINCERS 20 A

4 INSANITY 20 A

3 SUBMERGE 30 D

2 SLITHER 20 D

1 HARD SCALES 10 D

ROLL AGAIN +20

ROLL AGAIN +10



THE GHOST

RESULT FORCE

6 ECTOPLASM 20 A

5 DECEPTION 20 A

4 SCARE 20 A

3 VANISH 30 D

2 FLOAT 20 D

1 NOT SOLID 10 D

ROLL AGAIN +20

ROLL AGAIN +10



THE ZOMBIE

RESULT FORCE

6 BITE 40 A

5 INFECT 10 A

4 CLUB 10 A

3 POTION 20 D

2 NO PAIN 20 D

1 UNDEAD 20 D

ROLL AGAIN +20

ROLL AGAIN +10

TOOTH AND CLAW
PARTS PAGE 4.



THE VAMPIRE

RESULT FORCE

6 FANGS 30 A

5 SWORD 20 A

4 CLAWS 10 A

3 MIST FORM 30 D

2 BAT FORM 20 D

1 HYPNOTIZE 10 D

ROLL AGAIN +20

ROLL AGAIN +10



THE WEREWOLF

RESULT FORCE

6 FANGS 30 A

5 CLAWS 20 A

4 FULL MOON 10 A

3 LEAP 30 D

2 THICK HIDE 20 D

1 REGENERATE 10 D

ROLL AGAIN +20

ROLL AGAIN +10



**MONSTER
HUNTER**

RESULT FORCE

6 SILVERBULLETS 40 A

5 INCANTATION 20 A

4 AXE 20 A

3 AMULET 20 D

2 AGILITY 10 D

1 DETERMINATION 10 D

ROLL AGAIN +20

ROLL AGAIN +10

TOOTH AND CLAW

Game Rules:

Object of the game: destroy your opponent. Each turn includes an attack, a defense and a damage phase.

Player one rolls to see if they can attack. If a green number is rolled, no attack can be made. If a red number is rolled, an attack is made with the force shown on the attacking character's card.

If attacked, player two rolls to see if they can defend. If a red number is rolled, no defense is made. If a green number is rolled, a defense is made with the force shown on the defending character's card.

If the defense is equal to or greater than the attack, no damage is suffered. If the attack is greater than the defense, player two subtracts the defense force from the attack force, and then deducts the remainder from their Life chart.

The Teeth and Claws on the dice add 10 or 20 points to the force of either an attack or a defense.

First player to reduce their opponent's life force to zero wins!