



STRIKE (+5 points) - Mark 'x' in box then a player strikes another player



GLANCING ATTACK (+1 point) - Mark 'l' in box then a player attacks an un-occupied space next to another player. Mark one 'l' per adjacent player.



BLOW (-5 points) - Mark 'O' in box then a player does not block a strike they receive.



Give-n-Take (0 points) - When two players exchange Attacks and Blocks fill in the box for each player. Use this to nullify any improperly marked scores.



BLOCK (0 points) - Mark this in box then a player blocks a strike.



Movement (Optional) - Mark a 'M' in box for each player that plays a "MOVE" or "LEAP" card. This can be helpful in verifying a player had previously preformed a movement action then they play a "LEAP" or "FLYING ATTACK" card. Note: movement does not effect score, but is used for tracking only.

Write names of players in blank space above player #.

Score points and write new total in score box for that round.

Sen So Score Sheet	STRIKE (+ 5)	GLANCING ATTACK (+ 1)	BLOW (- 5)	BLOCK ( 0 )	Give-n-Take	Movement
Player 1	Player 2	Player 3	Player 4	Player 5	Player 6	

Turn	Score	Score	Score	Score	Score	Score
1	M	0	M	0	M	0
2	M	0		0	M	0
3	X	1	M	0	M	0
4	X	6	X	1	M O	-5
5	X	8	X	6	/	-4
6		8	X	11	O	-9
7		8	X	12	X	-4
8		8	/	14	X	1
9	M	8	M	14	M	1
10		8	M O	9	X	6
11	/	9		9	M	6
12		9	M	9		6
13	X	14	/	11	M O	1
14	X	16	/	11	X	2
15	M	16	M	11	X	7
16	O	11	/	12	M	7
17	M	11	M	12		7
18		11	M	12	/	8
19	X	11	X	17	X	13
20	M	11		17	M	13
21		11	M	17		13
22	X	16	O	12	M	13
23	X O	12	X O	12	X X	18
24	X	13	M	12	O	13
25	X	14		12		13

**Game ended 25 turns up. Ray Wins!**