

One Page Rules Summary

This is not an exhaustive list of all rules: it just reminds us about the most important rules.

The Board / Movement

- Move one piece per turn (of any color), while simultaneously playing a card face down.
- All pieces move the same, except the pawn ("Guard") which moves and captures one space forwards, backwards, left, or right.
- Only the King can be captured - pieces cannot capture other pieces.
- You cannot move the same piece you last successfully moved.
- The objective is to capture the King.

Challenging

- If your move is challenged by your opponent, reveal the top card of your discard pile. You win the challenge if the card matches the piece you just moved, otherwise you lose.
- If you moved your opponents piece, then you additionally may reveal Trickster as the second-last card of your discard pile. If you do, you win the challenge, otherwise you lose.
- If your opponent who challenges your move would lose the challenge, they may reveal Sheriff on the top of their discard pile. If they do, the challenge is nullified (they begin their turn as if nothing happened.)

Challenge Outcomes

- When your opponent challenges your move and:
 - You win - your opponent *shorts their turn*. They put a card face down on the bottom of their discard pile.
 - You lose - you *fail your turn*, and put the piece back where it was before you moved it.