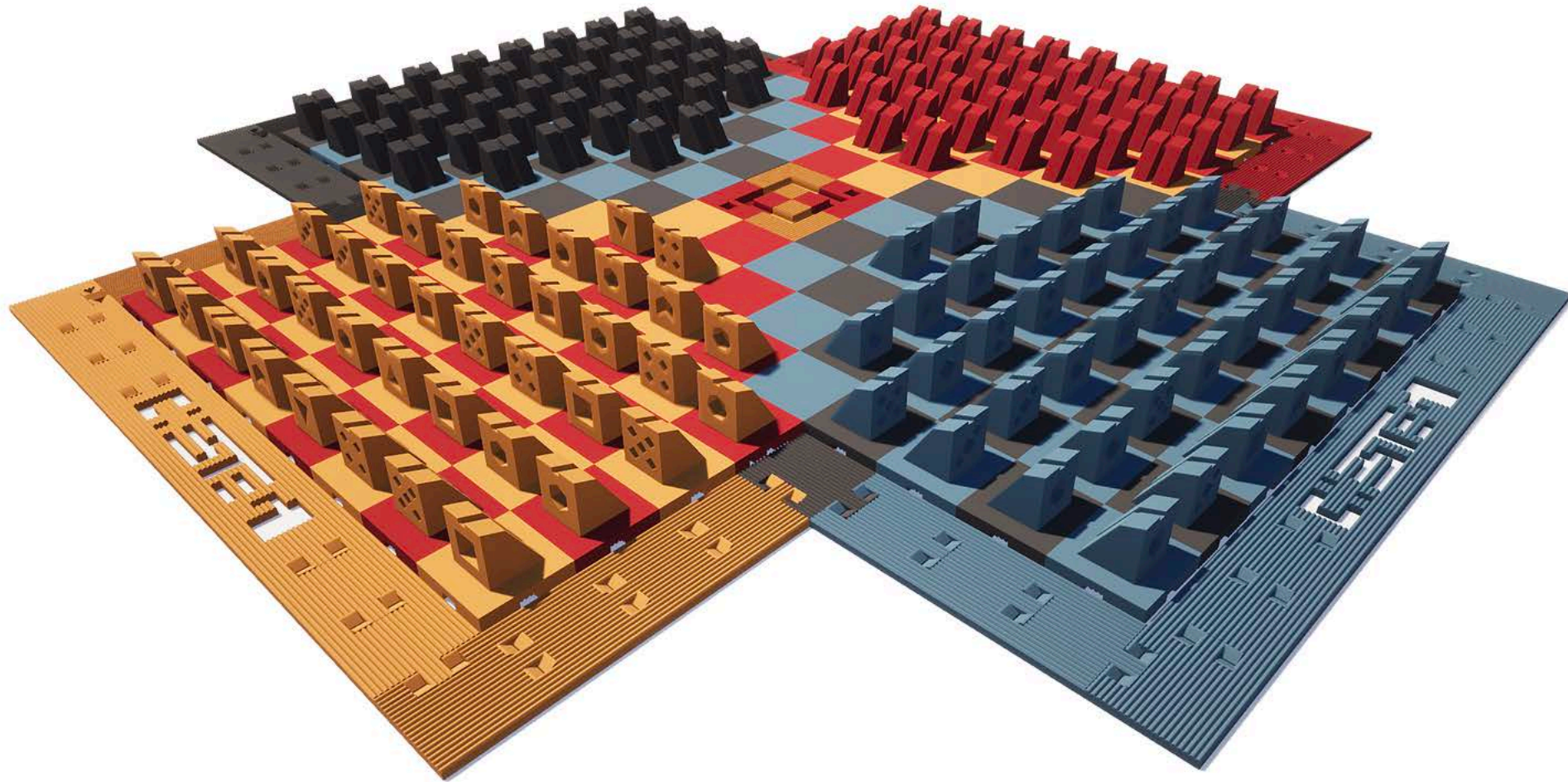




TEGOZ

A 4 player version of Tego



Two full sets are required to play this mega game (plus a large table)

RULES AND OBJECTIVES:

- All pieces move one space in any Orthogonal direction . (See special movement conditions)

WIN CONDITION:

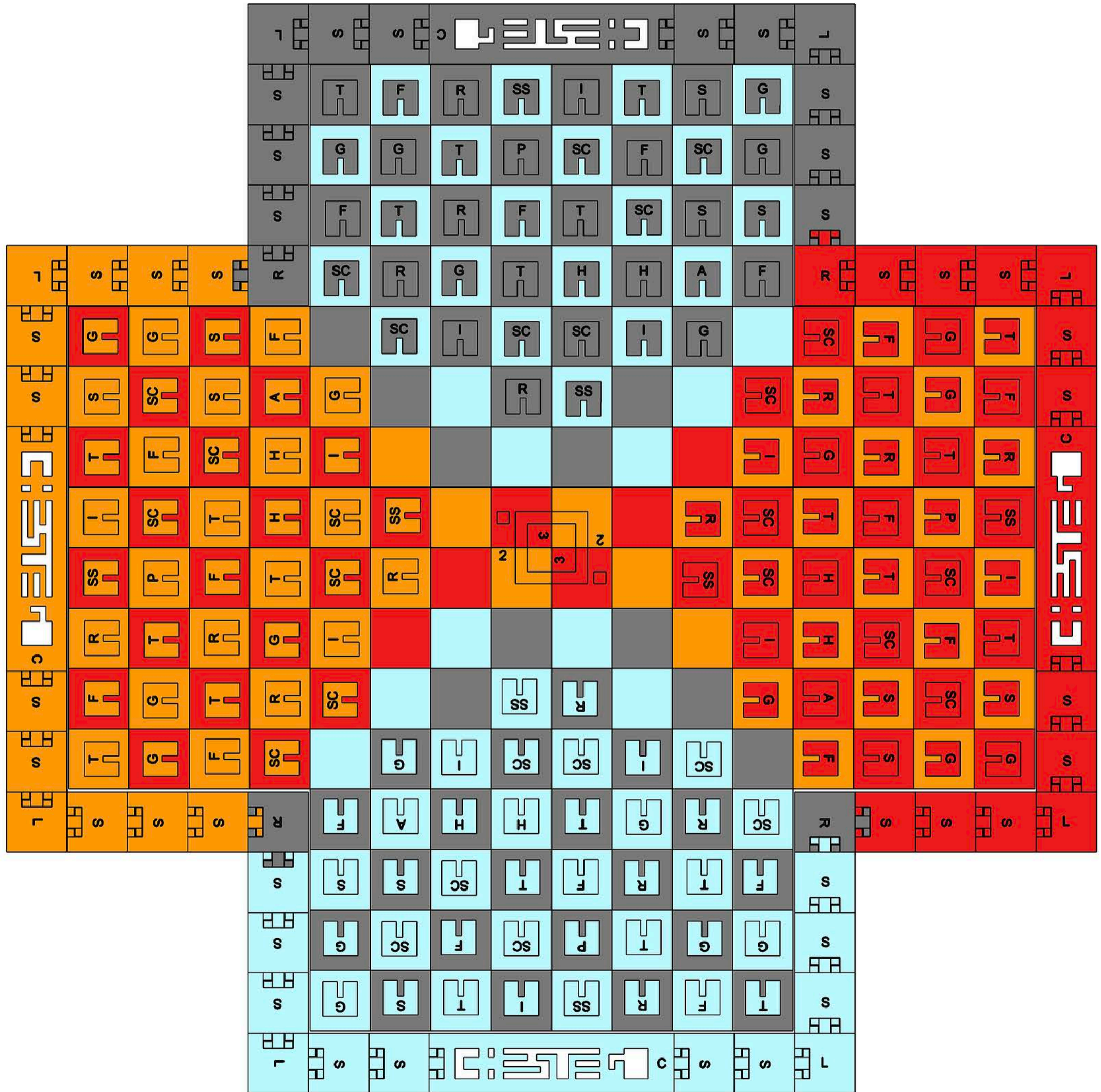
- Find the hidden injured Princess

WIN CONDITION:

- Find the hidden injured Princess

BOARD SETUP

- See special board setup below



PIECE RULES

P PRINCESS 1



- Princess can not move and is the objective of the game.

AS ASSASSIN 1



- Assassin can move orthogonally 1 space in any direction.
- Wins any attack with a higher or equal number.

H HUNTER 2



- Hunter can move orthogonally 1 space in any direction.
- Wins any attack with a higher or equal number.
- Can kill an Assassin if he attacks 1st.

S SOLDIER 3



- Soldier can move orthogonally 1 space in any direction.
- Wins any attack with a higher or equal number.

PIECE RULES

P

PRINCESS

1



- Princess can not move and is the objective of the game.

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ASSASSIN

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- Assassin can move orthogonally 1 space in any direction.
- Wins any attack with a higher or equal number.

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HUNTER

2



- Hunter can move orthogonally 1 space in any direction.
- Wins any attack with a higher or equal number.
- Can kill an Assassin if he attacks 1st.

S

SOLDIER

3



- Soldier can move orthogonally 1 space in any direction.
- Wins any attack with a higher or equal number.

R

RANGER

4



- Ranger can move orthogonally 1 space in any direction.
- Wins any attack with a higher or equal number.
- Can disarm Traps if they call disarm before attacking.

F

FIGHTER

5



- Fighter can move orthogonally 1 space in any direction.
- Wins any attack with a higher or equal number.

G

GOBLINS

6



- Goblin can move orthogonally 1 space in any direction.
- Goblin can kill Imps and Shapeshifters if they attack 1st.
- Otherwise they have a power of 6.

SC

SCOUT

7



- Scout can move any number of spaces in a straight line.
- Can only kill other Scouts
- Have a power of 7

