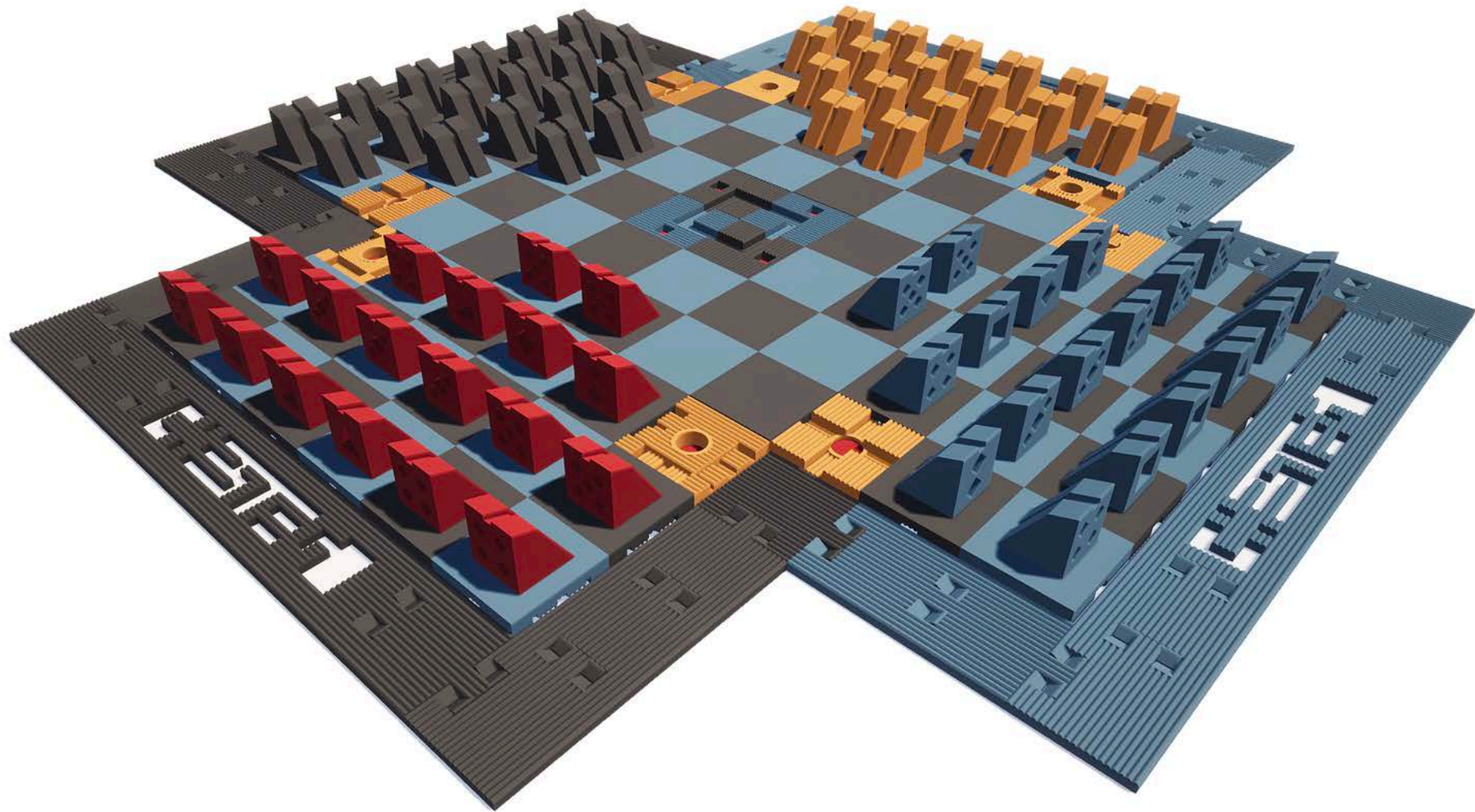


PRINCESS4

All the heroes are gone and its up to the pawns to protect the injured princess.



Four armies hunt for the enemy princesses.

RULES AND OBJECTIVES:

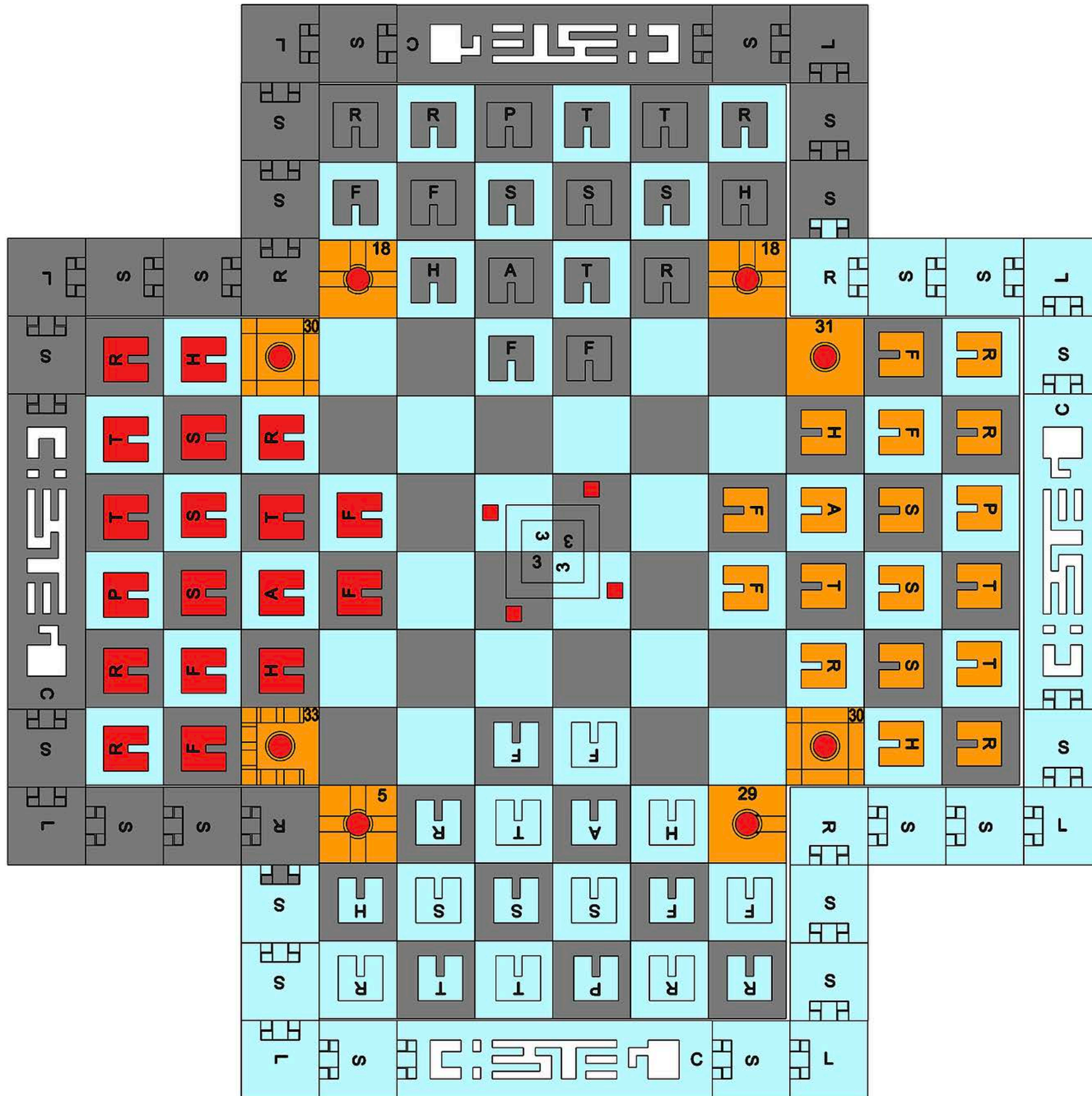
- All pawns except traps and princesses can move one space in any direction.
- If a player loses their princess they can still play but cannot win. They can spend the rest of the game causing problems.
- The last person to have a princess wins.
- There are no promotions at any back lines.
- Traps and the princess cannot move.
- No players can enter the cent board piece 31.

WIN CONDITION:

- Remove all the enemy princesses

BOARD SETUP

- See the 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.

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

4



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

T

TRAP

3



- Trap cannot move
- Can be disarmed from a Hunter if they call disarm before attacking.