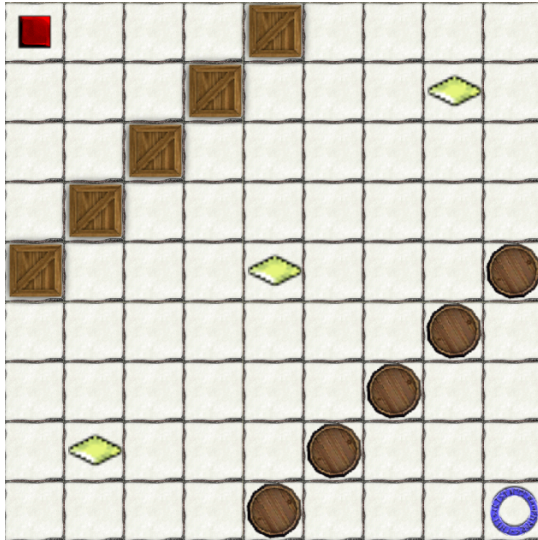
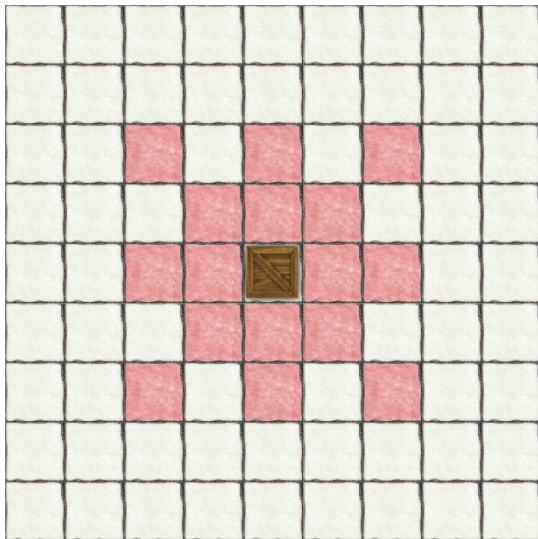


## Setup



## Movement

On your turn, you may move **one** pawn up to two consecutive tiles in any direction.



## Attacking

When you move a pawn and it lands on the same tile as an enemy pawn, take that enemy pawn off the board.

## Respawning

If you have less than five (5) pawns on the board, you can respawn one of your pawns on any of the Green ♦ Diamond tiles **instead** of moving a pawn.

## Loot

You must land a pawn on top of the enemy Loot Tile to ‘pick up’ loot, ending your movement.

- Flip the pawn over so that its coloured side is face-up, to show that it is filled with loot.
- Only one pawn per player can carry loot at a time.

## Victory

The first player to take the enemy’s loot and bring it back to their own Loot Tile is declared the winner.

Alternatively, if a player loses all their pawns and there are no uncovered respawn tiles, then the other player wins.