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## Components to Play

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- Five (5) **crate** pawns with **red** bottoms
  - Five (5) **barrel** pawns with **blue** bottoms
  - The **9x9** game board
  - Two (2) Players
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## Objective

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**Compete to decide the superior loot container once and for all! Capture your enemy's loot and return it to your side of the board.**

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## Setup

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- (1) Arrange the **crate** and **barrel** pawns like so:

**Green Diamonds:**

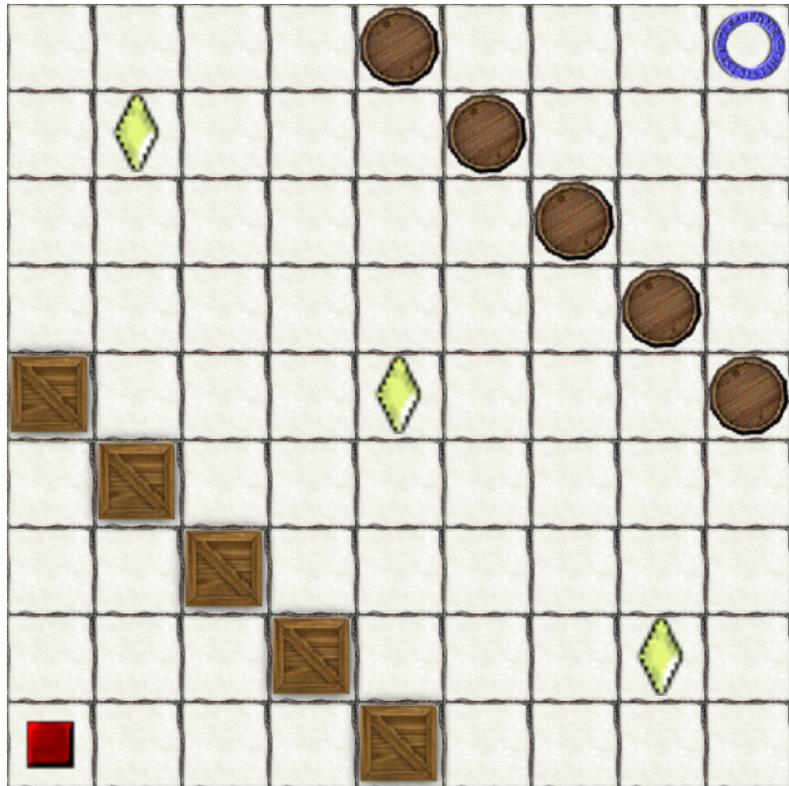
Respawn Tiles

**Blue Circle:**

Barrel's Loot Tile

**Red Square:**

Crate's Loot Tile



- (2) Make sure that each pawn has its coloured side **face-down**.

- (3) The oldest player plays **barrels**. **Crates** go first.

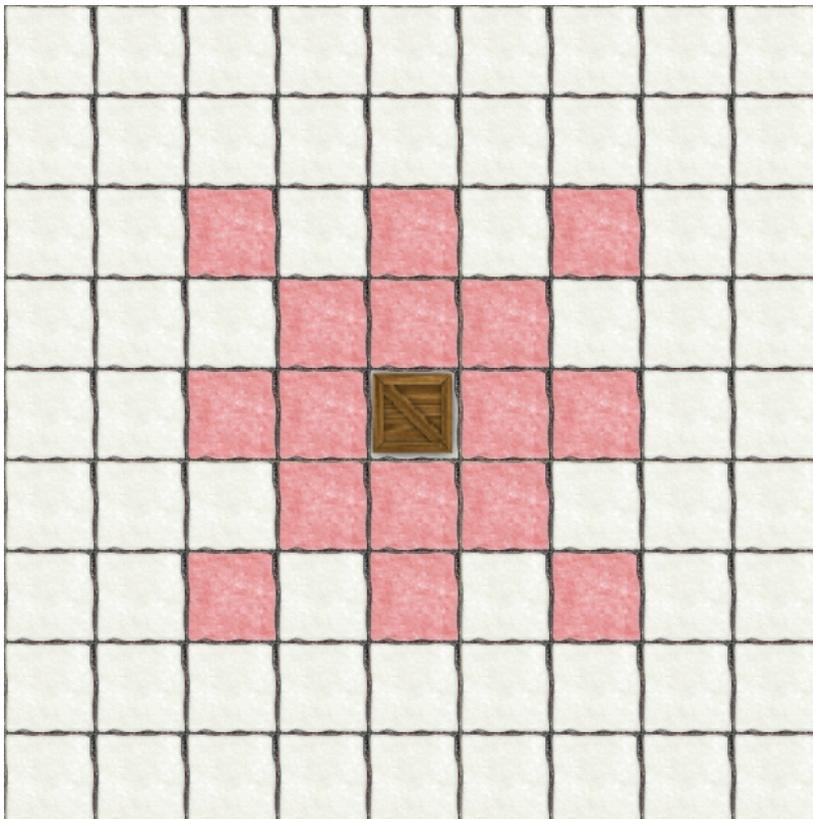
## Rules

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### Movement

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

- You cannot move through another pawn.
- You cannot occupy your own Loot Tile.
- You *can* occupy a Respawn Tile.

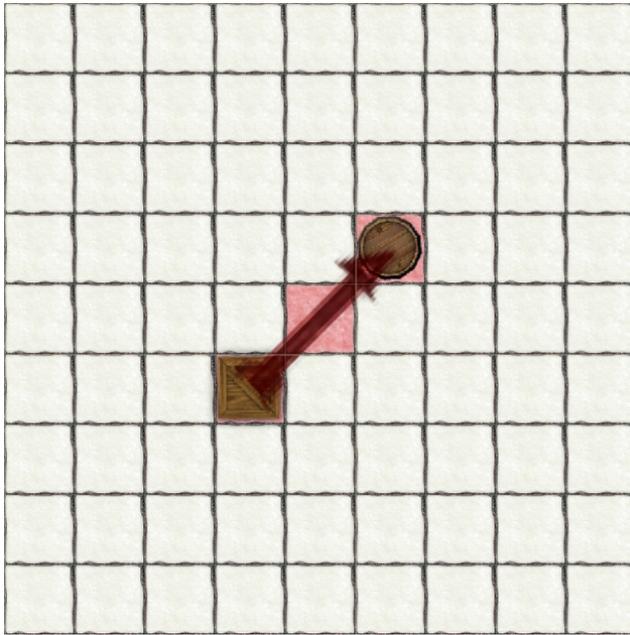


### Example

Given a pawn at the centre of the board, the red tiles indicate the pawn's movement options.

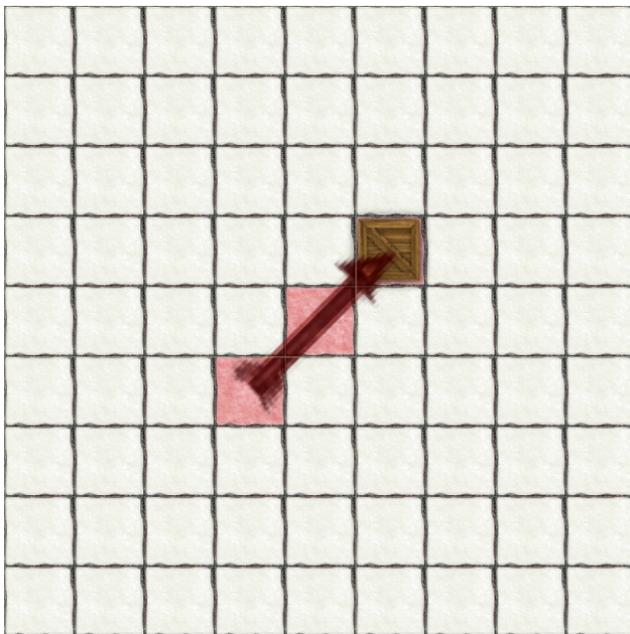
## Attacking

When you move a pawn, you must be able to **land *on top*** of an enemy pawn to take it out. Make the move onto that tile in order for the enemy pawn to be removed from the board. **Doing so ends your turn.**



### Example

It is the start of the crate player's turn. The crate pawn to the left is within movement range of a barrel pawn and can attack.



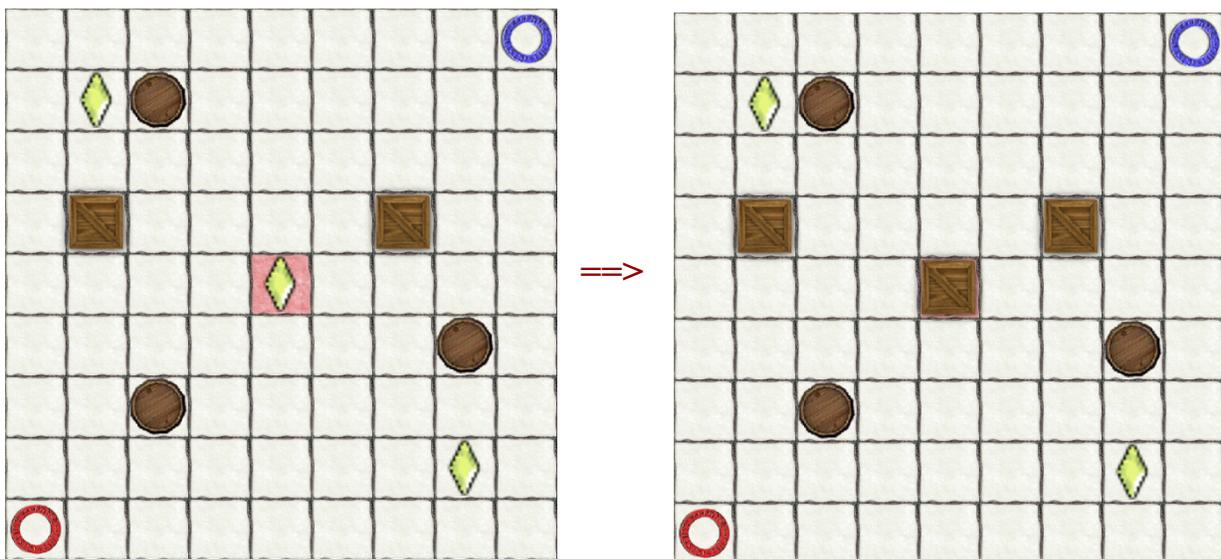
The crate player makes the move, removing the barrel pawn from the board. The crate player's turn is now over.

## 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**.

- You cannot respawn on a Respawn Tile if it is covered by another pawn.

### Example:



Above, the centre Respawn Tile is uncovered. It is the crate player's turn. Instead of moving any pawns, the crate player chooses to respawn on the centre Respawn Tile. The crate player's turn is now over.

## **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 Conditions**

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- 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.
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## Credits

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Cover & Rulebook Title Art: Levi Perez

Setup & Example Art: Dungeon Painter Studio by Pyromancers

3D Models: Scott Hagedorn (Crate) & Dutchmogul (Barrel)

## Author Information

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