



PITCH PAGE

Reynard's Luck

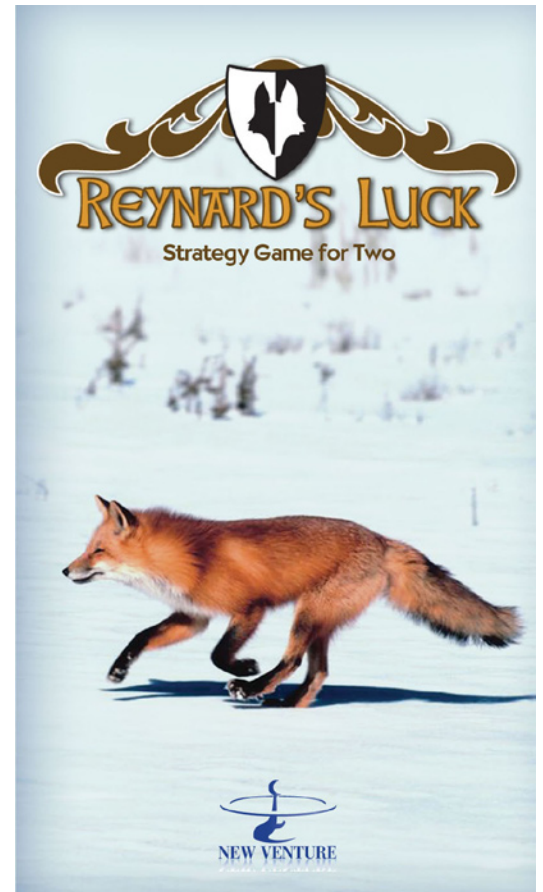
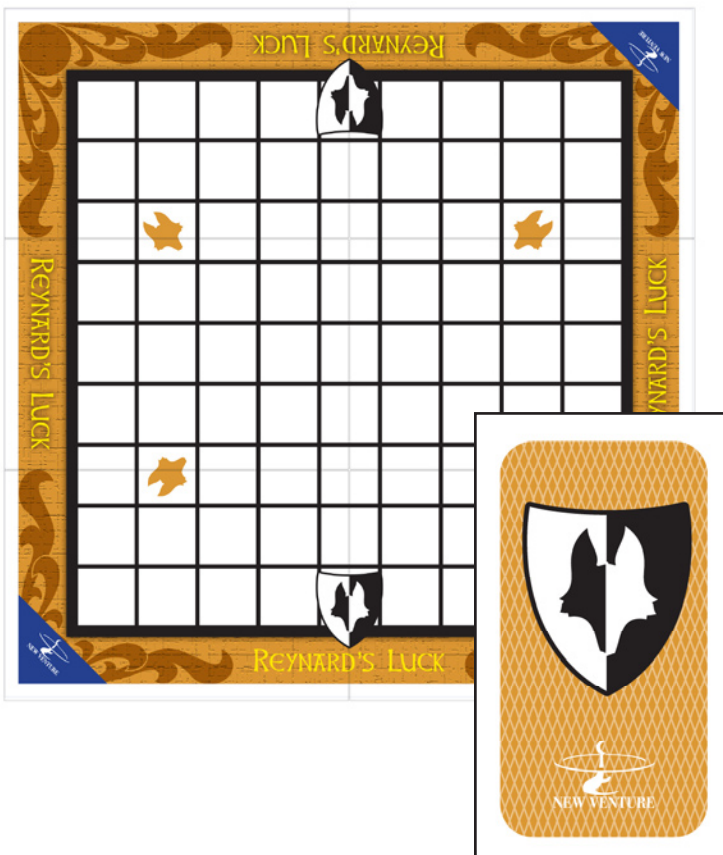
Card Game, Board Game, Dice Game... and Luck?

Type: Abstract Strategy
Ages: 10+

Players: Two
Duration: 15 - 30 minutes

Synopsis:

The players of Reynard's Luck engage in a competition of skill and luck. The roll of a die and the play of a card on each move heavily influences the subsequent strategy. Captured pieces become your own, and some can be weak or powerful... but then, you can't always be sure, can you?



Equipment & Features:

The game is played out on a board of 81 squares, two of which are marked with shields and four with fox heads. There are also 40 cards of varying values from 1 to 7, and a standard six-sided die.

In addition, each player has a set of 16 pieces (folded paper stand-ups in the prototype) which depict pieces with specific powers ranging from 1 to 6, plus some of undetermined value.



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The Rules:

The object of the game is to (A) occupy all four foxhead spaces for a complete turn or (B) eliminate all but three of your opponent's pieces (which would make it impossible for them to achieve goal "A").

Begin with pieces set in the pattern shown in the image below, BUT each player can set up his pieces in any arrangement of value within this formation. Shuffle the deck of 40 cards and deal four to each player. This hand of cards will be the source of modifiers for the power of the pieces on the board.

The pips on the pieces reflect their value when confronting an opponent's piece. The pieces with foxheads have a "natural" value of zero, but read on...

On each player's turn, he or she rolls a six-sided die. Any of his/her pieces can be moved in a straight line rank, file, or diagonal, UP TO the total of the pips on the die.

Capture is made as follows: When a piece threatens another, a declaration is made. For example, the player making the move will point at the pieces involved and say "This piece challenges that piece." A card is then played face down beside the board by each player.

Now the value of the pieces involved in the confrontation are revealed. IF one of the pieces is a "Fox", that player rolls the die to determine the piece's value during this confrontation. This is followed by flipping over the card played by each player. The total value of the piece is added to the total on the card played, and these are compared. The player with the higher total wins the confrontation; the loser's piece is removed from play. If the challenger wins, and wishes to, his/her piece MAY be moved onto the vacated space.

If the confrontation ends in a tie, neither player wins nor loses. The challenging player's turn is over; the die passes to the other player and the game continues.

Captured pieces are "Turncoats" and can be returned to play on the winner's side through the shield space on their side of the board. This can be done immediately after the capture when that space is vacant. Returning the piece into play on a subsequent turn is considered a full turn.

After each play of cards, both players draw to replenish their hands to four cards before the dice are rolled to move again.

