

## 1. Setup

Shuffle the Courtier Cards and deal them into a 3x3 grid. Shuffle the Palace Cards and place them next to the grid.

## 2. Objective

Complete as many Palace Cards as you can. Complete Palace Cards by matching the grid to the top-most Palace Card without running out of Dice rolls.

## Additional Rules

If you know you can't complete a Palace Card, move it to the Silent Hand Pile. Use the current Dice to help with the next Palace Card. (1-Player Rule)

At the start of the game, and any time a new Palace Card is shown, compare the new Card to the grid. If the Card already matches, turn it over. Both sides can't match the grid. (1 & 2 Player Rule)

### Custom Dice



Palace Cards

1-Player Rules

9 x Courtier Cards  
9 x Palace Cards

### Courtier Card Grid



Throne Pile



Silent Hand Pile

1-Player Rules

3 x Reference Cards  
2 x Custom Dice

## 3. Gameplay

Roll both Dice. The Dice show which TWO Courtier Cards you can move. You can re-roll on a double. Select one of the Dice and move a matching card to "take" another card on the grid. Move the card you take to the empty space. Now move a card that matches the second Die. You don't have to move any cards. Cards move like normal chess pieces, except all cards can jump other cards. See the Reference Cards for more information. You get six dice rolls per Palace Card. If you complete the Palace Card within the six moves, from the six Dice rolls, move the Palace Card to the Throne Pile, else, move it to the Silent Hand Pile. Continue until all Palace Cards have been moved to the Throne Pile or Silent Hand Pile. If your Throne Pile is larger than the Silent Hand Pile, you win. If not, you have failed to seize the Throne.

## 1. Setup

Shuffle the Courtier Cards and deal them into a 3x3 grid. Shuffle the Palace Cards and deal four to each player.

## 2. Objective

Be the first player to complete all of your Palace Cards. Complete Palace Cards by matching the grid to your top-most Palace Card.

## Additional 2-Player Rules

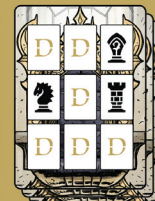
If you move a card to “take” the King and you don’t complete a Palace Card, you can take another turn. On this turn you don’t roll the Dice, you can ONLY choose the King. (2-Player Rule)

On your turn, you can’t “undo” the previous player’s move by moving the same two Courtier Cards back. (2-Player Rule)

### Custom Dice



### Courtier Card Grid



Player 1  
Palace  
Cards

Player 2  
Palace  
Cards

9 x Courtier Cards  
9 x Palace Cards

3 x Reference Cards  
2 x Custom Dice

2-Player Rules

2-Player Rules

## 3. Gameplay

Choose a starting player. On your turn, roll both Dice. The Dice show which Courtier Cards you can move. You can reroll on a double. Select ONE of the Dice and move the matching card to “take” another card on the grid. Move the card you take to the empty space. You don’t have to move a card. Cards move like normal chess pieces, except all cards can jump other cards. See the Reference Cards for more information. After moving the cards, if the grid matches your top-most Palace Card, you’ve completed the Palace Card.

Discard the completed card and take another turn. Otherwise, play moves to the next player. Continue until one player completes all their Palace Cards. If, on your turn, you complete your opponents top-most Palace Card, they can discard the card and take two turns.