

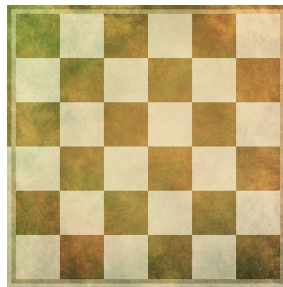


Prudh, The Gentlemen's Game

Beta Rules Version 1.6, 4/8/2024

Background: *Prudh* ("Prew") is a traditional game from the Old World. The name is a truncation of "Prudhomme," meaning "honorable man." It is known by many other names across Vinlant, including *Tika*, *Pugh*, *Pullet* (Poulet), *Tomío*, and *The Gentlemen's Game*.

Components: *Prudh* is played on a 6x6 board of alternating light and dark squares, with 36 identical stacking pieces. Note that a "stack" is defined as *one or more pieces in a space*.



Setup: Start with one piece on each space. One player owns the dark spaces, and the other owns the light. Choose a random player to go first. After that, alternate who goes first.

Note: Traditional Prudh boards bear a subtle indication of which side belongs to which player. For example, a thin white stripe along one edge, a small black dot, etc. The board shown above has a thin outline that is light on one side, and dark on the other.

On Each Turn: On your turn you must make a legal move, either a *slide* or a *run*, described below. If you have no legal move, the game is over.

Slide: A *slide* consolidates two of your stacks. Choose a space of your color with at least one piece on it. Move the piece(s) in a straight line *diagonally*, through any empty spaces, and into the first occupied space, combining those two stacks into one.

Note: You cannot make a slide unless it brings two stacks together.

Run: A *run* captures enemy pieces. Choose a space of your color with a stack of *at least two pieces* on it. Move that stack in a straight line *orthogonally*, dropping one piece onto every space as you go. If you have pieces left over at the edge of the board, return the extras to their starting space.

The event in each space depends on the color and content of that space:

- **Empty Space (of either color):** The new piece occupies the space.
- **Friendly Stack:** The new piece joins the stack.
- **Enemy Stack, *Smaller*:** If you drop a piece onto an opponent's stack that is *smaller* than the moving stack (that is, smaller than its original size), the enemy stack is *captured*. Remove all the pieces from the board, including the capturing piece, and set them aside. Captured pieces are worth one point each.
- **Enemy Stack, *Equal or Larger*:** If you drop a piece onto an enemy stack that is *equal to or larger than* the moving stack, the new piece joins the stack.

Note: You cannot make a run unless it will *capture at least one piece*.

Edge of Board, Variations: There are at least four regional variations for what happens when a run reaches the edge of the board:

- **Ordinary:** As described above, when a stack moves “off the board,” i.e., when there are more pieces in the stack than spaces in the run, the extras return to their starting space.
- **Traditional:** By the Florentine rules, when several pieces capture an enemy stack at the edge of the board, *all the pieces* are included in the capture.
- **Tika (“The Shell”):** By the rules of Ouesta, only *one* of the capturing pieces is removed, and the others remain on the space, becoming an enemy stack.
- **Tomío (“The Pit”):** The Grecan rules introduce a “pit,” which is a reserve outside the board. Stacks can move off the edge and off the board, with the extra pieces going into the *pit*. These pieces are awarded to the player who makes the last move (rather than the tallest stack, see below).

End of Game: The game ends when either player cannot make a legal move. The player who made the last move of the game scores a bonus, which is equal to their *tallest remaining stack*. The high score wins, with ties broken in favor of the player who *went second*.

You can learn more about the world of Vinlant in the [Library](#) at Crab Fragment Labs.

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