

Gambit

A Strategy Game about Bluffing

Equipment

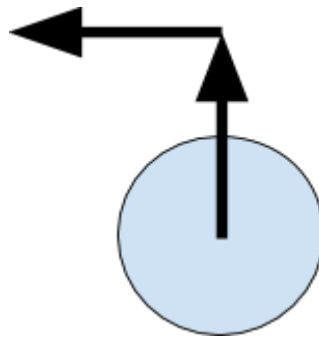
- 6x6 playing grid
- 12 tokens of two distinguishable teams, with each team having six unique pieces
 - We used two different colored disks with numbers

Setup

- Place each team in a line, filling the closest row to the player
- Assign powers to pieces based on the rules below

Gameplay

- On a player's turn, they can move any one piece 1 or 2 squares forward, backward, left, or right.



Example of a valid move

- Pieces cannot move through or finish on any other piece, unless otherwise specified.
- A player can treat any piece as if it has any power or combination of powers. When a player executes a move that requires a special power, it's up to their opponent to decide whether they are telling the truth or **BLUFFING**.
- If a player is accused of bluffing about a specific power, they must honestly declare whether or not their piece could have performed its last move and/or enforced its last action.
 - If the player was telling the truth, their opponent loses a piece of their choice and the special piece in question loses the power in question. The player may then select a new power from the same Power Type and assign it to any of their pieces. This power will overwrite the power of its type if that piece already has one. It is perfectly acceptable to reassign the same piece the same power if possible (see Assigning Powers below).
 - If the player was bluffing, they lose a piece of their choice.
- If a bluff call reveals the last move to be invalid, it must be undone.

Winning

- A player wins when three of their pieces occupy the far row, where his opponent starts.
- A player may also win automatically if the opponent loses four of their own pieces.

Powers

- Powers occupy two groups, Movement and Action
- When a move that is reactionary, such as Moat or Kamikaze is used, which piece is using its power must be declared.
- *Movement Powers*
 1. *Diagonal* - This piece can move up to two squares diagonally.
 2. *Ghost* - This piece can move through any other piece. It cannot end its turn in the same space as another piece. It can finish its moves in moats.
 3. *Sidewinder* - This piece can move from the far left side of the board to the far right side of the board in one move, and vice versa.
 4. *Bulldozer* - This piece can push one adjacent piece (player or opponent) one square in a cardinal direction in line with the Bulldozer. If the Bulldozer's power is being used, it may only move one square during its turn. The space the other piece is being pushed into must be empty, and the Bulldozer ends up in the space previously occupied by the pushed piece. The Bulldozer may push pieces into spaces protected by a Moat (though the Bulldozer itself may not move naturally into a Moat).
- *Action Powers*
 1. *Moat* - No opponent's piece can finish its moves in any of the eight tiles adjacent to this piece. This does not apply to Ghost pieces or ally pieces. A moat may move within range of opponent pieces normally. If an opponent moves within range of the moat, the player may declare that the piece is a moat, which causes the opponent to re-make their move if accepted or if a bluff check one the moat is lost.
 2. *Sitting* - If this piece finishes its move on another piece, that piece cannot move until this piece has moved off. It can sit on a Moat piece as long as it validly moves onto it (note that the powers of any piece being sat on are not diminished; a moat that is sat on still protects the area around it). A piece that is sat on no longer counts towards either player's win unless the sitter moves. Stacks of sitters (sitter upon sitter upon...) are permitted. If a sitter's ability is revoked while they are sitting upon another piece, they are not required to move off.
 3. *Kamikaze* - If this piece is sat on, the sitting piece is removed from the board and this piece converts to a normal piece. A piece may be assigned to kamikaze while it is sat on, but the opponent sitter is not affected until it moves off and back on.
 4. *Detective* - Instead of moving a piece, a player can use their Detective piece to definitively learn the power(s) assigned to any one piece currently in the 8 squares adjacent to it.

Assigning Powers

- Any piece can have at most 1 Movement Power and 1 Action Power.

- Powers are assigned secretly; your opponent should not know what powers are assigned to which of the player's pieces.
- Each team gets four powers to be distributed among their six pieces as they choose.
- Powers are received one of two ways:
 - Selecting two unique Move and two unique Action powers.
 - Rolling two dice for Movement Powers and two dice for Action Powers. 5 and 6 are wild.
 - If a player rolls two Moat Powers, that player must completely re-roll.
- When re-assigning a Power as a reward for telling the truth, select the same number of Powers as the questioned piece in the same manner the initial four pieces were chosen. These new Powers may be assigned to any piece.

Optional Advanced Modes

- Change the number of pieces/powers
- Player Powers
 - Every time a player moves a piece into scoring position, they attain a Player Power, either chosen or randomly assigned by rolling a die (5 and 6 are wild). Powers received must be announced.
 - Using a Player Power takes up a full turn.
 - *Sensei* - Player may transfer any number of named powers from one of their pieces to another. Bluff checks apply.
 - *Magician* - A player may swap places with any opponent piece.
 - *Juggernaut* - After the game has ended, this player may choose to make one more move to invalidate a win.
 - *Witch Doctor* - In lieu of a bluff check, a player may swap the Powers of one of their pieces with the displayed Powers of the last opponent piece moved. The Witch Doctor can only swap legitimately held Powers. If the opponent was bluffing the Power swapped, the swap is still valid. Exchanged Powers become legitimate. Swapped Powers of the same type override held Powers.

- Alternate boards/setups:

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