

🇬🇧 RULES

King Gygès' ring makes its wearer invisible. Use the rings on the board well, and your opponent won't see you coming. Jump from space to space to reach their throne.

Components

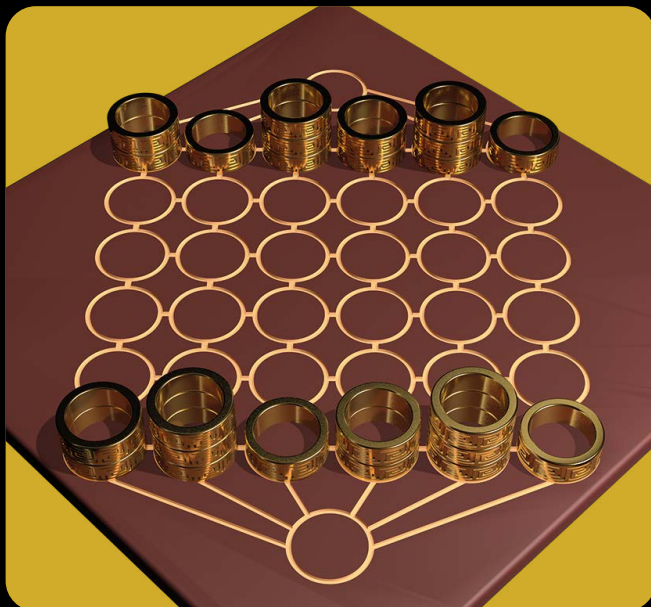
- 1 wooden board with 38 spaces linked by connectors, including 2 throne spaces.
- 12 metal rings: 4 single, 4 double, 4 triple (all the same colour).

Goal of the game

Capture your opponent's throne by landing a ring there.

Setup

1. Set up the board so you're facing each other and each sitting behind a throne space.
2. Each player takes 2 single, 2 double, and 2 triple rings.
3. Place 1 of your rings in each of the 6 spaces on your starting line (the line closest to you on the board, in front of your throne space), in any configuration you like.



Example starting position.

Decide which player is "North" and which is "South". South is the first player.

How to play

On your turn, you must move 1 of the rings closest to you on the board.

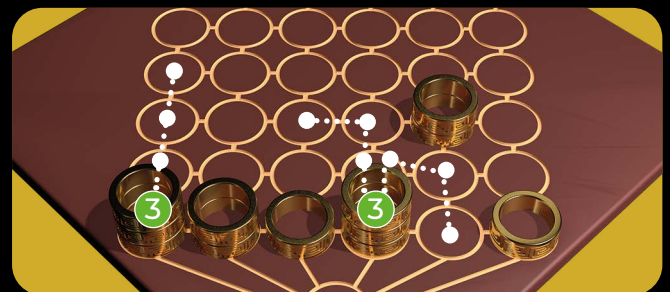
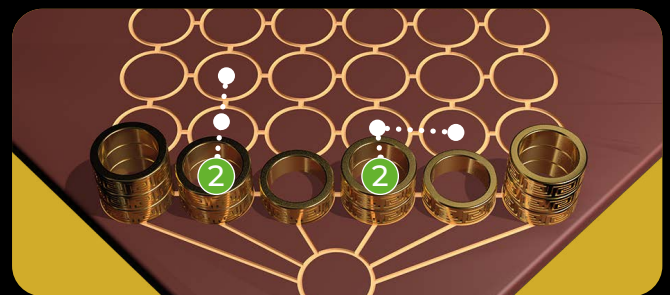
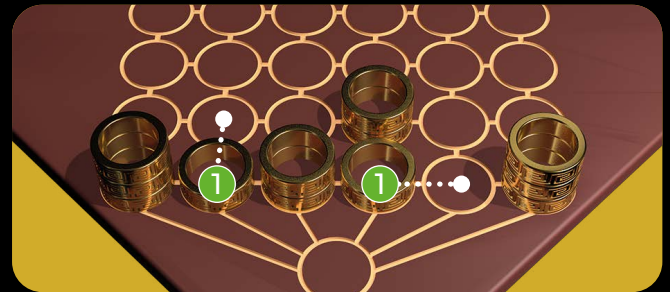
This means you can only move the rings on your starting line at the beginning of the game.

Once your starting line is empty, you can play rings from the next line.

When both your starting and second lines are empty, you can play a ring from your third line, and so on.

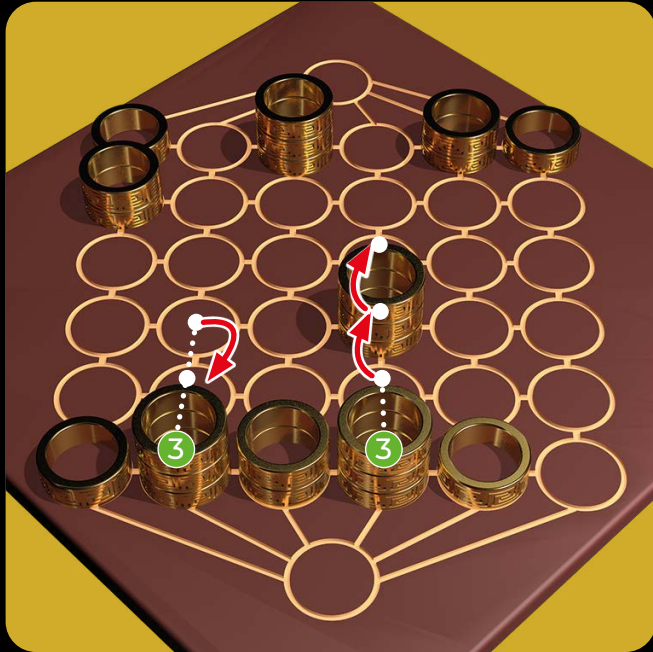
Playing a ring

Move your chosen ring either right, left, forwards, or backwards, following the connectors. The number of spaces it can move is equal to its height. If you're moving your ring multiple spaces, it doesn't have to go in a straight line. Just make sure you're following the connectors on the board.



Example moves from your starting line.

You can't move through an occupied space, or take the same connector more than once.



You can't make either of the 2 moves indicated by the red arrows.

If your ring lands on an empty space at the end of your move, your turn ends.

If it lands on an occupied space at the end of your move, you have 2 options:

■ **Option 1: jump off** the occupied space, moving a number of spaces equal to the height of the ring you landed on, i.e., 1, 2, or 3 extra spaces. If your ring lands on another occupied space at the end of this new move, you can jump off again.



Example turn including jumps.

You might manage to jump all the way across the board and reach your opponent's throne.



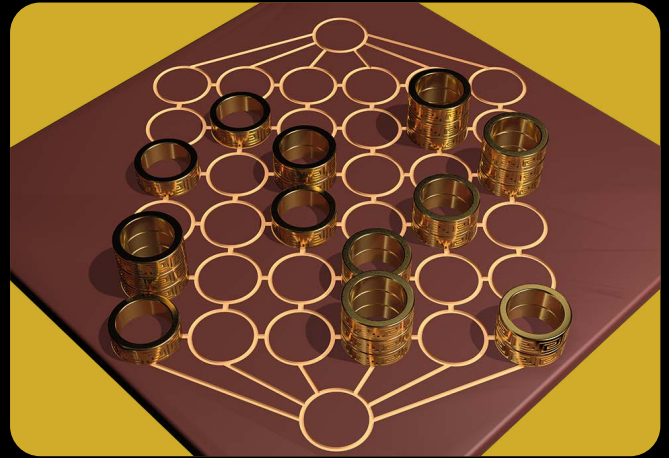
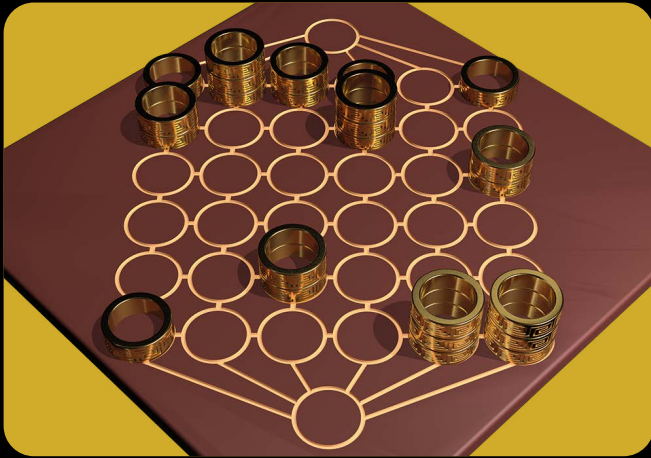
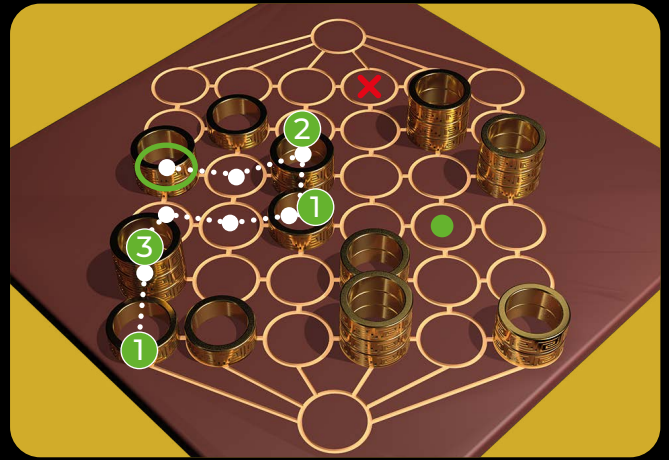
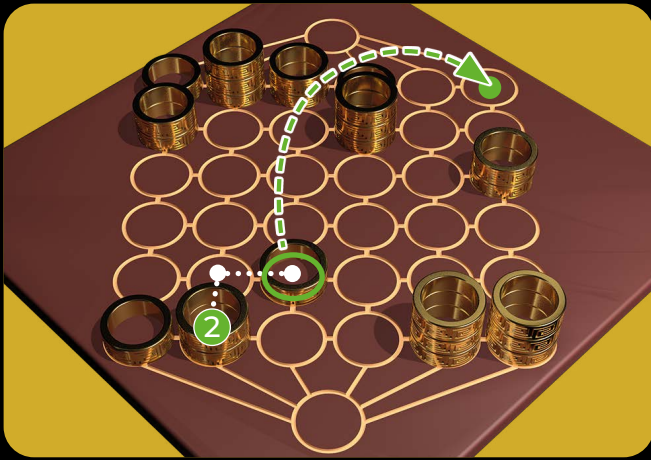
Example turn with jumps all the way to your opponent's throne.

Note: if you move a ring all the way across the board, your opponent may be able to play it.



South has moved a single ring behind the line closest to North. North must now move that ring on their next turn.

■ **Option 2: bump and reposition** the ring you've landed on: move it to an empty space, and leave the ring you were initially playing in its place. You can't reposition a ring to a space behind the line of rings closest to your opponent.



South moves a double ring and lands on a single ring. They bump it, leaving the double ring in its place. They reposition the single ring on the line farthest from them for a direct attack on their opponent's eastern flank.

South jumps to the circled space and bumps the double ring occupying it. The green dot shows 1 of the spaces they could reposition it to. The red cross is an example of a space that's out of bounds, because it's behind the line closest to North.

Special cases

1. You can move back into a space you've already moved through on your turn, so long as you take a different connector each time. Check the Starter Manual for more information.
2. In the unlikely event that you can't play any of the rings on your starting line, you can play 1 from the next line.



End of the game

If you end the **entirety** of your move on your opponent's throne space, you win the game.

Variant: GAME OF KINGS

When you seize your opponent's throne, they must reposition your winning ring elsewhere on the board, following normal repositioning rules.

This repositioning does not count as a turn. You must now take another turn.

You must capture your opponent's throne 3 times in order to win the game.

If you need to level the playing field, you can apply a handicap: the more experienced player must seize their opponent's throne 3 times, and the less experienced player only once or twice.