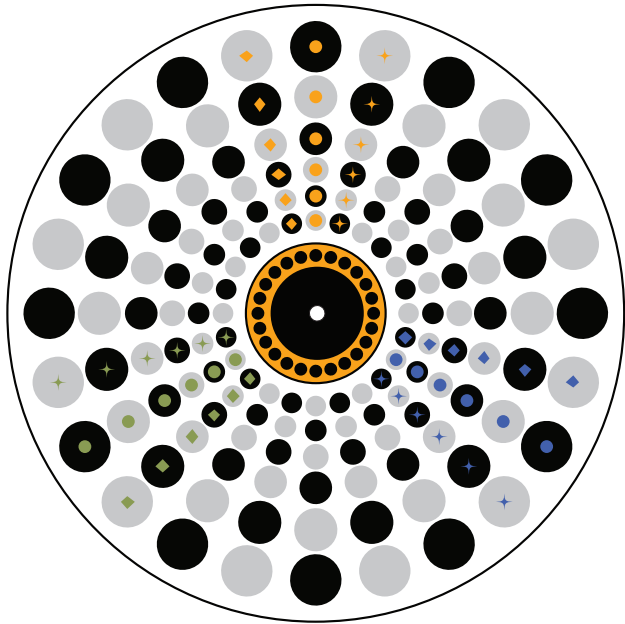


Starting positions



Players start with their pieces lined up into three columns, one for each type of piece, Faith, Reason, Fear, all moving in from the outside edge. Play begins after players negotiate who moves first.

Movement

With the exception of Reason, pieces cannot jump over other pieces. One's own pieces cannot be passed if they are in the line of movement, and a friendly piece can never replace another friendly piece. Enemy pieces can be "captured" by appropriate pieces as stated above. When a piece is captured, the attacking piece replaces the enemy piece on its circle. The captured piece is thus removed from the game and may not be returned to play for the remainder of the game.

- Faith pieces move any number of vacant circles in any diagonal direction. Note that Faith pieces never change from their starting circle color.
- *For Three Players:* Reason pieces move three circles and turn once, for example over two up one. Its move is not blocked by other pieces, i.e. it leaps to the new circle. Note that every time a Reason piece moves, it changes circle color.
- *For Two Players:* Reason pieces move five circles and can turn twice in any direction. Its move is not blocked by other pieces, i.e. it leaps to the new circle. Note that every time a Reason piece moves, it changes circle color.
- Fear pieces move any number of vacant circles around the board or towards the inside and outside edges.

Capturing Pieces

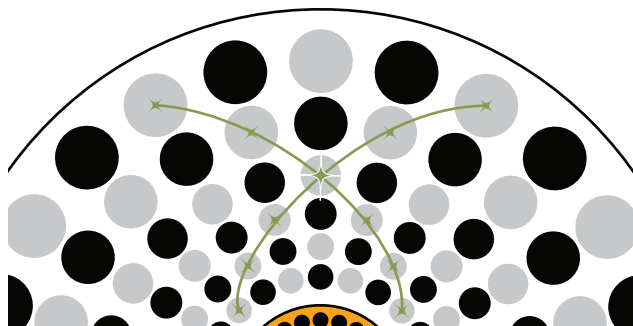
Faith pieces can capture Fear pieces
Reason pieces can capture Faith pieces
Fear pieces can capture Reason pieces

Winning and Losing

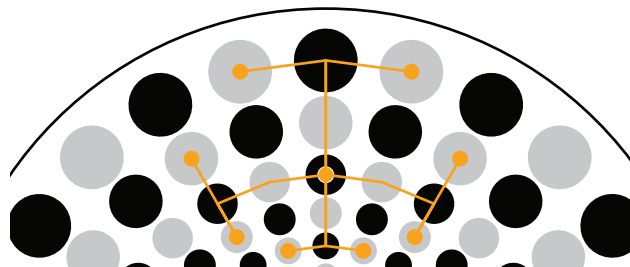
You have won when you capture two types of your opponents pieces, i.e. capture fear pieces and reason pieces, leaving them only with faith.

You have lost and can no longer play when you have one type of piece, i.e. you are left only with fear. Any pieces that are left will remain on the board until someone has won.

Faith



Reason 3 player



Fear

