



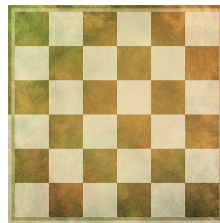
Crab Fragment Labs

# Prudh, The Gentlemen's Game

Beta Rules Version 1.5, 2/20/2024

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

**Components:** *Prudh* is played on a 6x6 board of alternating light and dark squares, with 36 identical pieces. It is convenient if these pieces can stack, but this is not strictly necessary. Note that a "stack" in this game is defined as *one or more pieces in a space*.



**Setup:** Start with one piece on each space. One player controls the dark spaces, and the other controls 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.*

**On Each Turn:** On your turn you must make a legal move, either a *slide* or a *run*, described below. If you cannot make a move, the game is over.

**Slide:** A *slide* consolidates two of your stacks. Choose a space of your color with at least one piece. Move the piece(s) in a straight line *diagonally*, through any empty spaces, 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*. Move that stack in a straight line *orthogonally*, dropping one piece onto every space as you go. If you reach the edge of the board with more than one piece, return any extras to their starting space.

The result in each space depends on the color and contents of that space:

- **Empty Space (of either color):** The 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 in the space, including the capturing piece. 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 three 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 extra pieces return to their original space. (It is also acceptable to leave those pieces in the space, and move only the pieces required by the run.)
- **Traditional:** By the older 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.

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

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