Untitled Movement Game
A token movement game for 2 or 4 players

Setup
1. Shuffle the deck of navigation cards and hand 3 cards to each player to form their hand. Each player places their hand face-up in front of them. Your hand must remain visible throughout the game.
2. Place all four of each players' tokens off the edge of the board closest to them.
3. Each player chooses the starting point for the first token of the opponent across from them. That is, the player opposite you determines the starting position for you and vice-versa; the same applies to the players to your left and right. Each player then places their first token on the selected space.
4. Roll the die to determine who goes first (highest roll goes first).

Starting Spaces
- In order to introduce a new token to the board (other than the first token decided by your opponent), you must roll a 3 on the die (see below).
- Each side of the board has 4 open spaces. They are indicated as *starting spaces* with a circle inside the space. The player closest to that side of the board may only introduce new tokens to the board onto one of those spaces, if any are available.
- Players may only introduce tokens onto the board using *one of the four starting spaces* directly in front of them. That is, you may *only* place new tokens onto one of the four starting spaces along the border of the field closest to you. You may not introduce a new token using any other player's starting spaces. If no starting spaces are available to you, you cannot introduce new tokens.
- The goal of the game is to move all of your tokens into the starting spaces of the opponent directly across from you. That is, you must fill all four of the starting spaces of the player opposite you and vice-versa; the same applies to the players to your left and right.

On Your Turn
1. Choose:
    a. Roll the die to navigate
       -OR-
    b. Discard your entire hand
2. If you roll:
    a. The number on the die determines how many moves you can use that turn.
    b. You may use one of your navigation cards to move one of your pieces in the direction the navigation card points *up to the number of spaces indicated on the die*. That is, if you roll a 2, you may choose to only move 1 space. When you do so, discard the appropriate navigation card and move the token of your choice.
    c. If, after moving, you have any more moves remaining (for example, if you rolled a 3 and only moved one space, you have two moves remaining) you may choose another navigation card to move *either* the same token you just moved *or* another token you have on the board. You may also choose to forgo any remaining moves.
    d. Note that you are not required to move any tokens if you do not choose to. If you choose not to move any of your tokens after rolling, you must discard 1 (and only 1) of your navigation cards.
    e. On a 3, choose:
        i. Place a new token on the board on an available starting space
           -OR-
        ii. Move per above
3. If you discard your hand:
    a. Discard all 3 cards in your hand.
4. At the end of your turn, draw cards to bring your hand back up to 3 cards. Remember, you must use or discard at least 1 card each turn.
5. Play passes to the next player clockwise.

Movement Caveats

- Tokens may "hop" over each other but may *not* occupy the same space as another token when they have finished moving. This only includes a single card's movement: for example, you cannot use a **forward** navigation card to move a token forward 1 space into another token's space, then use a **right** navigation card to move it right 1 space out of that token's space. You can use a single navigation card to move a token two spaces (if you have the movement available): once into another token's space, then once back out in the same direction.
- Tokens may only move along open spaces and may not step into or cross over closed spaces (indicated by a darker color). Tokens may move diagonally through two closed spaces, provided there are valid open spaces on either side.
- Tokens may occupy any available space (excluding starting spaces of the players to the left and right). However, once they have reached the opposite end of the board (eg. their destination on your opponent's starting space), they may no longer be moved.

Example Movement Turns

1. You roll a 1. You choose to use one **left** navigation card to move one of your tokens 1 space to your left. At the end of your turn, you draw 1 card to replace the card you used.
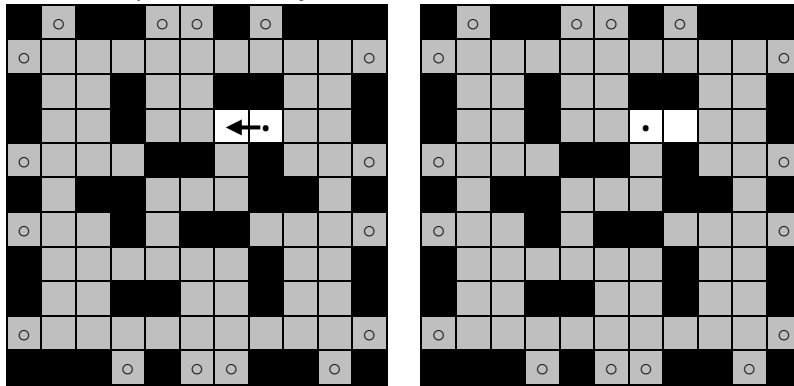
2. The player across from you rolls a 3. They choose to use one **forward-right** navigation card to move one of their tokens 2 spaces forward and to the right. They then choose to use another **forward-right** card to move a *different* one of their tokens 1 space forward and to the right. At the end of their turn, they draw 2 cards to replace the cards they used.
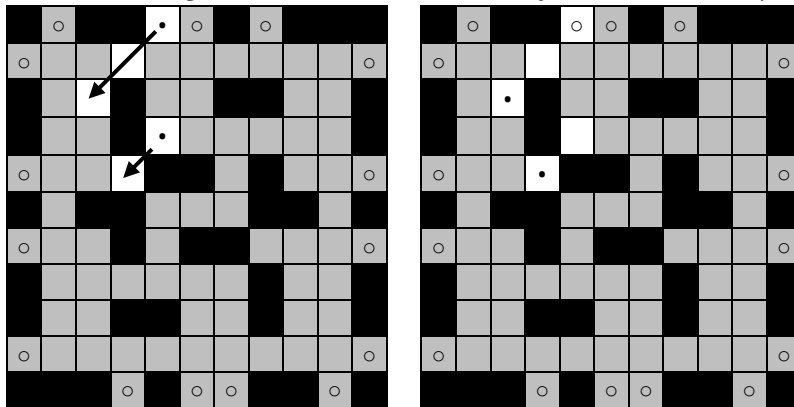
3. The player to your right rolls a 3. They choose to use one **forward** navigation card and move one of their tokens forward by 1 space. They then choose to use one **left** navigation card to move that same token left by 1 space. They choose to forgo their last move. At the end of their turn, they draw 2 cards to replace the cards they used.
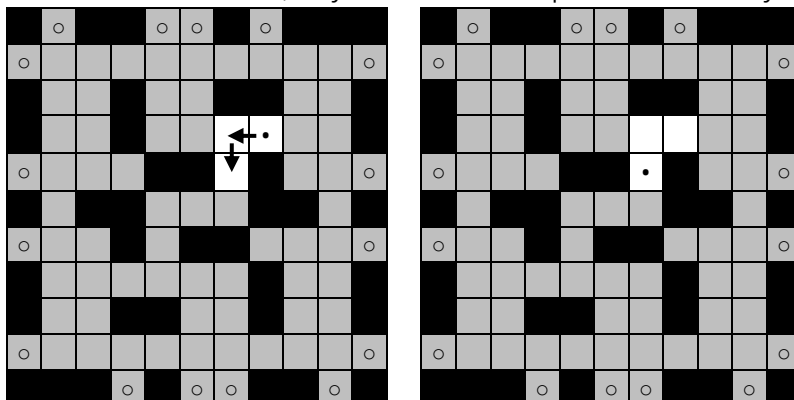
Ending the Game
Once one player has successfully moved all four of their tokens into the starting spaces of the opponent directly across from them, the game ends and that player is the winner.

In the Box
- 50 Navigation cards
    - 10 **left** cards
    - 10 **right** cards
    - 10 **forward** cards
    - 5 **forward-right** cards
    - 5 **forward-left** cards
    - 4 **backward** cards
    - 3 **backward-right** cards
    - 3 **backward-left** cards
- 4 playing boards
    - 2 horizontally symmetrical boards
    - 1 rotationally symmetrical board
    - 1 asymmetrical board
- 16 player tokens
    - 4 red tokens
    - 4 blue tokens
    - 4 white tokens
    - 4 black tokens
- Instruction pamphlet

Playing the PnP Version of the Game
This game was originally designed to be a "print-and-play" game—that is, you can print the game at home and play without any special pieces, cards, or dice. Included at the end of the PnP document is one of the horizontally symmetrical boards that can be printed on a regular sheet of US Letter paper and used to play the game. The following modifications can be made to play without any special parts:

- A regular six-sided die (also known as a "d6") can be used in place of the d3. Simply subtract 3 from any number above 3; that is, 4 becomes a 1, 5 becomes a 2, and 6 becomes a 3.
- A standard deck of 52 playing cards may be used in place of the regular movement deck, using the following conversion:
    - Number cards (2-10) become cardinal direction movement cards based on their suit:
        - Spades become **forward** cards
        - Diamonds become **right** cards
        - Clubs become **left** cards
        - Hearts become **backward** cards (remove 6 Hearts cards, so only 3 remain in the deck)
    - Face cards (J, Q, K) and Aces become ordinal direction movement cards based on their face:
        - Aces become **forward-right** cards
        - Jacks become **forward-left** cards
        - Queens become **backward-right** cards (remove 2 Queens, so only 2 remain in the deck)
        - Kings become **backward-left** cards (remove 2 Kings, so only 2 remain in the deck)
- Anything you can think of can be used as tokens. Coins, bits of paper, tokens from other games, etc. As long as you can tell which tokens belong to what player, there is no limit! (During playtesting, we used differently-colored meeples.)

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