|  |  |  |
| --- | --- | --- |
| 0ID | Desc | Pre |
| G0 | King Guard  |10>  *You may only attack the king, if there is someone attacking the guard.*  ***INTRODUCE SWORD***  ***INTRODUCE INTERFACE***  Sword |  |
| G1 | King Guard  |11> + |10>  *There are now two parallel worlds, we could be in either.  Best to play safe and be sure you’re not being attacked.  We won’t worry about this guard, he’s expendible.* ***INTRODUCE PARALLELISM***  Sword |  |
| S0  IN | King Cat 1 Cat 2  |000> + |110> + |101> + |111>  *There may or may not be someone attacking you. If they’re attacking you,*  *they’re attacking at least one of your cats too.*  *Your scouts allow you to check if a character is alive or dead before doing other actions.* ***INTRODUCE SCOUT***  Sword, Scout | G |
| S1 | King Cat 1 Enemy  |001> + |100>  *After a night out, you regret playing a game of quantum Russian roulette with one of your nobles.   Get out of this mess and make sure the noble pays for this.* |  |
| ID | Desc | Pre |
| H0 | King Enemy  (|0> + |1>) \* (|0> + |1>)  *There may or may not be an ambush on each of you.* ***INTRODUCE H*** *(but not properly)*  Sword, Scout, H | S |
| H1 | King Enemy 1 Enemy 2   |  |  |  |  | | --- | --- | --- | --- | | 12.5% | 12.5% | 25% |  | | 12.5% | -12.5% |  | 25% |   ***MORE PLAYING WITH H***  Sword, Scout, H |  |
| H2 | King Enemy  |01> + |10>  ***BASIC DISENTANGLEMENT***  *Another game of Quantum Russian Roulette...*  Sword, Scout, H |  |
| H3 | Son 1 Son 2 Son 3  |001> + |010> + |100> + |111>  ***MORE DISENTANGLEMENT***Sword, Scout, H |  |
|  |  |  |

|  |  |  |
| --- | --- | --- |
| ID | Desc | Pre |
| O0 | King Oracle (Brain) Enemy  |0000> + |1011>  *There is an oracle, but they always lie.*  Sword, Scout, H, Consult (Brain:False) | H |
| O1 IN | King Oracle 1 (Brain 1) Oracle 2 (Brain 2)  |00000> + |10001> + |10100> + |00101>  *If the oracles agree, the king is safe.*  Sword, Scout, H, Consult (B:1) |  |
|  | King Oracle 1 (Brain 1) (Brain 2) Enemy  |00000> + |10100> + |00011> + |10111>]  *When the oracle is put to the sword it tells you about your enemy. When the oracle is safe, it tells you about yourself.* |  |
|  |  |  |
| ODJ  IN | King Once-Oracle (Brain 1)  |000> + |101>  *If the oracle changes their answer when in danger, the king is in danger. You may only ask the oracle once.* Sword, Scout, H, Consult | HARD |
|  |  |  |

|  |  |  |
| --- | --- | --- |
| ID | Desc | Pre |
| A0 |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |