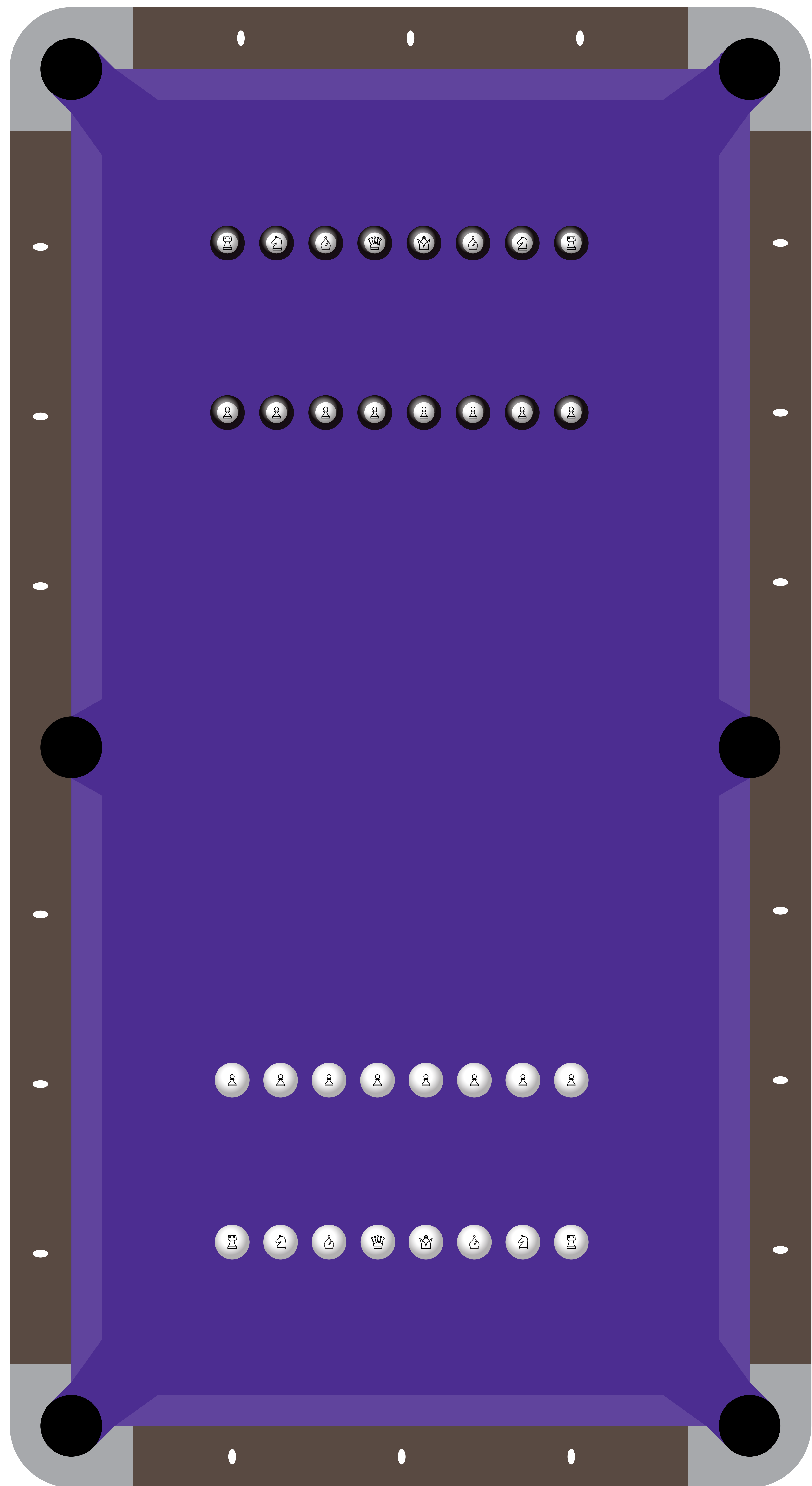
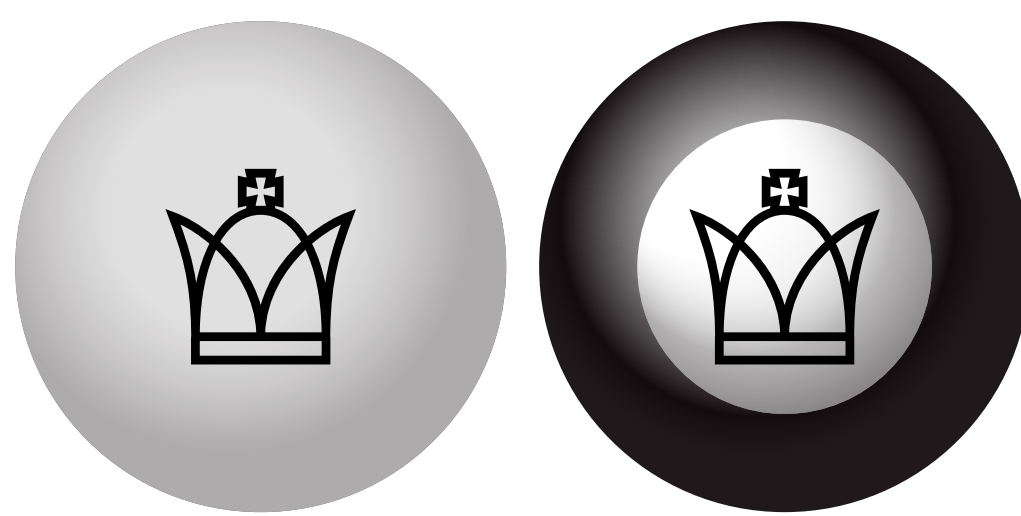


the KING'S TABLE



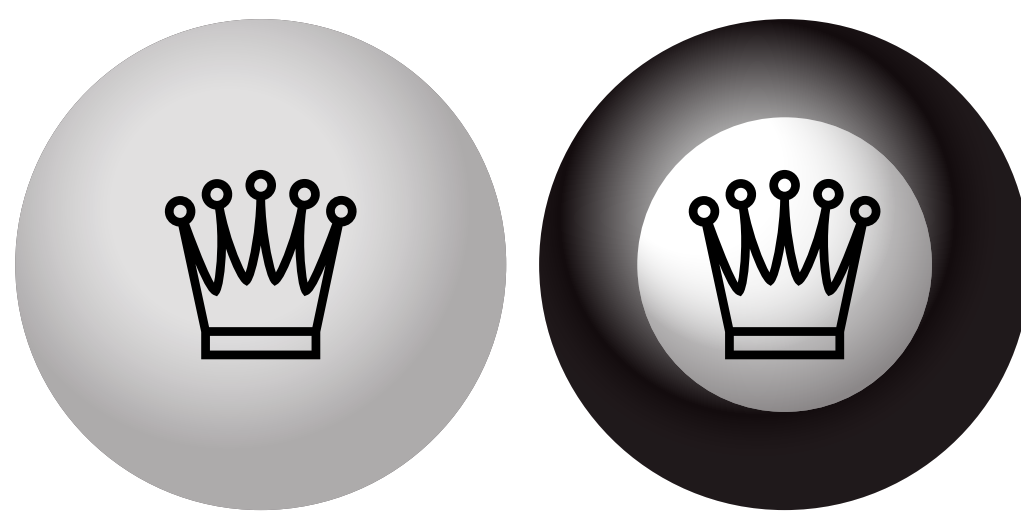
the KING



Protect at all cost. The game is lost once the King falls.
ABILITIES: May utilize rails.

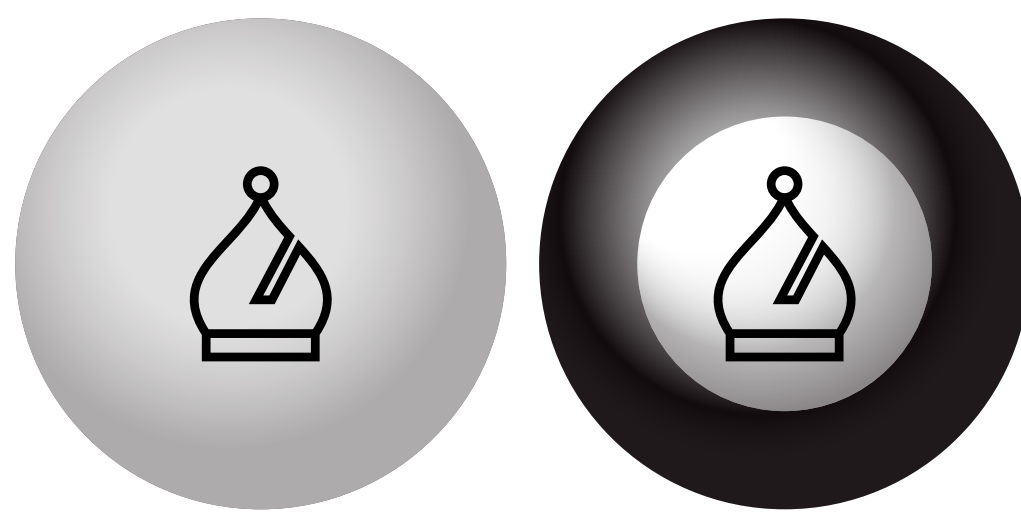
RESTRICTIONS: May only be used for offense when no other pieces remain.

the QUEEN



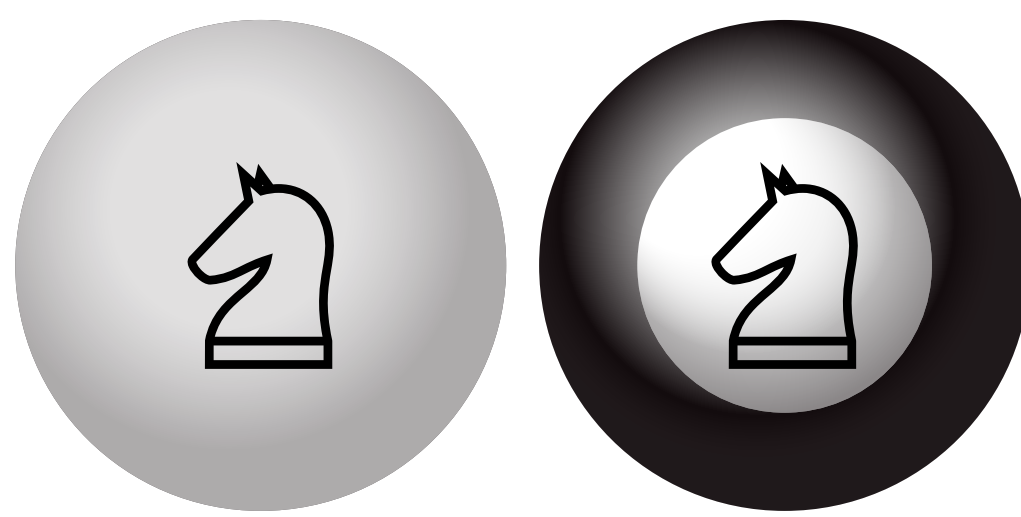
Most deadly piece on the board. The Queen may remove multiple pieces from play in a single turn.
ABILITIES: May be moved again if target piece falls.
May utilize rails.

the BISHOP



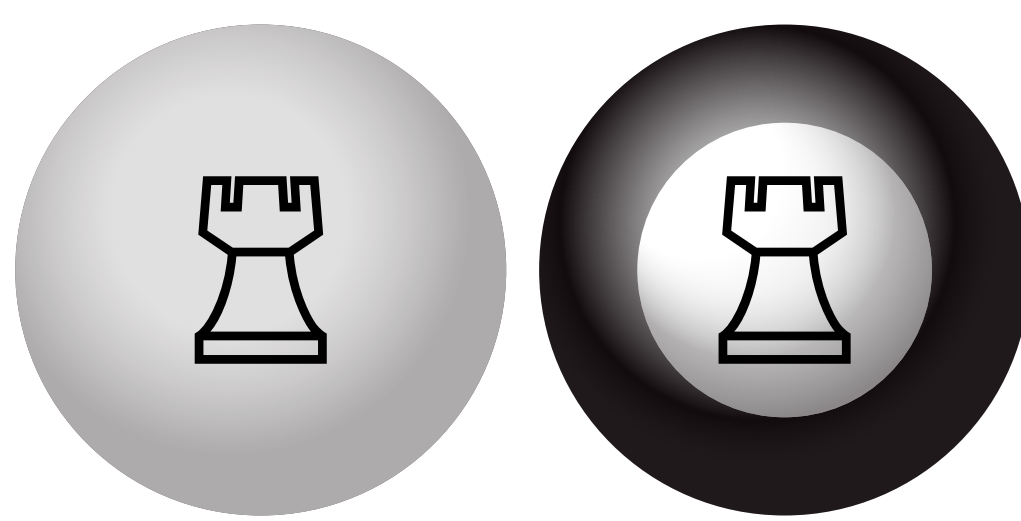
Stuck in his ways. The Bishop takes a fair amount of skill to master.
RESTRICTIONS: Must strike a rail or owner's piece before making contact with an opposing piece.

the KNIGHT



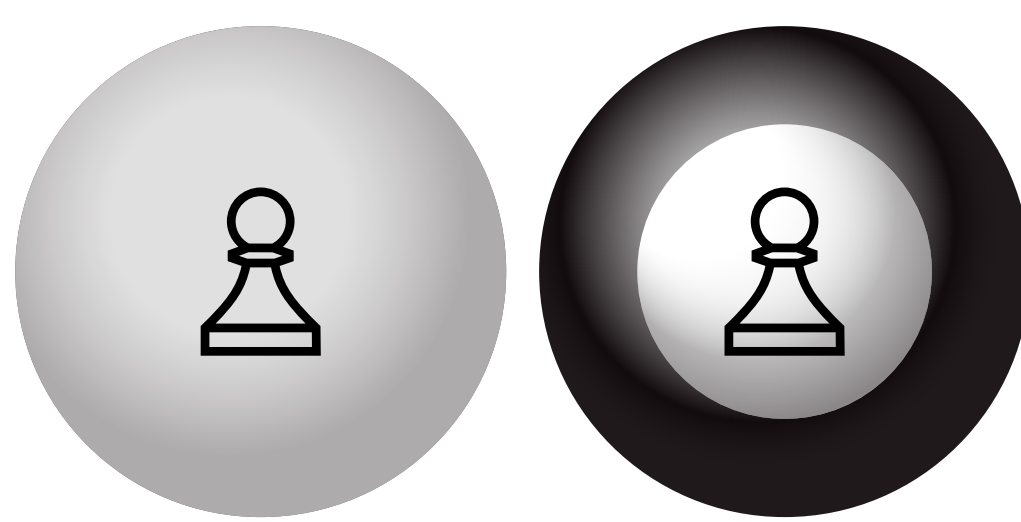
Goes where no other piece can. Uncontainable the Knight can move around the table at will.
ABILITIES: May be jumped over other pieces.
May be put in hand and placed anywhere on the table. This action completes the turn.
RESTRICTIONS: May not utilize rails or strike other pieces in combination.

the ROOK



Blunt and straight forward. The Rook takes little strategy to use.
ABILITIES: May strike any piece in combination.
Castling. Switch places with the King at any time, but only once per game.
RESTRICTIONS: May not strike a rail before another piece.

the PAWN



A loyal obstacle. The Pawn stands in the way of the opposition's advances.
ABILITIES: May utilize rails and be struck by other pieces in combination.
Promotion of a Pawn. After a successful combination a pawn can be switched for a fallen piece.
RESTRICTIONS: May only be moved directly once and only forward from its starting position.