



## Knave's Out 0.0.6

A modern war game played with classic game pieces.

2+ Players

You probably already have the game pieces

Don't like a rule? Send a pull request

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# Introduction

## Prelude

Man seeks power. Gaining power over others deemed lesser than themselves gives them an unadulterated thrill. But one can only gain so much power by themselves. As the lords of the land learn there is even more power to be had working together to control the pawns, these knaves gain even more infallable self images. Land, slaves, taxes, kingdoms, and eventually war, all become the unquenchable thirst of man.

Once a kingdom is established, the court that rule need more. Domination of the entire known world is the true goal. Then one can be considered... a god? Becoming the god of all men is the ultimate power. Someone must have it!

## The Game

Knives Out pits each player against each other to dominate the world the Dominatri.

## The Pieces

Knives Out was created using existing classic games combined in a new modern way. When the apocalypse comes, you will be glad you have a copy of these rules.

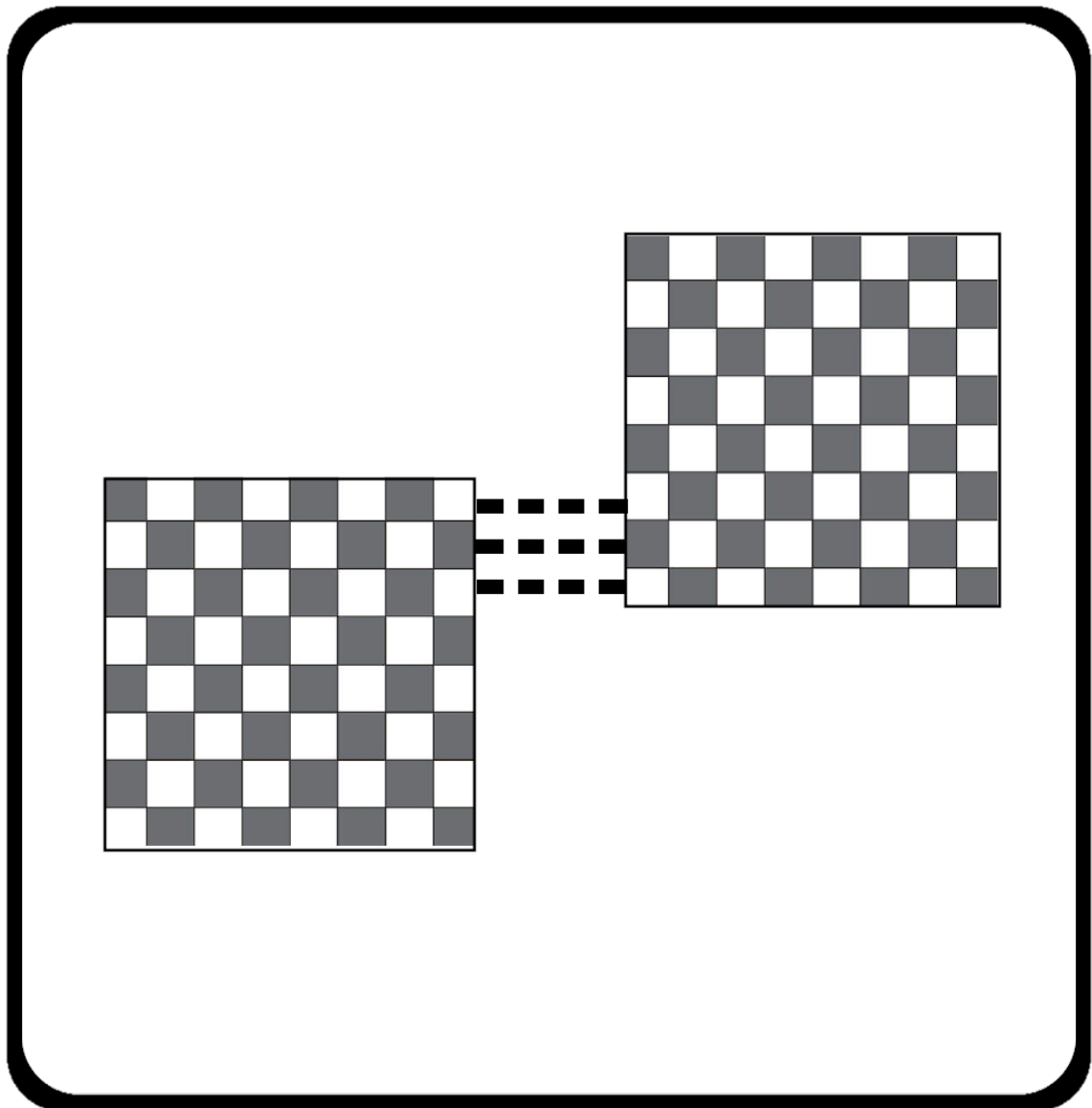
## The Games

- Craps Dice(5 six sided)
- French Playing Cards
- Checkers
- Chess

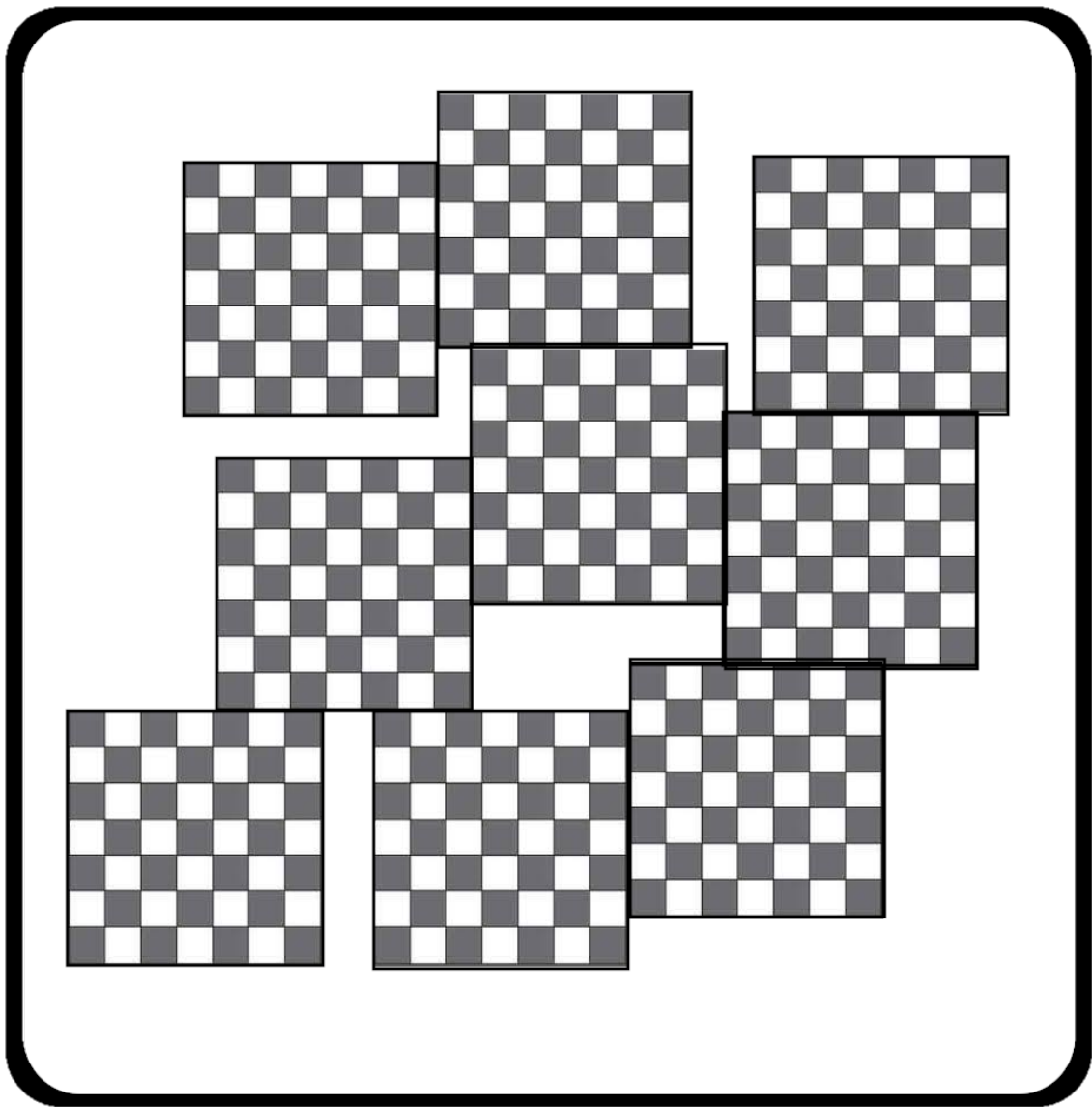
## Rules

### Setup

1. Each player must have a copy of all 4 games and have all game pieces accounted for before playing. Each player is encouraged to bring unique pieces to the game to help distinguish players and to show off their personalities.
2. All players roll all 5 dice. Highest total goes first. Ties need to be settled between the tied players however they decide.
3. To create the world of Dominatri, each player begins to place a Checkers/Chess board on the table, clockwise unless south of the equator. If in space or on a planetary body other than Earth, always go counter clockwise.
4. As players place each board, at least 3 squares must be adjacent to another board(s) already placed on the table.



Align boards to allow 3 squares to touch



Example 8 player world of Dominatri.

5. Players continue to place the white king building 4 black checkers under it.
6. Each player should shuffle their personal deck of cards.
7. Highest player takes the first turn.

## Turn

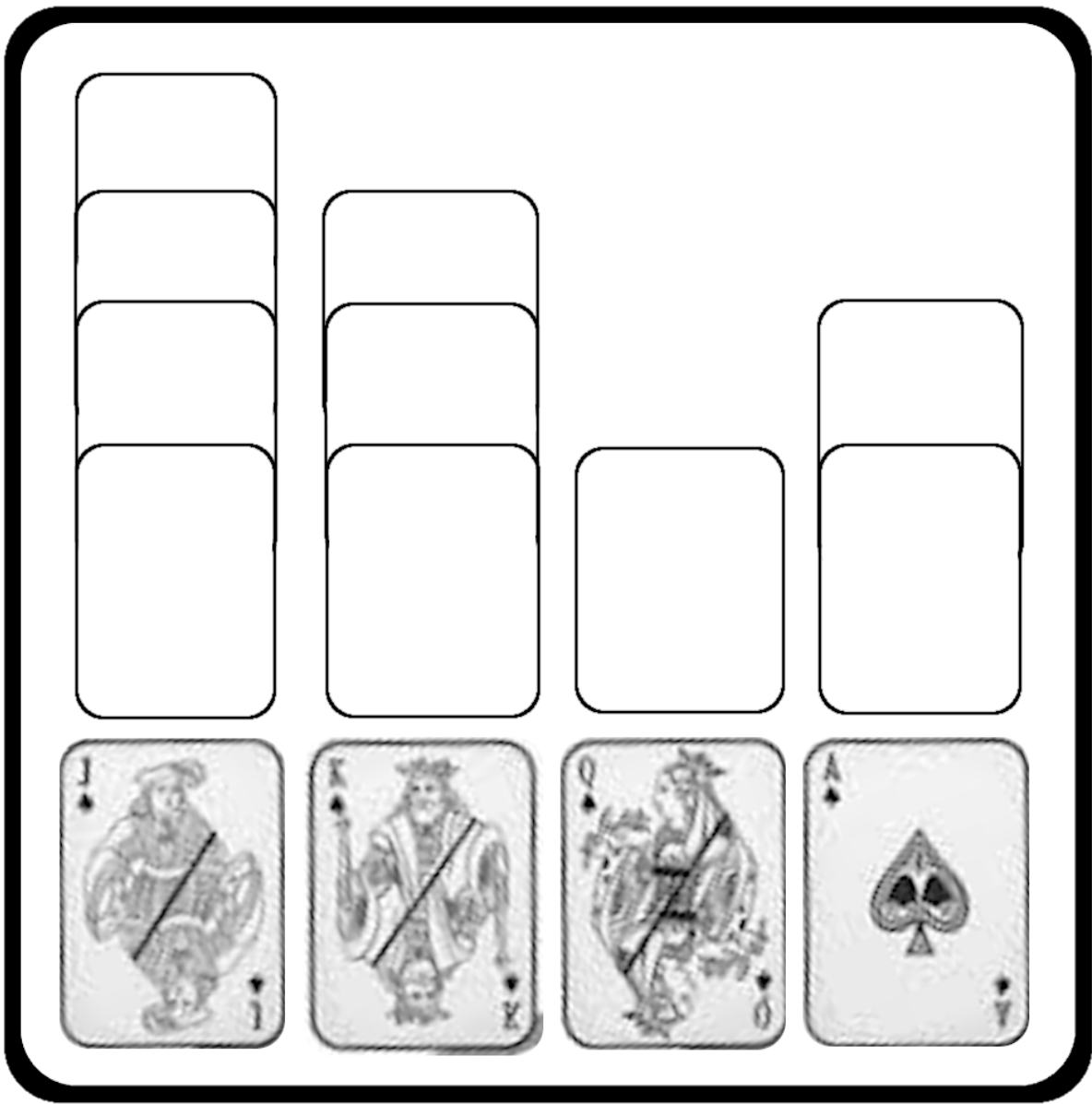
Each player takes a turn following the same order described in setup.

### Basic Rules of a Turn

1. Draw up to 10 cards in hands.
2. Play any cards from hand face up on towers.
3. Take any of the following 3 steps in any order.
  - Take 1 allowed action
  - Move pawns
  - Attack
4. If over 10 cards in hand, discard extra cards.
5. If 10 cards in hand and no cards played this turn, you may discard hand.

## Courts

There are 4 towers of cards on the table in front of each player. Each tower is built on key cards. The basics of building towers is selecting a court to rule the kingdom. A court consists of a Knave(Jack), a Queen, and a King card. Depending on the combination of the court, different allowable actions are available to the player and the main strategy of Knaves Out.



Typical play area layout.

**Knave**

Knaves are the founding fathers of kingdoms. They are the first to power, then they gather and build everything around them more and more. When building a court, a player can only place a jack card face up as their first card. This becomes the foundation to the first tower.

**Basic Knave Actions**

Cost	Action	Effect
2 cards	All Hail	Appoint King is no king
2 cards	Collect Tax	Search deck and place next card for each tower, shuffle

Cost	Action	Effect
4 cards	Build	Place a building
4 cards	Fortify	Place a checker under building

## Queen

Queens are the face of the kingdom. Beautiful and regal yet manipulative and cunning.

### Basic Queen Actions

Cost	Action	Effect
2 cards	Poison	Find a new King
2 cards	Charm	Move an enemy pawn
4 cards	Off with der head	Deal Damage to enemy chess piece next to any owned chess piece
8 cards	Sway	Stop enemy attacks until next turn

## King

The most powerful man in all the kingdom.

### Basic King Actions

Cost	Action	Effect
2 cards	Marry	Place a queen if unmarried
2 cards	Knight	add checker under pawn
4 cards	Feast	Next action taken is 2 cheaper
8 cards	Majesty	Target kingdom loses turn

## Court Type

Depending on the makeup of the court's suite and/or color, so once all 3 cards are placed, the court acquires a *court type*.

### Black Court

A black court is a nefarious group of dark souls using magic and evil to expand its power.

Possible **Black Courts**:

- Jack of Clubs, Queen of Clubs, King of Spades
- Jack of Clubs, Queen of Spades, King of Spades
- Jack of Clubs, Queen of Spades, King of Clubs
- Jack of Spades, Queen of Clubs, King of Spades
- Jack of Spades, Queen of Spades, King of Clubs
- Jack of Spades, Queen of Clubs, King of Clubs

Cost	Action	Effect
1 each	Raise Dead	If black bishop building in play, raise 1 black unpawn
1 each	Blacksails	Any pawns can becoming seafaring during this turn
2 each	Taint	Building becomes tainted, replace with black chess piece

Cost	Action	Effect
4 each	Boister Undead	add checker under each black unpawn
King full tower	Lich King	King is now lich, all king actions cost half as less

## Red Court

The red court is hotheaded bunch. They move with haste throwing caution to the wind.

Possible **Red Courts**:

- Jack of Diamonds, Queen of Diamonds, King of Hearts
- Jack of Diamonds, Queen of Hearts, King of Hearts
- Jack of Diamonds, Queen of Hearts, King of Diamonds
- Jack of Hearts, Queen of Diamonds, King of Hearts
- Jack of Hearts, Queen of Hearts, King of Diamonds
- Jack of Hearts, Queen of Diamonds, King of Diamonds

Cost	Action	Effect
1 each	Rush	All pawns move double this turn
1 each	Seabreeze	Any pawns can becoming seafaring during this turn
4 each	Frenzied	Until start of next turn all pawns are <a href="#">frenzied</a>

## Spade Court

The spade court is determined to dominate. They execute with the guidance of unseen servants from the great beyond leading them to victory.

Possible **Spade Courts**:

- Jack of Spades, Queen of Spades, King of Spades

Cost	Action	Effect
1 each	Unseen Servant	Search for 2 cards, put in play
1 each	Wild Surge	Move a building like a pawn
4 each	Force of will	Target tower is flipped face down
full knave tower	Motorhead	Place the <a href="#">Ace of Spades</a>

## Club Court

The club court runs on fate. They consider themselves the chosen ones, so a roll of the die should always be in their favor.

Possible **Club Courts**:

- Jack of Clubs, Queen of Clubs, King of Clubs

Cost	Action	Effect
free	Luck	Reroll any 1's
1 each	Wind of Change	Discard hand, draw 10, play any
4 each	Roll w/ Punches	All 6's add attack die up to 5 max

## Diamond Court

The diamond court considers their kingdom invincible.

Possible **Diamond Courts**:

- Jack of Diamonds, Queen of Diamonds, King of Diamonds

Cost	Action	Effect
free	Castle	Once per game, swap location of king building with a rook building
1 each	Shield Wall	Pawns can only be hit by 6 on attack dice until next turn
full queen tower	Ice Queen	Place the <a href="#">Ace of Spades</a> .

## Heart Court

The heart court overflows with spirit. Courageousness and willpower spew from their very being.

Possible **Heart Courts**:

- Jack of Hearts, Queen of Hearts, King of Hearts

Cost	Action	Effect
free	Lionheart	reroll 1 die roll per turn
1 each	Insight	Until next turn, move one attacking enemy 1 square
1 any	Parlay	Stop any one combat roll before start of next turn

## Chaos Court

The chaos court doesn't care if it wins. This group of rulers are so busy clashing with each other they barely get anything done.

Possible **Chaos Courts**:

- Jack of Diamonds, Queen of Clubs, King of Hearts
- Jack of Diamonds, Queen of Clubs, King of Spades
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- Jack of Diamonds, Queen of Diamonds, King of Spades
- Jack of Diamonds, Queen of Diamonds, King of Hearts
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- Jack of Clubs, Queen of Diamonds, King of Hearts
- Jack of Clubs, Queen of Diamonds, King of Spades
- Jack of Clubs, Queen of Hearts, King of Diamonds
- Jack of Clubs, Queen of Hearts, King of Spades
- Jack of Clubs, Queen of Spades, King of Diamonds
- Jack of Clubs, Queen of Spades, King of Hearts
- Jack of Clubs, Queen of Hearts, King of Hearts
- Jack of Clubs, Queen of Spades, King of Spades
- Jack of Clubs, Queen of Diamonds, King of Diamonds
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- Jack of Spades, Queen of Spades, King of Hearts
- Jack of Spades, Queen of Hearts, King of Clubs
- Jack of Spades, Queen of Hearts, King of Diamonds
- Jack of Spades, Queen of Spades, King of Hearts
- Jack of Spades, Queen of Clubs, King of Hearts
- Jack of Spades, Queen of Diamonds, King of Hearts

Cost	Action	Effect
free	Infighting	move a partial stack of a tower to another tower
1 any	Failed Plan	Move any pawn next to any owned building
1 each	Conspire	Add +1 attack die to last attack

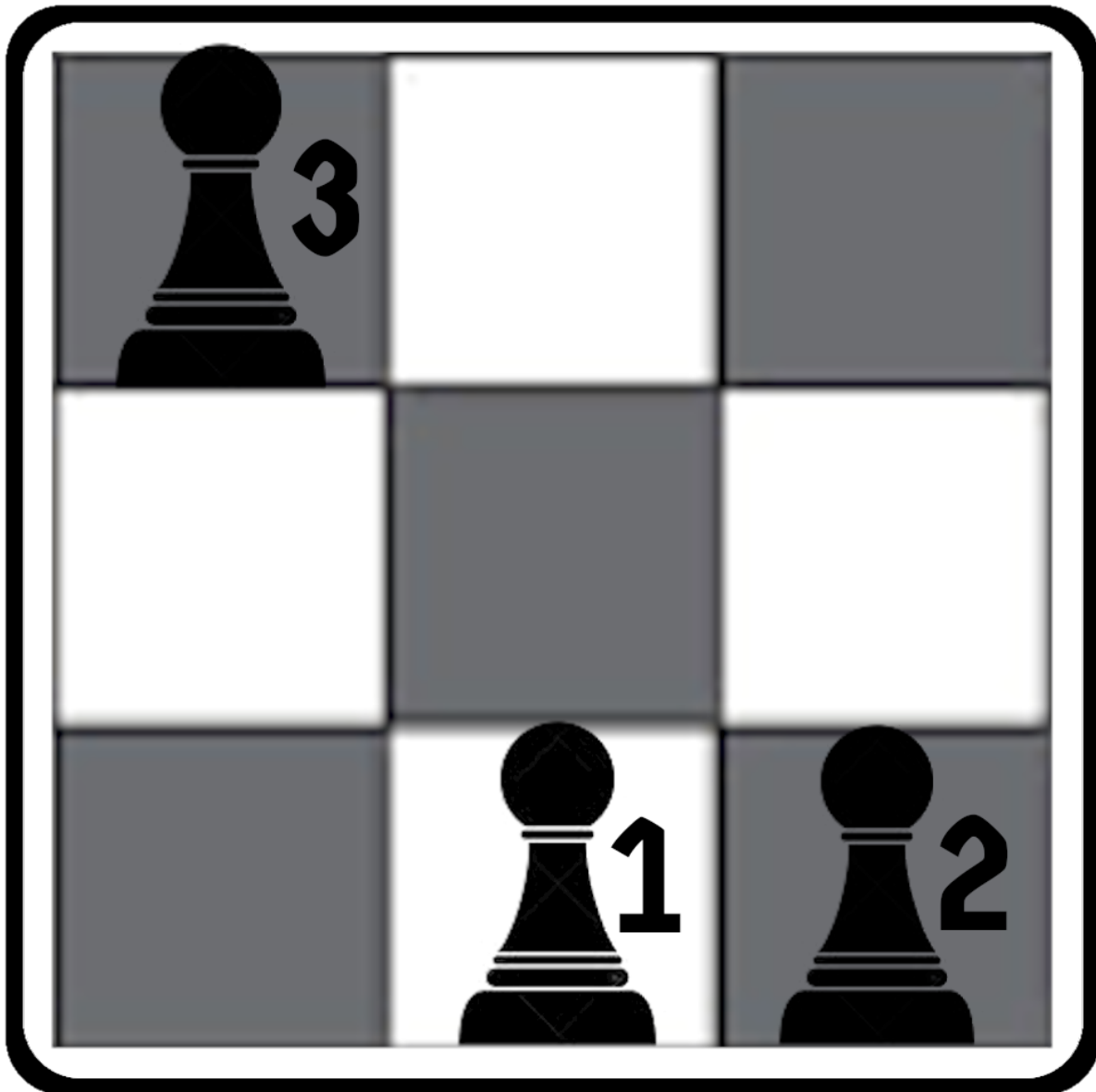
## Playing Cards

As players are allowed to place cards face up, they must place them in order A, 2-10, J, Q, K, above each of the corresponding court cards and/or the Ace of Spades.

## Pawns

Pawns are the soldiers of the kingdom. Each pawn represents a collection of military might that a kingdom owns.

A pawn can attack other adjacent or diagonal chess pieces on the board(s), including their own if you desired.



Chess pieces must touch to attack. 1 and 2 can attack each other but 3 cannot.

Each pawn can attack with 1 die at a time. To successfully attack a pawn must roll 5-6 on a six sided die.

A pawn can be boistered with various ways in the game. When boistered, a pawn could have up to 4 checker pieces under it.

Each checker gives the pawn +1 extra attack dice up to a max of 5 attack dice.

A pawn can move 1 space per turn in any direction, adjacent or diagonal.

Each checker gives the pawn +1 extra space it can move per turn.

If a pawn dies, remove it from the board.

You can never have more than 8 black pawns and 8 white pawns in play at once.

## **Movement**

Pawns can move any direction. They can move a number of spaces equal to the checkers under them plus one.

If a pawn can go to sea, he can move to the sea in 1 movement, but cannot return to land until next turn.

When a pawn returns to land, they can choose any space on the map next to the sea.=

## Ace of Spades

This is special court card can only be played under special circumstances.

This card unlocks the ancient relics quests.

This also speeds up the player. Draw 2 cards, play 2 cards, play 2 actions. But all pawns and buildings can be hit on a 3-6 die roll.

## Ice Queen

Draw 2 cards, play 1 cards, play 1 actions and buildings must be hit twice an attack to take damage.

## Building

There are eight buildings. Each building can take 1 damage before being destroyed. If a building is destroyed, remove from the board.

When a building is built, a white pawn appears to help defend the kingdom next to any owned building.

When a building is built. It must be placed next to an existing building, adjacent or diagonal.

A building may only have a max of 4 checkers.

## Tainted Building

This building has be tainted by the corruption of man or the unholy.

All white pawns act as 1 less their strength next to a tainted building. Minimum strength of 1

All black pawns spawned next to a tainted building gain a max of extra checker.

## Checker

Checkers are used a indicators of improvement.

A checker under a pawn means it has an extra damage dice, and extra movement, and an extra hit point.

A checker under a building means it has an extra hit point

Black checkers for buildings, max 12 deployed.

Red checkers for pawns, max 12 deployed.

## Frenzied

A frenzied pawn gets to attack attackers first, move 1 square, and 1 extra attack die.

## Joker Card

Play this card to search the deck for any card that can be played and play it. Leave the Joker card under the card.

If the joker is under a card in a tower, then the tower is **with joker**.

If the joker is under a court card, the card is now tainted.

Tainted Effects:

Card	Effect
Knave	<b>All Hail</b> costs 3
Knave	All new buildings are now tainted
Queen	<b>Poison</b> Roll 6 sided die, rolling 1 causes king with switch the cup, queen dies

## **Winning**

### **Last Man Standing**

If all other players are defeated and you are alive, you win.

### **Gather 3 Ancient Relics**

After playing the Ace of Spades, Players can quest to gather the 3 ancient relics scattered across the map.

When at a relic location, attack the darkness, if successful, relic is acquired.

#### **Relic Locations**

- Farthest corner of a board away from your king building.
- Closest empty red square to the closest enemy king building.
- At sea.

### **Almightly**

If every card is in play, you win!

### **Defeat**

If your white king building is destroyed, you are defeated.

## Basic Knave Actions

Cost	Action	Effect
2 cards	All Hail	Appoint King is no king
2 cards	Collect Tax	Search deck and place next card for each tower, shuffle
4 cards	Build	Place a building
4 cards	Fortify	Place a checker under building

## Basic Queen Actions

Cost	Action	Effect
2 cards	Poison	Find a new King
2 cards	Charm	Move an enemy pawn
4 cards	Off with der head	Deal Damage to enemy chess piece next to any owned chess piece
8 cards	Sway	Stop enemy attacks until next turn

## Basic King Actions

Cost	Action	Effect
2 cards	Marry	Place a queen if unmarried
2 cards	Knight	add checker under pawn
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8 cards	Majesty	Target kingdom loses turn

## Black Actions

Cost	Action	Effect
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1 each	Blacksails	Any pawns can becoming seafaring during this turn
2 each	Taint	Building becomes tainted, replace with black chess piece
4 each	Boister Undead	add checker under each black unpawn
King full tower	Lich King	King is now lich, all king actions cost half as less

## Red Actions

Cost	Action	Effect
1 each	Rush	All pawns move double this turn
1 each	Seabreeze	Any pawns can becoming seafaring during this turn
4 each	Frenzied	Until start of next turn all pawns are <a href="#">frenzied</a>

## Spade Actions

Cost	Action	Effect
1 each	Unseen Servant	Search for 2 cards, put in play
1 each	Wild Surge	Move a building like a pawn
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Cost	Action	Effect
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## Diamond Actions

Cost	Action	Effect
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## Heart Actions

Cost	Action	Effect
free	Lionheart	reroll 1 die roll per turn
1 each	Insight	Until next turn, move one attacking enemy 1 square
1 any	Parlay	Stop any one combat roll before start of next turn

## Chaos Actions

Cost	Action	Effect
free	Infighting	move a partial stack of a tower to another tower
1 any	Failed Plan	Move any pawn next to any owned building
1 each	Conspire	Add +1 attack die to last attack

## Ace of Spades Actions

Cost	Action	Effect
2 cards	Upper Hand	4-6 succeeds on next set of rolls

## **Appendix**

### **Terms**

#### **Adjacent**

Two pieces on the board(s) with touching squares.

#### **Tower**

An area above any of the court cards in which a player places cards face up in order from lowest to highest(aces low). These cards are the currency in which actions are paid. These cards must be flipped face down when spent.



## **0.0.6**

- Switched to pure.css, Started customizing layout for mobile, web, print

## **0.0.5**

- Simplified wording on draw rule

## **0.0.4**

- Full text search

## **0.0.3**

- Added seafaring to black/red courts

## **0.0.2**

- Moved from 7 card hand limit to 10
- Always draw up to 10 card hand, helps with pacing
- Wrote building rules
- Made sweeping changes to actions after first few playtests
- Moved all rules from appendix to rules section
- Added changelog
- Completely rethought the most common court, chaos.
- Added written joker rules from playtesting

## **TODO**

- More taint rules for joker
- More playtesting for board game mechanics
- Finish seafaring

## **0.0.1**

- Initial rule set

## **TODO**

- Finish the damn game

