

RamboPawn Rules

RamboPawn is:

Chess... turned into an action movie... turned into a Vertical scrolling shooter... turned into a SOLO card game!

Objective:

You play RamboPawn – the pawn with allegiance to no King. To win, you must capture all 4 Royalty – the Black King and Queen and the White King and Queen and thus put a stop to wars.

Because you know that only the leaders are at fault, your score is based on how many captured pieces you have “spent” in this quest – the lower the score the better (since that means that fewer soldiers have been killed in the process).

You Will Also Need:

A pen and paper to write down scoring and a marker to show your location on the playing field. Once you are familiar with the game, you might not need the marker to remember your location.

RamboPawn Rules

Game Setup:

Gather the cards together into 3 “Future” piles: Waves 1, 2, and 3 (note the backs of these cards will be Waves 4, 5, and FINAL so face up/down is important in this game). Shuffle each Future pile. Start dealing cards out from the Wave 1 Future pile. Cards are always dealt to the table from right to left starting in the lower right. Deal out 16 cards in 4 rows of 4 cards.

This image shows the order of putting down the cards to make the Playfield.

RamboPawn starts with no cards in hand, so there must be a Pawn, SuperPawn, or blank space in the bottom row or RamboPawn immediately dies – reshuffle and try again.



RamboPawn Rules

How To Play (3):

When the last card of the FINAL wave is placed on the Playfield, take all the Wave 1 cards from the Past pile, shuffle them, put them as the Future pile and start dealing from that pile – going through all the waves again and again until RamboPawn wins or dies.

Special Abilities: The SuperPawn, SuperKnight, SuperBishop, and SuperRook all have additional movement abilities described on the card. To use the Special Ability, the card must be spent. If moving with the Special Ability takes RamboPawn to a non-empty space, then the card’s Attack points are also used to attack the piece there.

Capturing: To attack, the player must spend cards so that the number of Attack points used is equal to or exceed the piece’s Defend points.

Winning Through Intimidation: If the player has in hand the Super version of a piece (SuperKnight, SuperBishop, SuperRook) then a regular version of that piece can be captured at no cost.

RamboPawn Rules

Terminology:

The Playfield: A 4x4 grid of cards that RamboPawn traverses. As he moves UP the playfield, the bottom row of cards is removed and placed in a “Past” pile and new cards are dealt from the “Future” pile onto the top row. At the start of the game, RamboPawn is off the bottom of the Playfield. Once he moves onto the playfield he must stay on the Playfield and keep moving up until he wins or dies.

Waves: There are 6 waves: 1, 2, 3, 4, 5, and FINAL. Each wave is more difficult than the previous. When the “Future” pile of the current wave is used up, start taking cards from the “Future” pile of the next wave.



RamboPawn Rules

How To Play:

RamboPawn normally moves like a Pawn in Chess. He can move one square straight forward to an empty square OR he can attack diagonally one square forward to the right or left.

In order to attack a piece, the player must spend enough Attack points from the cards in their hand to equal or exceed the Defend score of the piece. Pawns and SuperPawns have a Defend score of 0, so they can always be captured.

Winning Through Intimidation: If the player has in hand the Super version of a piece (SuperKnight, SuperBishop, SuperRook) then a regular version of that piece can be captured at no cost.

At the start of the game, RamboPawn is at any position on the row below the bottom of the Playfield and must move onto the Playfield by moving straight forward to an empty square or diagonally taking a Pawn or SuperPawn. If that is not possible, RamboPawn immediately dies – reshuffle and try again.

RamboPawn Rules

How To Play (4):

When a card is captured, it goes into the Player’s hand. Now the Player has that card’s Attack points and Special Abilities to call upon and use further down the Playfield.

RamboPawn dies if he cannot move or capture a piece, so the player must always be thinking several moves ahead.

To Win the player must capture all 4 Royalty – the Black King and Queen and the White King and Queen. Keep cycling through all the wave, restarting at Wave 1 after going through FINAL wave.

The Score is calculated by adding up all the Spent card counts from each time the cards are Recycled. The lower the score the better.

GOOD LUCK!
- Eric Shefferman

RamboPawn Rules

Example Card:

Shown here is the SuperKnight card.

The Defend number is how many Attack points must be spent to capture the card.

When the player has captured the card, they hold it in their hand until they spend it. The card can be spent to be used as the number of Attack points shown. The card can be spent to use its Special Ability as shown on the card. When using the Special Ability, the Attack points can also be used. When the card is spent it is placed in the Spent cards pile.

The total number of cards spent in the game is added up to get the final score (lower is better).



RamboPawn Rules

How To Play (2):

When RamboPawn has moved UP off the bottom row, the row(s) below him are removed from the Playfield and placed in the Past pile, and new cards are dealt from the Future pile on to the Playfield (dealing new rows from right to left).

When the Future pile of a wave runs out of cards, start taking cards from the Future pile of the next wave.

When the Wave 3 Future pile runs out of cards, take from the Past pile all the Past Wave 1 cards, flip them over and shuffle them, they now become the Wave 4 Future pile.

When the Wave 4 Future pile runs out of cards, take from the Past pile all the Past Wave 2 cards, flip them over and shuffle them, they now become the Wave 5 Future pile.

When the first card from the FINAL wave is placed on the Playfield you “Recycle”: immediately count the number of Spent cards and add this number to the Score. Put the Spent cards into the Past pile.

RamboPawn Credits

RamboPawn Prototype
created by Eric Shefferman
Game Design: Eric Shefferman
Clipart: openclipart.org

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For more information and a development blog see RamboPawn.com

You’ll find the story of where the RamboPawn idea came from, art experiments and development, game development, and nifty things like T-shirts and other merch!
And a free PnP!

