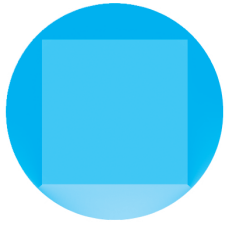


socialists vs CAPITALISTS

(for the many or the few?)



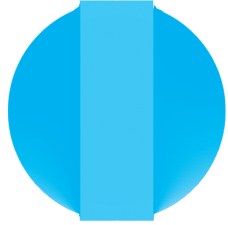
THE CAPITALISTS



THE BANKER



THE FINANCIER



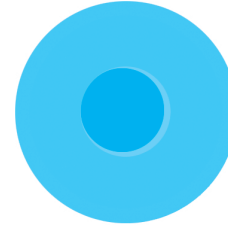
THE ARISTOCRAT



THE TYCOON



THE MONARCHESS



THE LANDOWNER



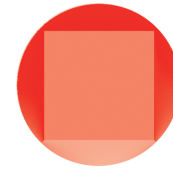
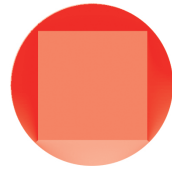
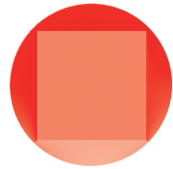
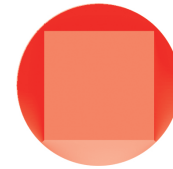
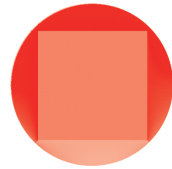
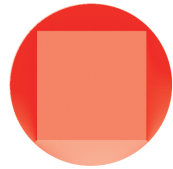
THE INDUSTRIALIST



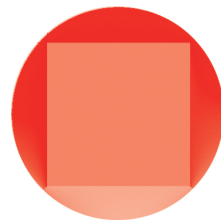
THE BOURGEOISIE

(THE CAPITALISTS CAN BE PLACED IN ANY ORDER)

the socialists



the proletariat



the first secretary

socialists vs CAPITALISTS

(for the many or the few?)

the socialists

from 1–4 rows of the proletariat (depending on how difficult you want the game to be)
all pieces are equal
the first secretary (comes into play when the condition is met)

THE CAPITALISTS

A single row of individual pieces

THE BANKER THE FINANCIER THE ARISTOCRAT THE TYCOON THE MONARCHESS THE LANDOWNER THE INDUSTRIALIST THE BOURGEOISIE

THE RULES

There is no check/checkmate, all pieces can be taken

the socialists: To win, the socialists must remove every CAPITALIST from the board

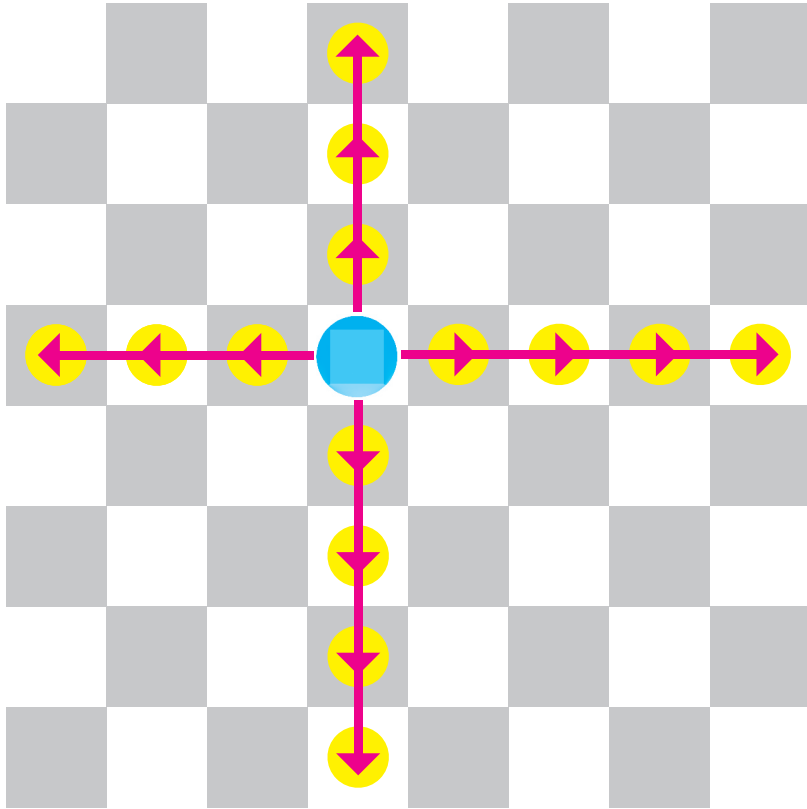
THE CAPITALISTS: To win the CAPITALISTS must remove every socialist from the board

If a *proletariat* makes it to the far edge of the board, they become *the first secretary*
(the piece is replaced with the taller of the socialist pieces)

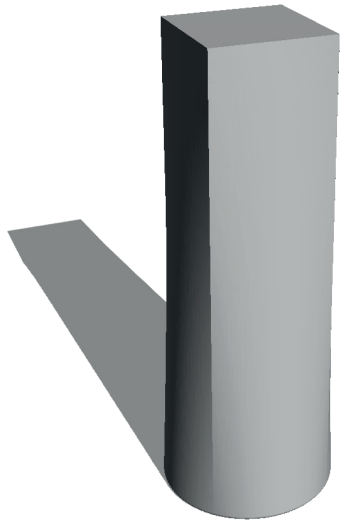
the first secretary can choose to take on the movement of any one of the CAPITALISTS

If a second Socialist reaches the other end of the board, a new Leader is created and the old Leader is replaced immediately.
This process is repeated for as long as the Socialists can make it to the end of the board

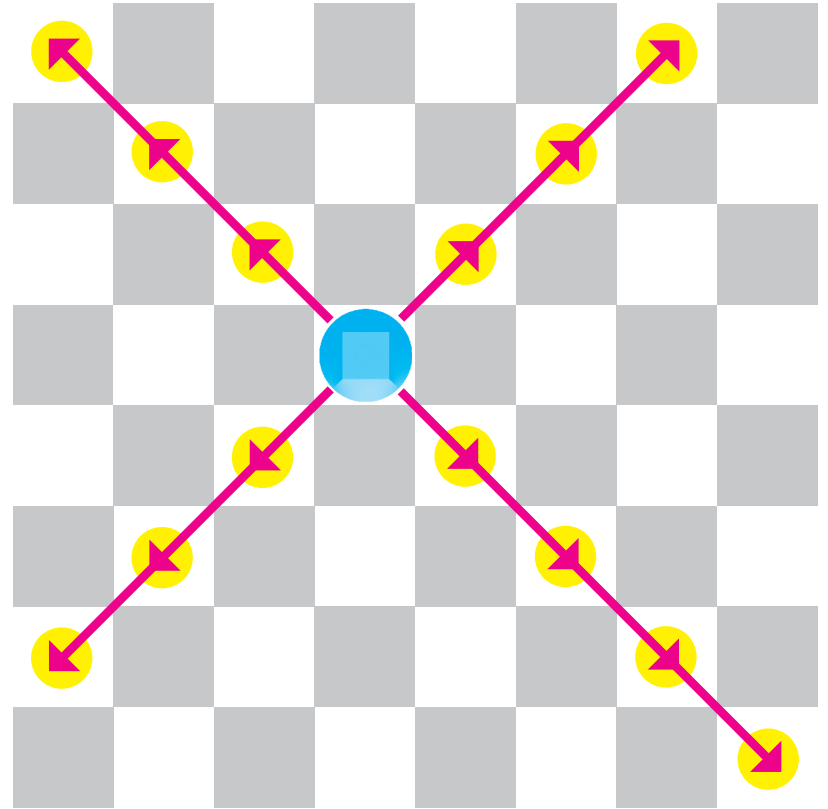
THE BANKER



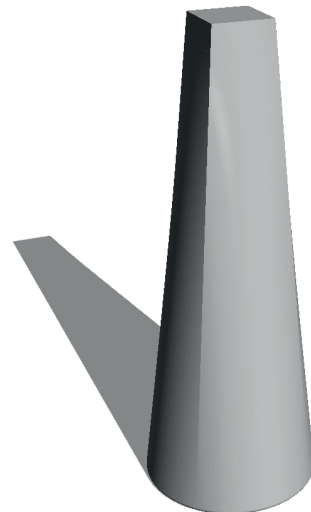
THE BANKER CAN SLIDE ACROSS THE BOARD HORIZONTALLY OR VERTICALLY, EACH MOVE CAN BE A CAPTURE MOVE.



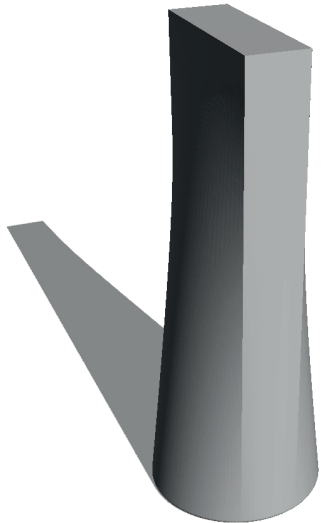
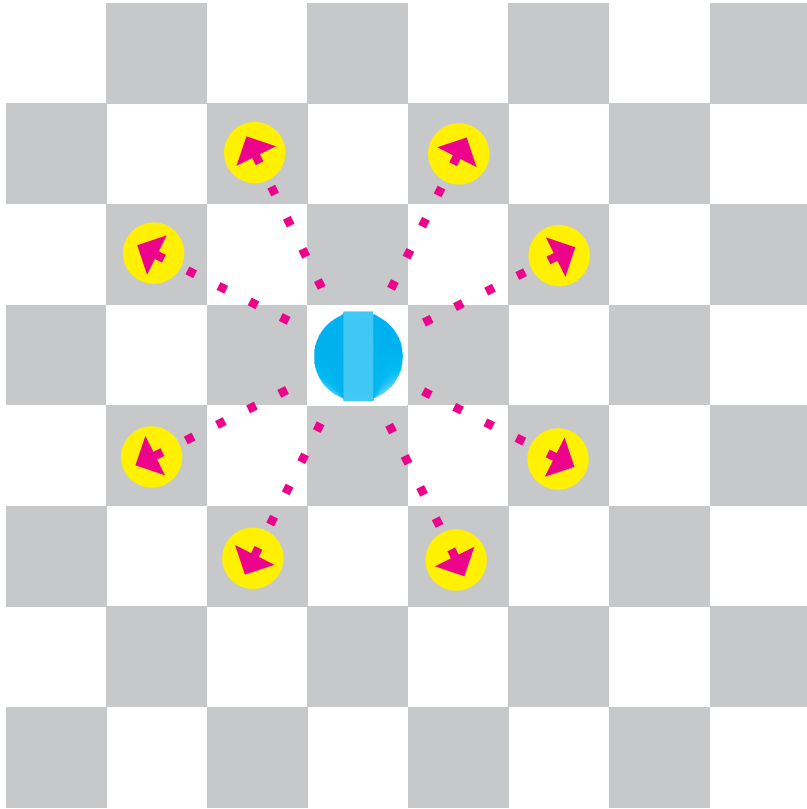
THE FINANCIER



THE FINANCIER CAN SLIDE ACROSS THE BOARD DIAGONALLY, EACH MOVE CAN BE A CAPTURE MOVE.

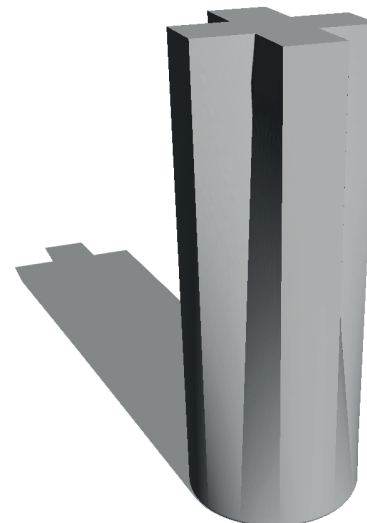
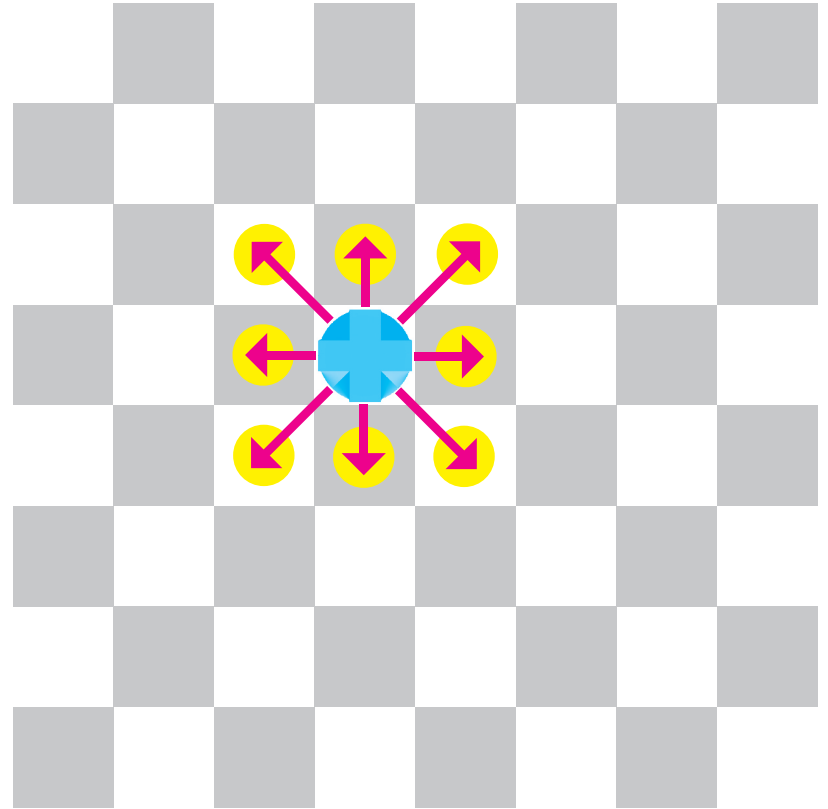


THE ARISTOCRAT



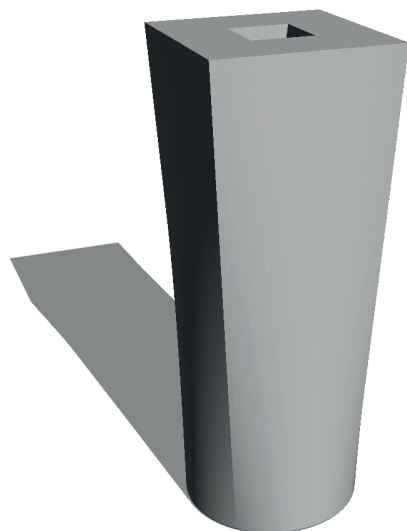
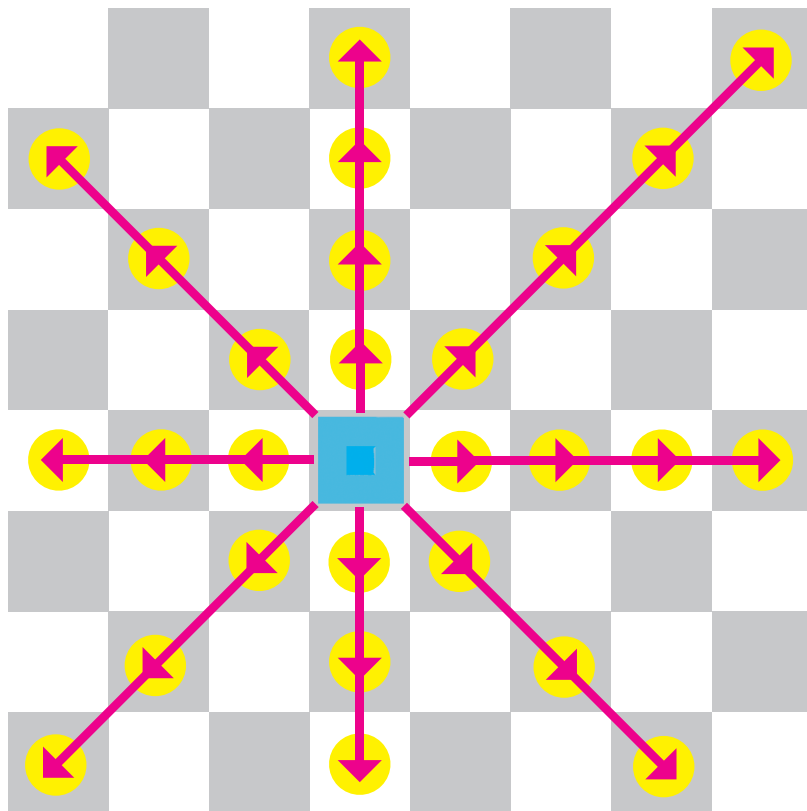
THE ARISTOCRAT JUMPS TWO SPACES HORIZONTALLY AND ONE SPACE VERTICALLY (OR ONE SPACE HORIZONTALLY AND TWO SPACES VERTICALLY). THE LANDING SQUARE IS A CAPTURE MOVE.

THE TYCOON



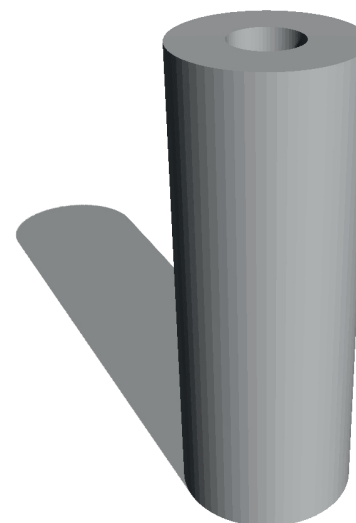
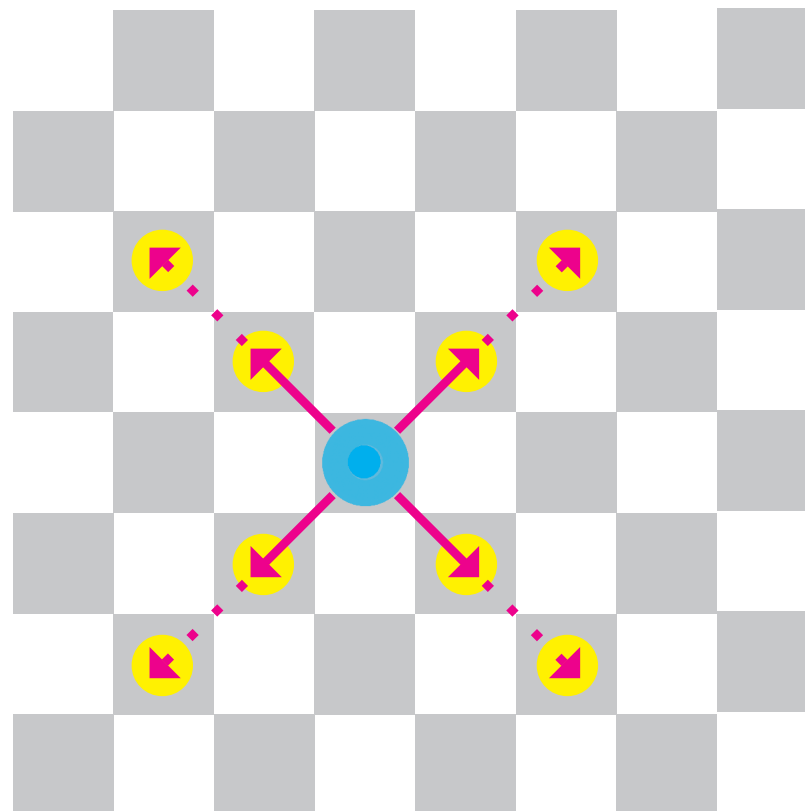
THE TYCOON CAN MOVE AND CAPTURE PIECES ONE SQUARE IN ANY DIRECTION.

THE MONARCHESS



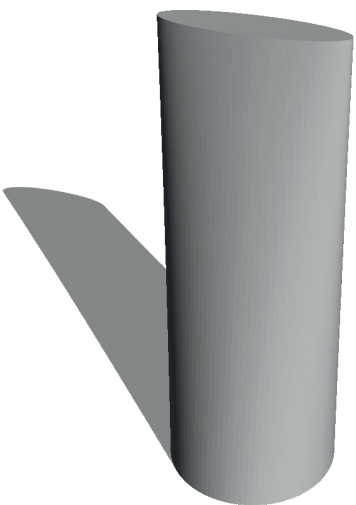
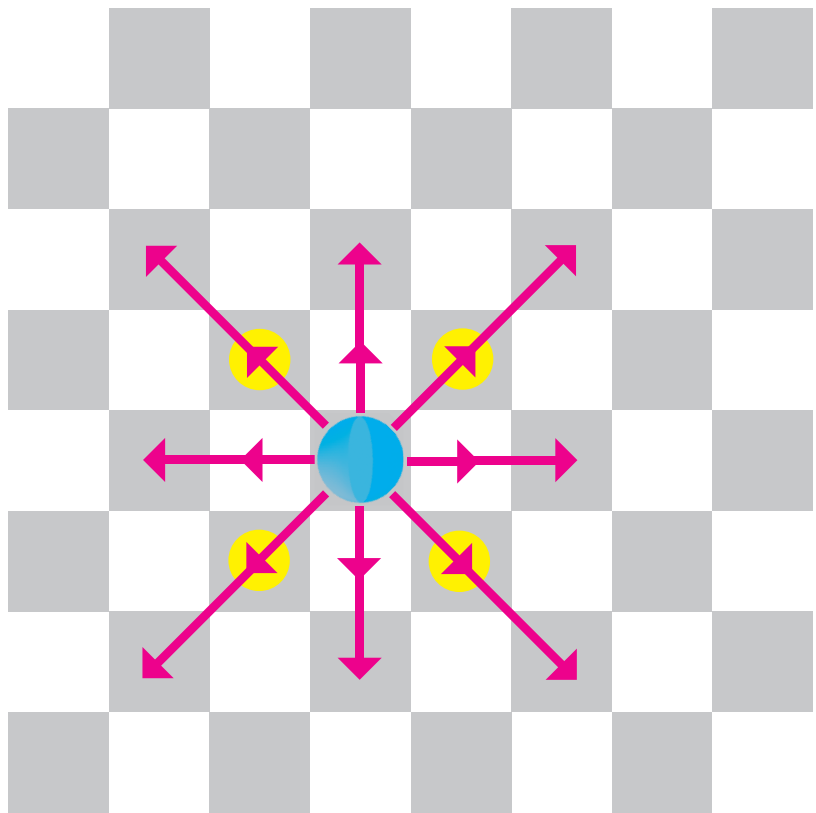
THE MONARCHESS CAN SLIDE VERTICALLY, HORIZONTALLY, OR DIAGONALLY ACROSS THE BOARD. ALL MOVES ARE CAPTURE MOVES.

THE LANDOWNER



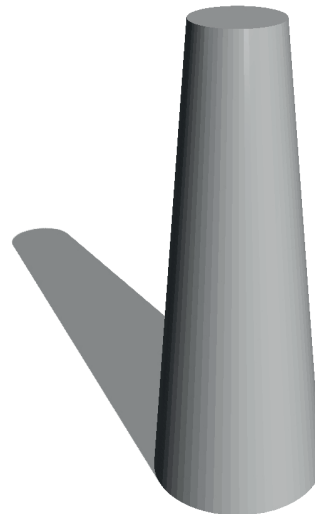
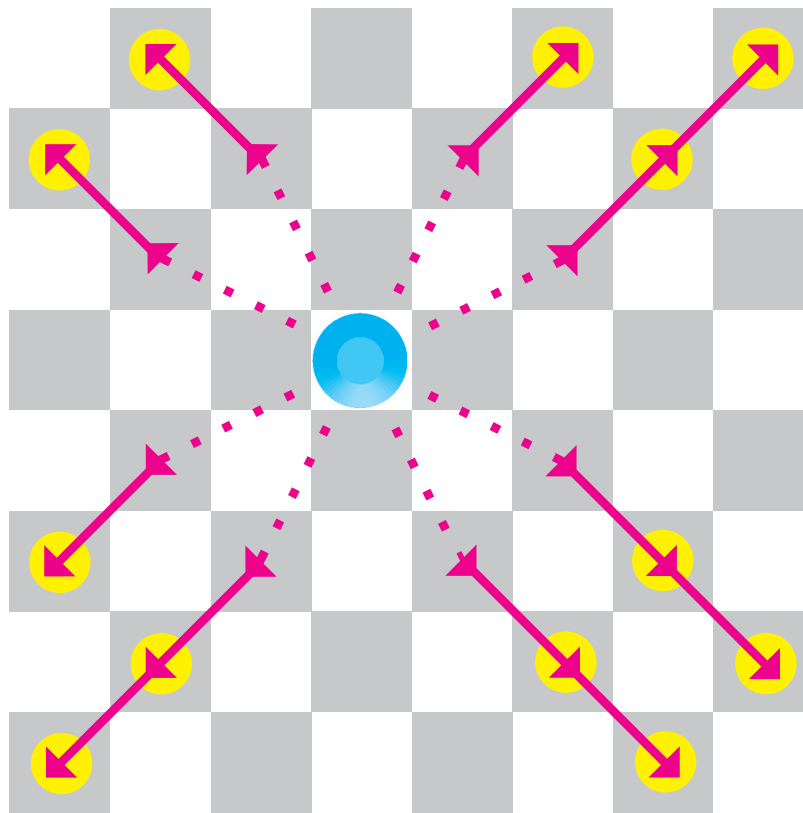
THE LANDOWNER CAN MOVE ONE SPACE DIAGONALLY, OR JUMP TWO SPACES DIAGONALLY AND CAPTURE PIECES ON EITHER MOVE.

THE INDUSTRIALIST



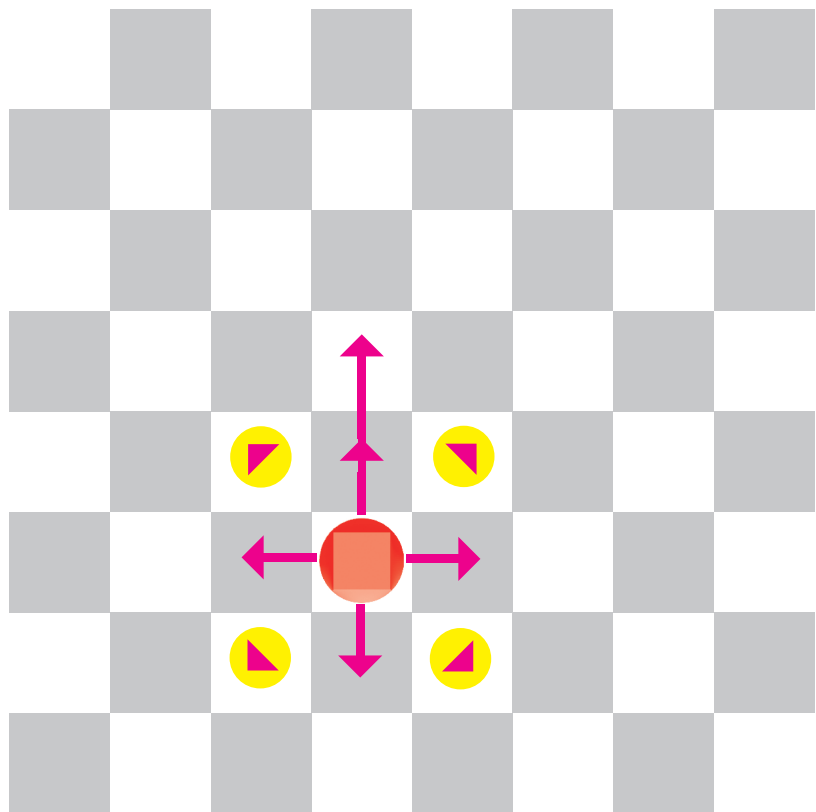
THE INDUSTRIALIST CAN SLIDE UP TO TWO SQUARES IN ANY DIRECTION, BUT ONLY CAPTURE OTHER PIECES ON THE FIRST SQUARE OF THE DIAGONAL MOVE.

THE BOURGEOISIE

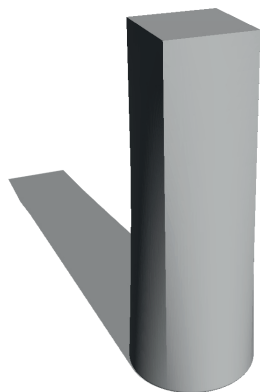


THE BOURGEOISIE JUMPS TWO SPACES HORIZONTALLY AND ONE SPACE VERTICALLY FOLLOWED BY DIAGONAL CAPTURING MOVES (THE JUMP MOVE IS NOT A CAPTURING MOVE).

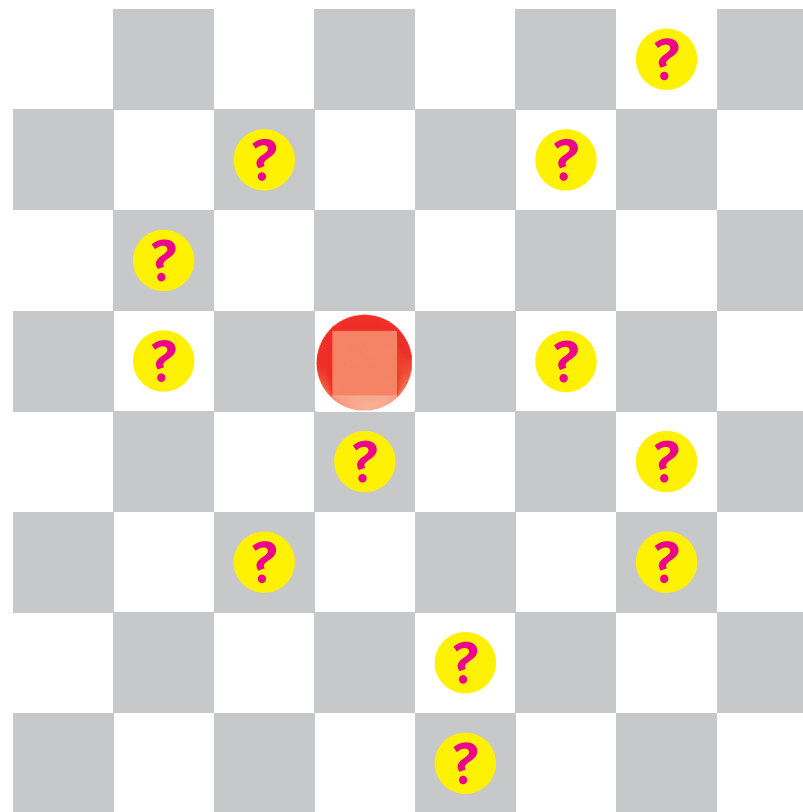
the proletariat



the proletariat can move one space horizontally or vertically, but these are not capture moves. capture moves can only be taken diagonally. on the proletariat's first move (and first move only), they may slide two spaces forwards. this is not a capture move.



the first secretary



the first secretary is created when a member of the proletariat reaches the far edge of the board. the first secretary can choose to perform the moves of any one member of the CAPITALISTS.

if another member of the proletariat reaches the far edge of the board, a new first secretary is created, and the existing one is immediately removed from the board.

the new first secretary can again choose to perform the moves of any one member of the CAPITALISTS.

