



ROLL OF LAW

PART TWO: THE MAKING OF THE GAME

Gregory F. Jacob

In our Spring issue, Professor Jacob told us about the origins of, and early plans for, his *Roll of Law* table-top game.¹ Now we will learn about the execution of those plans. Also, in the Appendix, we get the complete rules of the game. So, read more!

— *The Editors*

SO NOW THE *BAG* HAD the makings of two *Roll of Law* games, but its physical components were still only in the most rudimentary of forms: index cards with scotch-taped text, standard pipped dice with a written key that translated die rolls into available actions, a three-page rulebook with no explanatory illustrations, and an ordinary chess set that required rearranging for a *Roll of Law* setting. But how should the game be presented to our *Green Bag* players?

The easiest part was the dice. Constantly consulting the die-roll key to determine which numbers allowed which pieces to be moved was a hassle. Custom dice with faces bearing images of a rook, knight, bishop, and queen would both add thematic flavor and make it easier for players to identify available moves. But coming up with images to represent the “swap” action and the roll for drawing a card required more thought. For

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¹ See Gregory F. Jacob, *Roll of Law, Part One: The Story Behind the Game*, 29 *Green Bag* 2d 225 (2026).

the “swap” action I settled on a numeral one (“1”) in the center of the die with arrows curving in rotation above and below, symbolizing that the roll allows a piece to be moved exactly one space, with a swap of positions (not a capture) if the space moved to is occupied. An image of a card seemed an obvious choice for the card-draw roll, but the outline of a single card might be mistaken for a plain rectangle, and suits or ranks were not useful distinguishing features because the game’s cards have none. In the end I used three fanned cards, with the top card bearing the letters “ROL” for *Roll of Law*. As a tip of the hat to the defunct die-roll key, the “O” in the middle of ROL was portrayed as the “six” on a standard pipped die, the roll that originally allowed a player to draw a card. We decided to use robust plastic dice for *DOGE vs. ICE*, but wooden dice for *Let’s Kill All the Lawyers (LKATL)* to give it a more authentically Shakespearean feel.

We were less certain whether we needed to produce a game board and pieces. I had taken to describing *Roll of Law* to friends and play testers as a deck of cards and a pair of dice that convert a chess board into a game that is actually fun (see my prior confession regarding my personal failings with respect to chess). We figured most people already have a chess set, so perhaps we didn’t need to issue them at all; we could simply offer links to printable chess sets to ensure everyone receiving the game could play. But there is something special about the corporeal feel of unpacking all the components of a complete and ready-to-play game, and we wanted our playing subscribers to experience that. A cloth game board with War of the Roses styling and wooden nickel game pieces would offer a Shakespearean quality alongside compactness and shippability. And although cloth and wood components less perfectly match the *DOGE vs. ICE* vibe, they still provide full functionality for both games.

Getting the cards just right was trickiest. Months had been invested coming up with fun card ideas and refining the card text for playability. And for *LKATL*, I had curated 45 unique quotes from *Henry VI, Part II* that would add narrative interest and a literary feel to the game. But all of my favorite games with cards – *Dominion*, *Wingspan*, and *Magic: The Gathering*, to name a few – use art to truly make the cards come alive.² The problem is

² Donald X. Vaccarino, *Dominion* (Rio Grande Games, 2008); Richard Garfield, *Magic: The Gathering* (Wizards of the Coast, 1993); Elizabeth Hargrave, *Wingspan* (Stonemaier Games, 2019).

I'm no artist, and even if I had artistic talent, creating unique art for dozens of cards would be quite a lift. Artificial intelligence could swiftly generate images, but there is no way to ensure AI isn't violating copyright, and in any event using AI to create game art is highly controversial in the gaming community. I sympathize with the purists who think that because games are the product of creative human endeavor, they ought to support and encourage it in every aspect of their presentation, including the artwork.

Ross Davies stepped to the plate early with artistic offerings for each game's card back. I almost spit out my coffee laughing when I saw his initial suggestion for *DOGE vs. ICE*: a Shiba Inu puppy ("doggy") chomping on ice cubes. With a background in French it never occurred to me to pronounce "DOGE" any way other than to rhyme it with loge (that is, *dohj*), but I gather the proper pronunciation is actually a point of some controversy. Weighing in on the "doggy" side with a playful ice-chomping pup on the card backs would surely induce laughter and merriment among players, but the overall effect was a touch more lighthearted than I was intending to convey. In addition, in *DOGE vs. ICE* each agency has its own card deck, so a single image featuring both DOGE and ICE symbols on a universal card back might make it difficult for players to differentiate their cards. The crunched ice also seemed to suggest a DOGE victory (unless ICE was looking to triumph via brain freeze?), whereas the game is carefully balanced to give the agencies equal odds to win.

For *LKATL*, Ross hit upon art that was perfect. In 1795, British caricaturist Henry W. Bunbury illustrated a scene from *Henry VI, Part II* in which Dick the Butcher and Smith the Weaver seize the clerk of Chatham and haul him before ringleader Jack Cade. Smith and Dick announce his crimes: "he can write and read," and "make obligations, and write court hand." Cade proclaims his sentence: "O monstrous! ... I say: hang him with his pen and inkhorn about his neck." As Cade sentences the clerk, another man bearing lawyerly accoutrement is hanged by a riotous crowd sporting spears and staves.

Bunbury's work was nearly always assiduously apolitical, in part because in 1787 he was appointed to serve as equerry to Prince Frederick the Duke of York, second son of George III and later Commander in Chief of the British armed forces, a role that required Bunbury to steer clear of domestic politics. But in the spring of 1795 Prince Frederick led Britain's

failed campaign against the armies of revolutionary France in Flanders, and Bunbury's selection of this specific scene as his sole illustration from the entire *Henry VI* trilogy reflects the near-universal horror of the British elite at the French Revolution's overthrow of the established social and political order. Bunbury's recounting of the dialog from the play notably omits Dick the Butcher's immediately preceding line that gives *LKATL* its name. The omitted line might have been considered political by the British public of 1795 and become a distraction, but one suspects Bunbury calculated that cultured readers would immediately call it to mind, thus accomplishing more through subtle omission than could have been achieved by direct quotation. Speaking into a very different 21st-century social and political context, and not laboring under the disability of being equerry to a Duke, we boldly emblazoned across each card back in all caps: "THE FIRST THING WE DO ... LET'S KILL ALL THE LAWYERS!"

So I now had a card back for one of the two games, but a very long way to go if I wanted to bring the various cards to life with individualized artwork. We toyed with using puppets or felt figures to create intentionally amateurish scenes (our dim artistic talent offered no better prospects), which at least felt achievable. Yet every time I tried to bend my imagination to sketching out felt figure tableaux for cards like "Law Firm Executive Order" or "Forum Shopping" that wouldn't distract from the card's intended meaning and would instead add material substantive depth, it seemed to run headlong into a brick wall or to plunge off a cliff. One day a thoughtful encouragement from Ross toward a bit of experimentation arrived at my front door in the form of a large multicolor batch of felt, but my children appropriated it for school projects and crafting before I even knew it was there, which I took to be a sure sign I should begin looking for another solution.

At just about that time Ross made an unrelated suggestion that simultaneously considerably expanded the scope of the *Roll of Law* project and set me on a circuitous path to solving my art problem. As I mused over one of our breakfasts about future possible game variants that might include Austen's *Emma* (the pawns would be divided into men and women, and players would compete to be first to match four couples), a Sherlock Holmes adventure (a race against Professor Moriarty in which the taking of each pawn would yield a clue), and a fae squaring off between Oberon

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and Titania in *A Midsummer Night's Dream* ("Lord, what fools these mortals be!"), Ross kindly offered: have you ever considered patenting the game?

In point of fact, the idea had never occurred to me. I have dozens of games in my game closet and I wasn't aware of any of them having patents. I vaguely recalled that *Monopoly* might have received a patent long ago, but I wasn't sure. And if games can be patented, why isn't it done all the time? Or maybe game patents are ubiquitous and I just wasn't aware of it?

I confessed my ignorance to Ross with some embarrassment (how could I call myself a lawyer and a game enthusiast and not know the answer?), and promptly embarked on two parallel missions. First, determining whether *Roll of Law* was conceivably patentable would require legal research backed by expert help. But even if the game could be patented, what was the point of incurring the time and expense to procure a patent when the game was intended as a gift for extravagant *Green Bag* subscribers? Could the game actually be marketed? I concluded it was worth the try. Boxed versions that could be sold online, in game stores, and at Shakespeare venues would broaden the reach of the game's rule-of-law themes and messaging at a moment in time that seemed to demand them. So as I began to delve into the unfamiliar terrain of patent law, I also started exploring what would be required to manufacture and sell games.

That was a big project, which in turn was a big problem. I was a fully subscribed law firm partner with three young kids, I had several demanding non-profit leadership positions, and I was trying to finish writing a book on the importance of character in American public life while also preparing to teach two classes in the spring. In short, I had no time. So I did what any sensible similarly situated chap would do. I turned to the real brains of the Jacob operation – my wife – and asked her how she would feel about becoming President and CEO of Roll of Law Games LLC.

This excellent decision was the *sine qua non* that got the game to market. I admit I failed to tell her that there was as yet no Roll of Law Games LLC. I did disclose that our very small start-up was in no position to offer any benefits, and that the entire executive compensation package would consist of first claim to any unlikely profits being devoted to a home project of her choice. But with Corie at the helm, we in short order had Articles of Organization filed with the Virginia State Corporation Commission, a trademark on the name Roll of Law, a domain name reservation for

rolloflawgames.com, and pricing schedules mapped out with a few different potential game manufacturers. And, most important of all, we had an artist.

Corie has considerable artistic talent herself, and I initially suggested she try her own hand at illustrating some *DOGE* vs. *ICE* cards. But a lot of the *DOGE* and *ICE* cards represent abstract concepts, and she doesn't enjoy sketching from imagination. She did manage to produce an admirable "CECOT, El Salvador" scene in color pencil that showed a detainee being marched off a plane and into the prison. But the final straw came when our sweet and artistically inclined seven-year-old, always looking to be helpful, followed in mommy's footsteps by setting aside unicorns and faeries for a time in favor of handcuffed men in orange jumpsuits. The output was impressive, but we mutually concluded we had better outsource the artwork project.

After some research we settled on Upwork as the best way to find a freelance artist. Corie posted an ad describing at a high level the game and the kinds of illustrations we wanted, and within a few hours we had numerous applicants, many with portfolios that included prior game art. We were particularly impressed by the work of Andrei Stef, an artist from Transylvania who had previously created game art for several games including *Havoc!* and an expansion for *Terraforming Mars*.³ Andrei's "semi-realistic" style and painstaking attention to detail were just what we were looking for, neither cartoonishly satirical nor darkly macabre, but capable of crisply capturing real-world events with the creative skill necessary also to express abstract legal happenings. As we corresponded with Andrei we found his English was excellent, he was enthusiastic about the project, and he was sufficiently familiar with American current events that he was able to offer numerous helpful suggestions for modifying our ideas for artwork depicting the doings of *DOGE* and *ICE* and their interactions with the U.S. legal system. He also educated us on points of game art design we hadn't thought of, like creating a "mood panel" to guide the artist in giving a game's artwork a common ambience, and demarcating the competing factions with distinct color schemes.

³ Jason Cawley, *Havoc! The Combat Card Game* (Havoc Games LLC, 2022); Jacob Fryxelius, Sydney Engelstein and Nick Little, *Terraforming Mars: Ares Expedition* (FryxGames & Stronghold Games, 2016).

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Andrei's pride in his craft was such that for every card, he wanted to work from pencil sketches that could be adjusted multiple times if needed before proceeding to final. Conceptually complicated cards like "Lawyered Up!" or "Fork in the Road" sometimes required experimenting with multiple possible approaches before we hit on one we all agreed worked. "Facilitated Return" provides a good example of this iterative process. The card is intended to capture the Justice Department's response to the Supreme Court's unanimous April 2025 ruling that a federal district court had "properly require[d] the Government to 'facilitate' [Kilmar] Abrego Garcia's release from custody in El Salvador and to ensure that his case is handled as it would have been had he not been improperly sent to El Salvador."⁴ On remand, DOJ took the position the Government could comply merely by "remov[ing] any *domestic* barriers to [Abrego Garcia's] return" without taking any steps toward actually retrieving him, a position the Fourth Circuit rejected as doing "essentially nothing" and irreconcilable with the fact that "'facilitate' is an active verb."⁵ But how do you convey such bad faith legal maneuvering in picture form?

Our original directions to Andrei suggested drawing a lawyer who was yawning widely in the midst of receiving a stern court ruling (for inspiration we pointed him to Joseph Ducreux's "Self-Portrait, Yawning"), telegraphing total indifference to the authority of the court. But a succession of yawning lawyers looked a lot more in need of a good night's sleep than guilty of contemptuous insouciance, so the idea was abandoned. The final version features a lawyer who is standing at full attention before an austere judge with his fingers crossed behind his back, far more crisply conveying a pretense of respect with no intention of actual follow-through.

It took about six weeks to finalize all of the cards. When Andrei sent us a panoramic with all of the cards laid out side by side, we began to believe for the first time *Roll of Law* really could be a retail-marketable game. At that point only the *DOGE vs. ICE* cards had been illustrated. We later retained Andrei to illustrate many of the *Let's Kill All the Lawyers (LKATL)* cards as well. But the full splash of the cards offered a spectacular visual representation of some of the most memorable legal events of 2025 and 2026,⁶

⁴ *Noem v. Abrego Garcia*, 604 U.S. ___, 145 S.Ct. 1017, 1018 (2025).

⁵ *Abrego Garcia v. Noem*, No. 25-1404, 2025 WL 1135112, at *1 (4th Cir. Apr. 17, 2025).

⁶ Yes, by this time the *Roll of Law* project had moved into its second year of development.

presented in the richly textured format of a game that channels play into the chaotic cut-and-thrust of Trump 2.0 and its attendant courtroom battles. A rule-of-law-themed game, played on a chess board, that provokes thought amidst unrelenting fun.

Roll of Law had come a long way from improvised index cards and scotch tape, but we were far from done. A retail game requires polish. Additional months were devoted to developing stylized tuck boxes for each game's cards; fully illustrated rule books with crystal clear explanations of piece movement and card play; differentiated card backs for the DOGE and ICE decks; game boards and pieces with appropriate aesthetics for each game; and compelling box art. Corie and I had provided 16 full pages of detailed instructions for the *DOGE vs. ICE* card artwork, but for the box art and tuck boxes we suggested a few thematic concepts and placed ourselves in the hands of Andrei's creative genius. We were richly rewarded with visuals that we felt confident would draw the eye on a retail shelf or an online portal while thoroughly evoking the games' core spirit.

It was at this point that the endeavor of creative generation needed to mesh with practical reality. If I wanted to sell games, people had to be willing to buy them, and that required attention to price. I had invested substantially in the artwork, which constituted most of my overhead so far.⁷ But as a start-up game company with no pre-existing customers, Roll of Law Games LLC could not count on a high volume of sales, which meant the per-unit price to produce each game would be relatively high. Issuing two different games with unique component designs further divided the unit volume. And I wanted every purchaser to feel they were receiving quality materials and substantial value for their dollar, so there would be no corner cutting. My primary objective was making the games sufficiently appealing that they could secure a wide distribution, maximizing *Roll of Law's* reach. But while I wasn't aiming to make a profit (I'm pretty sure Corie viewed the entire years-long project as a rather spendy hobby she was willing to indulge), I also wasn't looking to take a complete bath.

All these considerations led me to crowdfunding and Kickstarter as the optimal vehicle for selling the games. A 30-45 day "campaign" on Kick-

⁷ Other overhead included business filing costs, trademark registration, patent application fees, and the cost of iteratively ordering prototypes of all the various components at low volumes so that they could be adjusted as needed.

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starter would give me a pretty accurate measure of demand before I was required to place my production order. That was important because ordering at a high volume could reduce the cost of the games by as much as 80%, but it seemed entirely possible I might sell only 50 games, and it was not going to go over well on the home front if I stuffed 10,000 unsold game boxes into the garage and attic.⁸ The other advantage Kickstarter offered was a large pre-existing audience of gamers from a market segment that extended well beyond the legal sector. If there was any chance the game might go viral, Kickstarter was the kind of platform that could support it. There was a corresponding cost – Kickstarter typically takes 8-10% of the funds raised by a campaign – but for a novice game company’s first-time offering the advantages seemed worth it.

The other Kickstarter feature that attracted me was the ability to offer “stretch goals,” which are promised upgrades and supplements that will be added to the games if specified fundraising goals are hit. I had several possibilities in mind. Some play testers had lobbied for me to create decks for additional governmental entities that could serve as alternative adversaries for DOGE and ICE (MAHA? The Tariff Gang? The Squad?). Adding two new factions with their own distinct player decks would also allow me to develop three- and four-player versions of the game to be played on an expanded board, making it a strong offering for a group game night. Before long I had laid out an array of stretch goals to turbocharge the coming campaign, each offering the win/win of free additional game content if pledgers help spread the word and bring in additional backers.

As this article goes to press, the *Roll of Law* Kickstarter campaign will be launching. If you are an extravagant subscriber who enjoys the games (the *Green Bag* will be shipping its special edition to most – maybe even all – extravagant subscribers later this summer), tell a friend! A successful inaugural campaign will help pave the way for new versions of *Roll of Law*. Or if you’re the collecting type, stroll over to www.rolloflawgames.com

⁸ The *Green Bag* was separately funding the *Roll of Law* game units for its extravagant subscribers, but that order could not be fully merged with the order for the Kickstarter campaign for volume purposes because the *Bag* is issuing a special two-in-one combination edition that includes both *DOGE vs. ICE* and *LKATL*, with several unique *Green Bag* elements but no retail boxing and none of the themed components that are specific to *DOGE vs. ICE*.

to peruse the additional game content and the special component upgrades that you could secure for yourself by becoming a backer. But most important of all, as you play the games with your friends and family, reflect on how the blessings of liberty were indeed secured to you and to your posterity through the rule of law, and, in the words of Shakespeare, how we can “learn to govern better” so that those blessings may endure and multiply for generations to come.

EPILOGUE

I have, I realize, raised a question and left it unanswered. Can *Roll of Law* be patented? Perhaps, perhaps not. A patent application is now pending with the U.S. Patent and Trademark Office.

Here are the key considerations. Games like *Monopoly* (U.S. Patent No. 2026082 (filed Aug. 31, 1935) (issued Dec. 31, 1935)), *Battleship* (U.S. Patent No. 1988301 (filed Feb. 23, 1933) (issued Jan. 15, 1935)), and *Scrabble* (U.S. Patent No. 2752158 (filed Oct. 28, 1954) (issued June 26, 1956)) used to be readily patentable by submitting pictures of the gameboard and components and an explanation of the rules. Not so today. In 2016 the Federal Circuit rejected a patent application for a new variant of blackjack, holding that even novel “rules for conducting a wagering game” are an “abstract idea” that are unpatentable under Section 101 of the Patent Act⁹: “[Section 101] contains an important implicit exception. Laws of nature, natural phenomena, and abstract ideas are not patentable.”¹⁰ Since then, the overwhelming majority of applications to patent games have been rejected. On the other hand, the Federal Circuit did note that “[a]bstract ideas, including a set of rules for a game, may be patent-eligible if they contain an ‘inventive concept’ sufficient to ‘transform’ the claimed abstract idea into a patent-eligible application.”¹¹

Does *Roll of Law* contain a sufficiently inventive concept to earn a patent? I believe it does. We know from *In re Smith* that “shuffling and dealing a

⁹ 35 U.S.C. § 101.

¹⁰ *In re Smith*, 815 F.3d 816, 818 (2016), quoting *Mayo Collaborative Servs. v. Prometheus Labs., Inc.*, 566 U.S. 66, 132 S.Ct. 1289, 1293 (2012) (internal quotation marks, brackets, and citations omitted).

¹¹ *Id.* at 819, quoting *Alice Corp. v. CLS Bank International*, 573 U.S. 208 (2014).

standard deck of cards are ‘purely conventional’ activities” that do not qualify as an “inventive concept.”¹² But the court was clear that it was not holding that “all inventions in the gaming arts [are] foreclosed from patent protection under § 101.”¹³ And as a specific example the court offered that it “could envisage [patent] claims directed to conducting a game using a new or original deck of cards.”¹⁴

Roll of Law is of course chock full of new and original decks of cards. It has new and original dice, too, and further, it uses a completely novel (so far as I can tell) chess board configuration.

Those may or may not be sufficiently inventive concepts, independently or in combination, to make *Roll of Law* patentable. But suffice it to say that a survey of the dispositions of recent patent applications related to games – almost all of them rejections – suggests the key to securing a patent is to present the game’s novel “inventive concept” in a particularly concrete way. Rather than exposing *Roll of Law*’s hand with an application actively pending, we’ll keep our cards breasted for now and report back after the application plays out. Suffice it to say that even if the application is rejected, Roll of Law Games LLC will still enjoy copyright protection for its cards, artwork, and rules, as well as trademark protection for its name and logo. And although there would be delicious irony in a game called “Roll of Law” being pirated by IP thieves, that unlikely event would at least afford proof that there is ample pent-up demand for a fast-paced strategy game that is thoughtfully interwoven with strong rule-of-law themes. For as Thomas Hobbes might readily have agreed, life without great games, like society without law, is nasty, brutish, and short.



¹² *Id.* at 819.

¹³ *Id.*

¹⁴ *Id.*

Gregory F. Jacob

APPENDIX

RULEBOOKS FOR

DOGE vs. ICE

AND

LET'S KILL ALL THE LAWYERS



DOGE vs ICE

A Roll of Law™ Game

by GREG JACOB

You know the story, because you've lived it. Elections have consequences, and there's a new sheriff in town. The U.S. Digital Service is given a serious shot of steroids, renamed the Department of Government Efficiency (DOGE), and deployed on a hunter-killer mission eliminating bureaucrats and bureaus alike. At the same time, a tough new directive deploys Immigration and Customs Enforcement (ICE) on a relentless campaign of deportation and detention. But social media glory is a zero sum game, and only one agency can claim the crown by being first to complete its mission. And the stakes could not be higher: to the victor, a Nobel Peace Prize (only gently used), complete with personalized plaque and gilded frame. The perfect fit for that naggingly empty spot on your wall. You must have it.

But it's not quite so simple. From time to time the law stands in the way between you and your objective. DOGE and ICE both have a trick or two up their sleeves to see their way through, but sometimes the law fights back. It's a seesaw contest between law and its uncanny likeness. Who will win? And at what cost?



OBJECTIVE

It's a race to see who can remove all of the opposing pawns first. DOGE seeks to fire all of the federal employees (the black pawns) before ICE deports all of the undocumented aliens (the white pawns). The winner takes the Nobel Peace Prize (gently used), until the clash begins again.



SETUP

On one side of the board, arrange both players' pawns in an alternating, zigzag pattern across the last two rows.



On the other side of the board, arrange the following pieces in order in the last row: White Rook, White Knight, White Bishop, White Queen, Black Queen, Black Bishop, Black Knight, Black Rook. The rooks should be opposite an opposing pawn. The other chess pieces are not used.

The Black player shuffles the 14-card ICE deck. The White player shuffles the 14-card DOGE deck. The 8-card Thought Bubblegum deck is placed alongside the board. Before play starts, each player draws two action cards from their deck into hand, and one Thought Bubblegum card. The player with the lowest-numbered Thought Bubblegum card goes first.

COMPONENTS

One set of 36 Roll of Law cards



One chess board and 24 pieces



One Nobel Peace Prize (gently used)



Two Roll of Law dice



Some cards call for use of a coin or game marker.

PLAY

The active player's turn consists of three phases.

- (1) Play one action card (if you wish).
- (2) Roll the dice, choose one result, and take that action.
- (3) Play one action card (if you wish).

DICE RESULTS AND ACTIONS



Move any one of your pieces (including a pawn) exactly one space in any direction (diagonal is allowed). If that space is occupied by another piece, the pieces swap positions.



Move the rook, in accordance with chess rules. The ICE rook is called the Secretary. The DOGE rook is called the Administrator.



Move the knight, in accordance with chess rules. The ICE knight is called the Assistant Secretary. The DOGE knight is called the Deputy Administrator.



Move the bishop, in accordance with chess rules. The ICE bishop is called the Masked Agent. The DOGE bishop is called the Tech Bro.



Move the queen, in accordance with chess rules. The queen also blocks the movement of other pieces, and cannot capture other pieces or be captured by them. The queen is called the Counsel.



Draw a card, either from your action deck, or from the Thought Bubblegum deck. Drawn cards are held in a player's hand until played.

CAPTURED PIECES

Captured pawns are taken by the capturing player.

Captured non-pawn pieces immediately return to the board in their starting position. If that space is occupied, it returns to the nearest open space in the back row (capturing player chooses if there is a tie). If no back row space is open, place the captured piece by the board, and it immediately returns when a back row space opens.

The rook, knight, and bishop are "attack pieces."

ILLUSTRATION: SWAP ACTION



ICE rolls, chooses a swap action, and chooses to move one of his pawns. The pawn can move one space in any direction, including to an open space. ICE chooses to move into the DOGE knight space, so the pieces switch places.

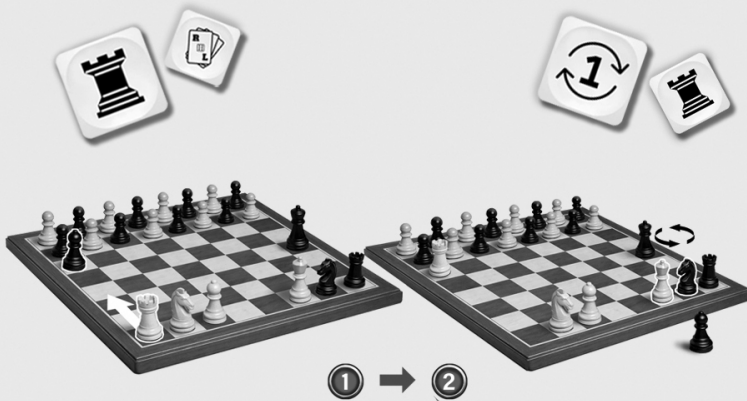
ILLUSTRATION: QUEEN AS BLOCKER



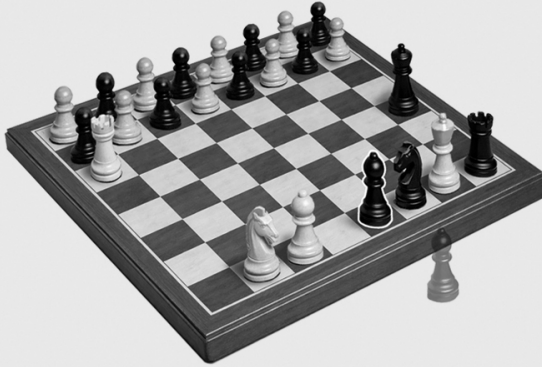
The black queen is blocking the white rook from taking the pawn.

Queen Power to Block Reentry A captured non-pawn piece cannot return to play if a queen is occupying its starting position. Place the captured piece next to the board by its starting space. As soon as the blocking queen is moved, it immediately returns to the board (if the space is occupied by a non-queen, then to an adjacent space). This is illustrated on the following pages.

ILLUSTRATION: QUEEN BLOCKING REENTRY



- ① DOGE rolls, chooses to move its Secretary (rook), and captures the ICE bishop. The DOGE queen is blocking the ICE bishop from returning, so it is placed off the board next to its starting spot.
- ② If the ICE queen is moved, the bishop will immediately return to the board. On the next ICE turn, ICE rolls a swap action, chooses its knight, and swaps places with the DOGE queen.



The queen is no longer blocking the ICE bishop, so it returns to the board. But its starting space is occupied by the ICE knight, so it returns to the nearest open adjacent space in the back row.

CARD PLAY

Each player may play exactly one action card before their own move, and exactly one action card after their own move, or both. Expended action cards are placed face up in a discard pile next to the player's action deck. If the action card deck is empty when an action card must be drawn, reshuffle the discard pile. Once the dice are rolled, no card can be played until the chosen die action has been completed, unless the card states it can be played at that time.



Thought Bubblegum cards can be played **at any time** to prevent an ICE or DOGE card played by your opponent from taking effect, or to force the discard of an ICE or DOGE card from play. The text of Thought Bubblegum cards provokes thought, but has no independent effect. When played, Thought Bubblegum cards are placed on the bottom of the Thought Bubblegum deck.

Some action cards state a specific time the card may be played. Playing such cards at the specified time does not count against the player's action card limit. Card text always takes precedence over the rules.





Some action cards have immediate effects, and are then discarded. Other ICE and DOGE cards are put "in play" on the table, and generate a stated effect until discarded. Each player can have only **four cards** "in play" at any time. If a player wishes to place a fifth action card "in play," they must first discard one of the cards already "in play."

RECOMMENDED RULES

Statute of Limitations: Players are responsible for keeping track of the card effects that benefit them. If a player fails to enforce his rights promptly, the statute of limitations runs, and the turn is not replayed.

Strategic Limitation: Roll of Law is designed to be played in 15-20 minutes. Individual decisions about which die roll to use should not take overlong: DOGE and ICE prioritize swift action over extended thought! If turns are consistently taking too long, the opposing player may count to 10 using a normal cadence of "One roll of law, two roll of law, three roll of law..." If the counting player counts to "ten roll of law" before any action is taken, the opponent forfeits their turn.

CLARIFICATIONS

The "beginning" of each player's turn occurs before any action card is played and before the dice are rolled.

If an action card causes the removal of a pawn, the player who played the action card selects the pawn that is removed unless the card says otherwise.

If an action card reinstates a pawn to the back row, but there is no open space in the back row, the card has no effect.

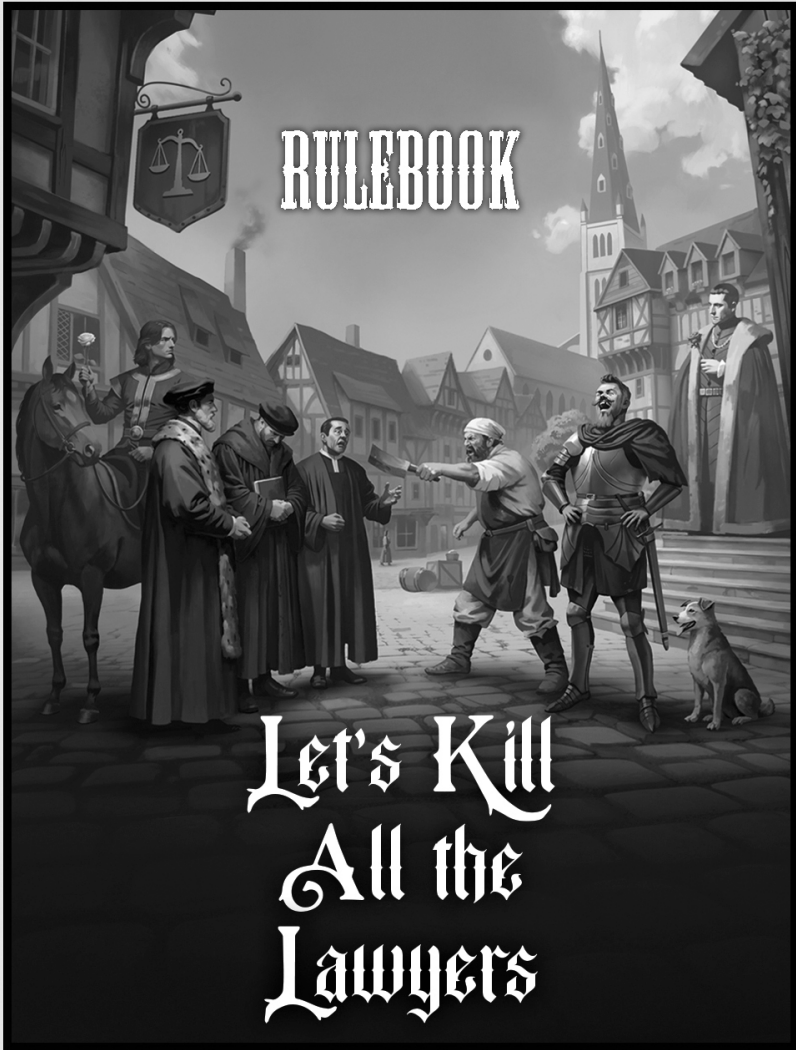
Forum Shopping: The Forum Shopping card delays justice, so Thought Bubblegum cards placed on it have no effect until the next time a player rolls a queen. When a queen is rolled, the delayed Thought Bubblegum is immediately used, and may cancel any action card in play. The first time a Thought Bubblegum card is used in an attempt to cancel Forum Shopping, instead tuck it sideways under Forum Shopping. A second Thought Bubblegum card will cancel Forum Shopping.

Revocation of TPS: One movement may optionally be added to, but may not be subtracted from, the knight's movement in either or both directions.

OPTIONAL RULE: For a game with more cards, but slower play, a player who rolls doubles may draw an action card.



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Let's Kill All the Lawyers

by GREG JACOB

It is the reign of King Henry VI, and England is divided and unstable. The King inherited the crown at just nine months of age after the untimely death of his father Henry V following glorious conquest in France, and for years he has ruled in name only under the Protectorate headed by his uncle, the popular Duke Humphrey.

As Henry comes of age his court is fractured by intrigue. Military setbacks in France and plotting for the crown by Henry's cousin Richard, the Duke of York, have destabilized the government. The War of the Roses is about to begin. Now popular rebellion has arisen in England's south led by the commoner Jack Cade. Shakespeare records that an enthusiastic supporter known only as Dick the Butcher offered this suggestion: "The first thing we do, let's kill all the lawyers." Henry VI, Part II, Act IV, Scene II. Cade's reply: "Nay, that I mean to do."

In this game, the two players vie to be the first to kill all the lawyers and claim the crown.



OBJECTIVE

It's a race to see who can claim the crown first, with two paths to victory. First, the standard coup: eliminate your opponent's eight lawyers (pawns), then topple the king. Second, palace politics: Get four Peer of the Realm cards in play at the same time and you immediately win.

*"Uneasy lies the head
that wears a crown."*
Henry IV, Part 2.



SETUP

On one side of the board, arrange both players' pawns in an alternating, zigzag pattern across the last two rows. Then, move the center black and white pawns up two spaces, and place the black and white kings on the empty spots.



On the other side of the board, arrange the following pieces in order in the last row: White Rook, White Knight, White Bishop, White Queen, Black Queen, Black Bishop, Black Knight, Black Rook. The rooks should be opposite an opposing pawn. The other chess pieces are not used.

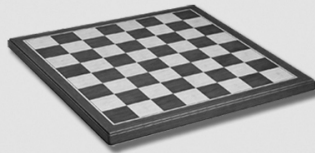
Shuffle the 36-card action deck and the 8-card Thought Bubblegum deck. Each player draws two action cards and one Thought Bubblegum card to start the game. The player with the lowest-numbered Thought Bubblegum card goes first.

COMPONENTS

One deck of 36 Action cards



One chess board and 26 pieces



One deck of 8 Thought Bubblegum Cards



Two wooden Roll of Law
dice



Some cards call for use of a die or game marker.

PLAY

The active player's turn consists of three phases.

- (1) Play one action card (if you wish).
- (2) Roll the dice, choose one result, and take that action.
- (3) Play one action card (if you wish).

DICE RESULTS AND ACTIONS



Move the rook, in accordance with chess rules.



Move the knight, in accordance with chess rules.



Move the bishop, in accordance with chess rules.



Move the queen, in accordance with chess rules. The queen blocks the movement of other pieces, and cannot capture other pieces or be captured by them.



Move any one of your pieces (including a pawn) exactly one space in any direction (diagonal is allowed). If that space is occupied by another piece, the pieces swap positions.



Draw a card, either from your action deck, or from the Thought Bubblegum deck. Drawn cards are held in a player's hand until played.

CAPTURED PIECES

Captured pawns are taken by the capturing player.

Captured non-pawn pieces immediately return to the board in their starting position. If that space is occupied, it returns to the nearest open space in the back row (capturing player chooses if there is a tie). If no back row space is open, place the captured piece by the board, and it immediately returns when a back row space opens. ***You must eliminate all of your opponent's pawns before capturing their king.***

The rook, knight, and bishop are "attack pieces."

ILLUSTRATION: SWAP ACTION



Black rolls, chooses a swap action, and chooses to move one of his pawns.

The pawn can move one space in any direction, including to an open space.

Black chooses to move into the white knight space, so the pieces switch places.

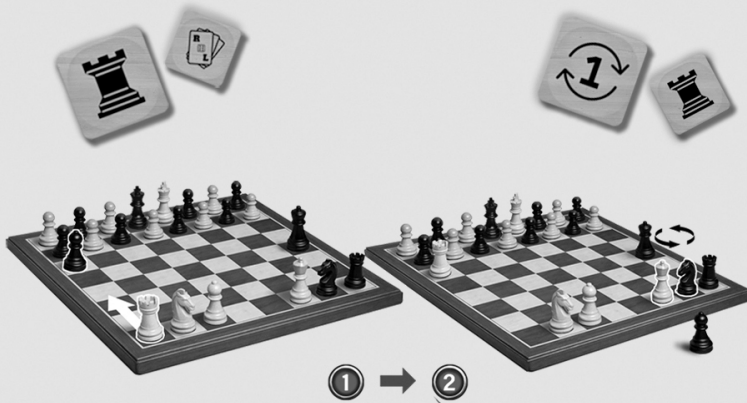
ILLUSTRATION: QUEEN AS BLOCKER



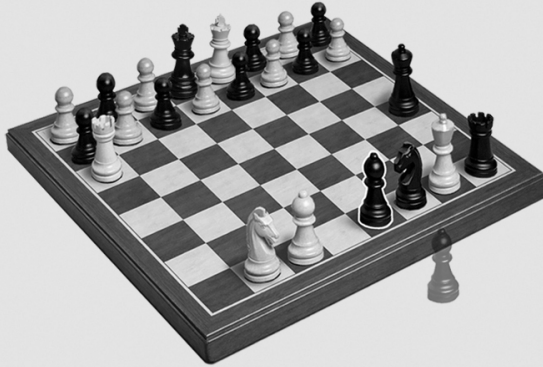
The black queen is blocking the white rook from taking the pawn.

Queen Power to Block Reentry A captured non-pawn piece cannot return to play if a queen is occupying its starting position. Place the captured piece next to the board by its starting space. As soon as the blocking queen is moved, it immediately returns to the board (if the space is occupied by a non-queen, then to an adjacent space). This is illustrated on the following pages.

ILLUSTRATION: QUEEN BLOCKING REENTRY



- ① White rolls, chooses to move its rook, and captures the black bishop. The white queen is blocking the black bishop from returning, so it is placed off the board next to its starting spot.
- ② If the white queen is moved, the bishop will immediately return to the board. On the next turn, black rolls a swap action, chooses the knight, and swaps places with the white queen.



The white queen is no longer blocking the black bishop, so it returns to the board. But its starting space is occupied by the black knight, so it returns to the nearest open adjacent space in the back row.

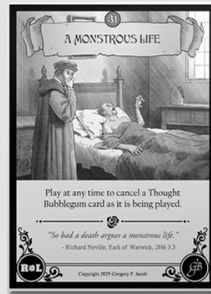
CARD PLAY

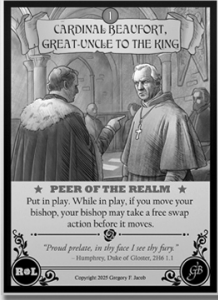
Each player may play exactly one action card before their own move, and exactly one action card after their own move, or both. Expended action cards are placed face up in a discard pile next to the action deck. If the action card deck is empty when an action card must be drawn, reshuffle the discard pile. Once the dice are rolled, no card can be played until the chosen die action has been completed, unless the card states it can be played at that time.



Thought Bubble Gum cards can be played at any time to prevent an action card played by your opponent from taking effect, or to force the discard of an action card from play. Thought Bubble Gum cards may also provide an additional benefit specified on the card. When played, Thought Bubble Gum cards are placed on the bottom of the Thought Bubble Gum deck.

Some action cards state a specific time the card may be played. Playing such cards at the specified time does not count against the player's action card limit. Card text always takes precedence over the rules.





Some action cards have immediate effects, and are then discarded. Other action cards are put "in play" on the table, and generate a stated effect until discarded. Each player can have only **four cards** "in play" at any time. If a player wishes to place a fifth action card "in play," they must first discard one of the cards already "in play." If a player ever has four Peers of the Realm in play at the same time, they immediately win the game.

RECOMMENDED RULES

Statute of Limitations: Players are responsible for keeping track of the card effects that benefit them. If a player fails to enforce his rights promptly, the statute of limitations runs, and the turn is not replayed.

Strategic Limitation: Let's Kill All the Lawyers is designed to be played in 30-40 minutes. Individual decisions about which die roll to use should not take overlong; those who would seize the crown must act fast! If turns are consistently taking too long, the opposing player may count to 10 using a normal cadence of "One roll of law, two roll of law, three roll of law." If the counting player counts to "ten roll of law" before any action is taken, the opponent forfeits their turn.

CLARIFICATIONS

The "beginning" of each player's turn occurs before any action card is played and before the dice are rolled.

If an action card causes the removal of a pawn, the player who played the action card selects the pawn that is removed unless the card says otherwise.

If an action card reinstates a pawn to the back row, but there is no open space in the back row, the card has no effect.

A Peeress of the Realm counts as a Peer. The Queen does not.

OPTIONAL RULE: For a game with more cards, but slower play, a player who rolls doubles may draw an action card.



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