

# The Lady and the Tiger: Hoard

A solo puzzle game

*A tiger, while gnawing a bone  
let out a small sigh and a moan.*

*“If I could just meet a lady  
without eating her, maybe  
I wouldn’t be all on my own.”*

— Peter C. Hayward

**Gems used:** 5 white  
5 black  
5 red  
5 blue  
3 yellow

## Objective

To win, collect all 10 **Treasures** before the end of the third round.

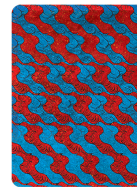
## Setup

Place the 4 **Door cards** in a square: Lady cards on the top, Tiger cards on the bottom, **Red** on the left, and **Blue** on the right.

Place 3 yellow gems above the square. These are **round markers**. The other yellow gems are not used in this game.

Shuffle the remaining 20 gems and randomly place 5 of them on each of the Door cards.

Shuffle the 14 **Clue cards** together to form the deck.



The **blue** and **red** gems are **Treasure**. Treasure can only be collected from cards of the same color: red Treasure from a **Red card**, blue Treasure from a **Blue card**.

The **black** and **white** gems are **Trash**. Trash can only be removed in pairs of opposite colors: 1 black and 1 white together.

## Gameplay

Each turn, reveal a Clue card from the deck.

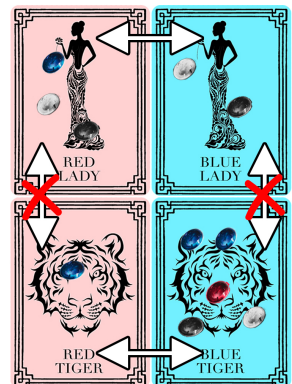
You must now perform an action involving the matching Door card: **Red Lady**, **Blue Lady**, **Red Tiger**, or **Blue Tiger**.)

**Choose 1 of the following 3 actions to perform:**

### **Move**

Take any 1 Treasure or Trash and move it between Door cards of the same **role** (not color). You can never move gems vertically.

- If you reveal a **Tiger** Clue card, move any 1 gem from 1 **Tiger** Door card to the other.
- If you reveal a **Lady** Clue card, move any 1 gem from 1 **Lady** Door card to the other.

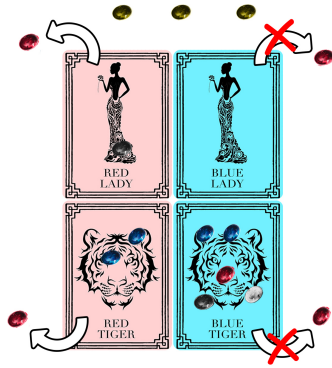


-OR-

## Remove

If there is Trash on that Door card, remove **all** pairs consisting of 1 black Trash and 1 white Trash from that card. All Trash that isn't a part of a black and white pair is left on the card.

-OR-



## Collect

You may collect 1 Treasure from a Door Card **if**  
The Treasure colour matches the Door Card  
**AND**  
There is no Trash on the Door card.

Place collected Treasure to the side; it never returns to the Door cards.  
You win the game by collecting all 10 Treasure.

You **must take** an action if possible. If you are unable to take any action, pass your turn and reveal another card.

For example, after revealing the **Red Tiger**, you must choose 1 of the following:

1. Move 1 Treasure or Trash from the **Blue Tiger** Door card to the **Red Tiger** Door card.
2. Move 1 Treasure or Trash from the **Red Tiger** Door card to the **Blue Tiger** Door card.
3. Remove all black/white Trash pairs from the **Red Tiger** Door card.
4. If there's no Trash on the **Red Tiger** Door card, collect 1 **red Treasure** from that card.

### **Wild Clue cards:**

- When the **Blue/Red** card is revealed, you must take 1 white and 1 black Trash from the removed Trash, and place 1 on each **Blue** Door card -OR- place 1 on each **Red** Door card. You choose which gem to place on which Door card.
- When the **Lady/Tiger** card is revealed, you must take 1 white and 1 black Trash from the removed Trash, and place 1 on each **Lady** Door card -OR- place 1 on each **Tiger** Door card. You choose which gem to place on which Door card.

If you reveal a special Clue card and there is **no** removed Trash, pick any 2 Door cards, and swap a black Trash from 1 with a white Trash from the other.

Trash can be swapped between Tigers and Ladies this way.

## **Round End**

After you use the last card of the deck, place it face-up beneath 1 of the round markers. Shuffle the other Clue cards and begin a new round.

## **Game End**

The game ends when you collect all 10 Treasure, or a card is placed under the third round marker. **If you collect all the Treasures, you win!**

Count up the removed Trash to determine your score. 10 points is a perfect score!

**If you have not collected all the Treasures by the end of the third round, you lose!**  
Better luck next time! Reshuffle the gems and cards and try again.

## **Difficulty**

Always scoring a perfect 10? Try again on a more advanced difficulty!

**Moderate:** Remove 1 Clue card at random at the start of the game and place it to the side, face-up.

**Hard:** Remove 2 Clue cards at the start of the game and place them to the side, face-up.

**Impossible:** Remove 3 Clue cards at the start of the game and place them face-down to the side without looking at them.