



Rules

A game of strategy for 2 persons
age 8 and upwards

katarenga

The Persian Empire around 300 B.C. – two powerful armies face off to decide the victor and the vanquished. The goal for both armies is to occupy the enemy camps.

CONTENTS

- 8 white pawns
- 8 black pawns
- 1 game board frame
(consists of 2 parts)
- 4 double-sided game board quarters



THE GOAL OF THE GAME

Whoever displays the cleverer tactics and is the first to get two of their pawns behind their opponent's baseline, or ensures that their opponent has no chance of conquering both their camps, will prove themselves to be a brilliant strategist and win not just their battles, but also the game.

SETTING UP THE GAME

Join both parts of the game board frame and place this in the middle of the table. Then place the four game board quarters into the game board frame any way you wish. The game board quarters, are printed on both sides. They are all differently arranged so that no two quarters have exactly the same pattern. All quarters can be rotated, turned and placed in the 4 corners of the game board frame in any way you

wish. This will allow you to start each new game on a new and unique game board.



Tip: When you have played KATARENGA a number of times and become better accustomed to the game, you should take care to ensure a balanced set up of the game so that no player is at an advantage or disadvantage before the game has even begun.

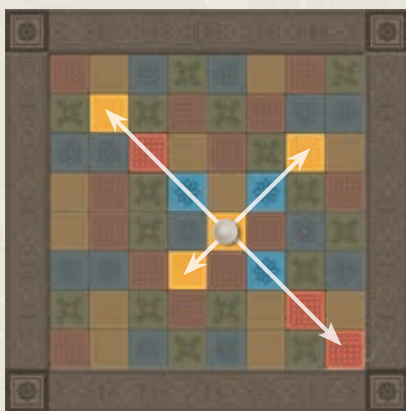
Once you have set up the board, you must then draw lots to decide who plays which colour. The player playing with the black pawns decides which baseline they would like to play from and rotates the board so the row they want is directly in front of them. Now place your respective pawns on the squares of your baseline. Because Black was allowed to choose which side they wanted, White may now start the game and makes the first move.

PLAYING THE GAME

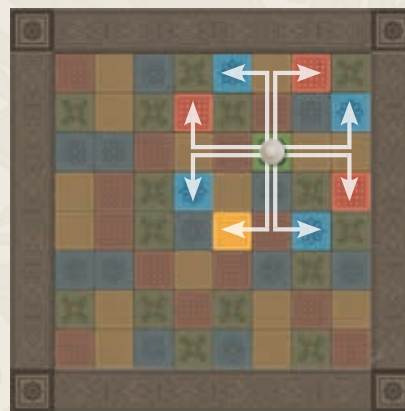
In KATARENGA, the pawns do not have their own specific function or different level of importance for the course of the game when moved. The type of movement is determined by the particular square on the game board that the pawn is on. In KATARENGA there are four different types of squares:



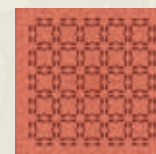
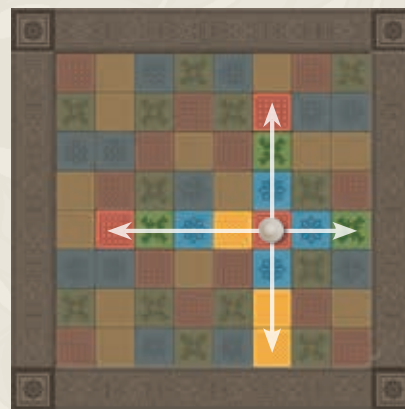
A pawn on a **blue square** must move horizontally, vertically or diagonally to the immediately adjacent square. This means that a pawn on a blue square moves like the **King in chess**.



A pawn on a **yellow square** must move in a diagonal direction, but without jumping over other pieces. This means that a pawn on a yellow field moves like the **bishop in chess**. However, it may **not move any distance**. It may go as far as but **no further than the next yellow square** in the direction of travel.



A pawn on a **green square** must always move two squares straight ahead and then one square to the left or right from the location of its starting square. This means that a pawn on a green square moves like the **knight in chess**.



A pawn on a **red square** may be moved along a straight line, either horizontally or vertically, but without being allowed to jump over other pawns. This means that a pawn on a red square moves like **the rook in chess**. However, it may **not move any distance**. It may go as far as but **no further than the next red square** in the direction of travel.



Tip: Take care not to slip out of line when moving along a row, column or diagonal.

Moving:

You consecutively take turns. On each turn, you move one pawn in accordance with the movement rule for the colour of the square it is on.

*Example 1: **Black 1** moves in accordance with the game's rules of movement with respect to the colour of the square that it is on. The pawn is on a red square; it therefore moves like a rook and can so land on all squares highlighted in colour. It cannot be moved to any other square because it cannot go further than the next red one. Thus, the pawn cannot be moved either leftwards or downwards further than the next red square, as shown by the arrows.*

Capturing Enemy Pawns:

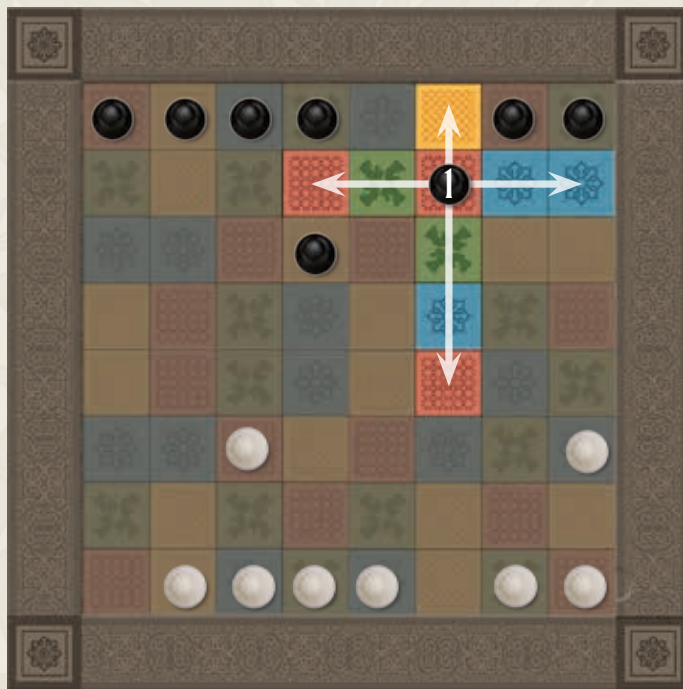
There can only be one pawn on each square at a time. You may never move one of your pawns onto a square that is already occupied by one of your own pawns. This square is blocked to you. If there is an opponent's pawn on this square, however, then you can move onto this square and remove your opponent's pawn from the board - you've captured them. Captured pieces are removed from the game.

*Example 2: **Black 1** can capture an opponent's pawn from a red square.*



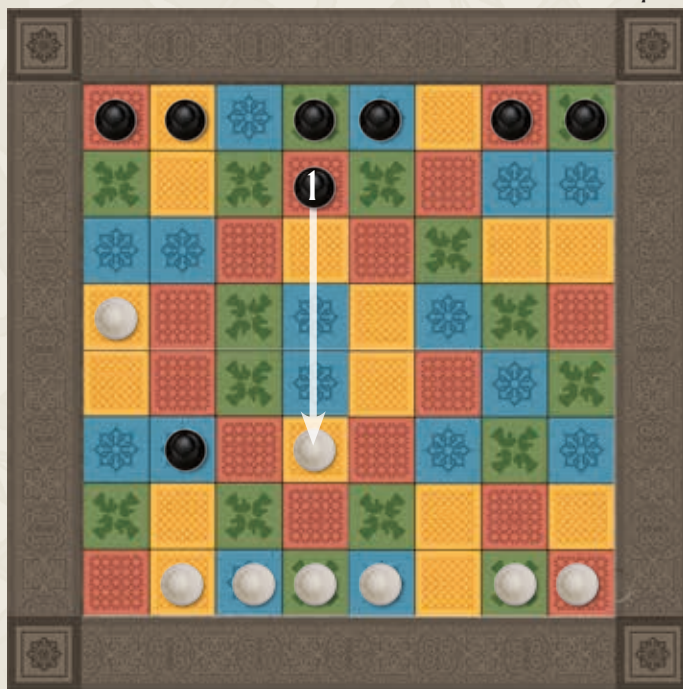
Touch-Move Rule:

As soon as you take your move, you can no longer take it back! If you deliberately touch one of your pawns, you must then make your move with this pawn, if there is a legal move that can be taken. If you deliberately touch an opponent's pawn, you then have to capture this pawn, if there is a legal move that can be made. If you do, however, happen to touch a pawn for which no legal move or capture is possible, it is of no consequence. You may instead make a legal move with any one of your other pawns.



Example 1 ▲

▼ Example 2



The Opponent's Baseline:

If you move one of your pawns onto your opponent's baseline, your move ends there. It takes another move to move this pawn from your opponent's baseline into your opponent's camp. The baseline is a regular integral part of the game board. **So, if your pawn is on the baseline, it remains in the game and can be captured.** So long as you comply with the usual rules, you can move it from there in any possible direction, including along the baseline. **Important: This means that a pawn on the baseline can be brought back into play again, it can capture opponent's pawns and can itself be captured by an opponent.** When it is your turn and you use a further move to move your pawn from your opponent's baseline to behind it and into the enemy's camp, it is then safe and cannot be brought back into play.



Example 3 ▲

The Enemy Camp:

When one of your pawns is on the opponent's baseline, you can use a move to get it behind your opponent's baseline and occupy one of your opponent's camps. Place your pawn on one of the two squares in the corners of the game board. Moving behind the opponent's baseline and occupying an enemy's camp counts as **one completely independent move**. The piece cannot be brought back into play. It is then your opponent's turn. As soon as you have occupied both camps, you have won the game.

Example 4: Black 4 moves their pawn from the opponent's baseline into the enemy's camp. The pawn is now safe and the first camp has been occupied. As soon as one player occupies the other camp, they have won the game.



▲ Example 4

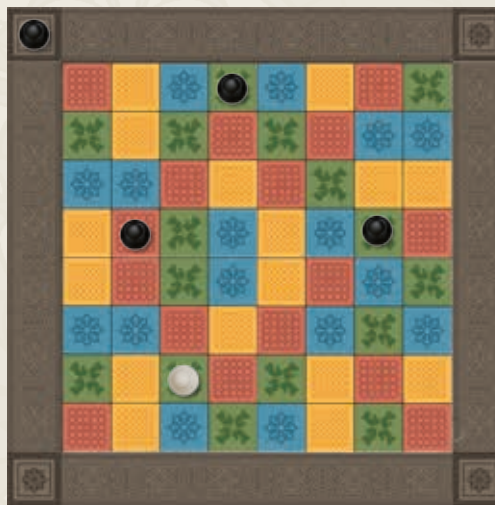
HOW TO WIN:

You can win KATARENGA in two ways:

- You win when you are the first to get two of your pawns behind your opponent's baseline and occupy both enemy camps (Example 5).
- You win when you ensure that your opponent no longer has sufficient pawns available to occupy both of your camps (Example 6).



Example 5: Black now occupies both enemy camps and wins the game.



Example 6: White no longer has sufficient pawns in the game to occupy both camps. This means that White automatically loses and Black wins the game.



OUR TIPS

Revenge: When you have finished a game, you should start a new game. Just rotate the game board so that white now plays with the baseline from Black and vice versa. You could ensure that no one wins (or loses) because one side of the game board offers a stronger starting position than the other. If the two games end in a draw, you can play more tie-breaking games to determine the ultimate victor. Please remember: Always rotate the game board after a game, play a revenge game and so ensure that both players have been given a fair and equal chance.

Chess Clock: Play KATARENGA with a chess clock (or a chess clock app). Decide together how many minutes each player can take for their moves. You will see that games played against the clock develop their very own dynamic. You could alternatively set the clock so that each player is assigned an individual number of minutes to balance out a disparity in the playing strength between both players.

Author: David Parlett
3D: Andreas Resch
Design: Sabine Kondirolli, HUCH!
Product manager: Simon Hopp

© 2017 HUCH!
www.hutter-trade.com
Translation: Ü-Werk GmbH

Manufacturer + distributor:
Hutter Trade GmbH + Co KG
Bgm.-Landmann-Platz 1-5
89312 Günzburg, GERMANY



License: whitecastle.at

Variants:
parlettgames.uk

Warning! Choking hazard. Not suitable for children under age of 3 due to small parts.

