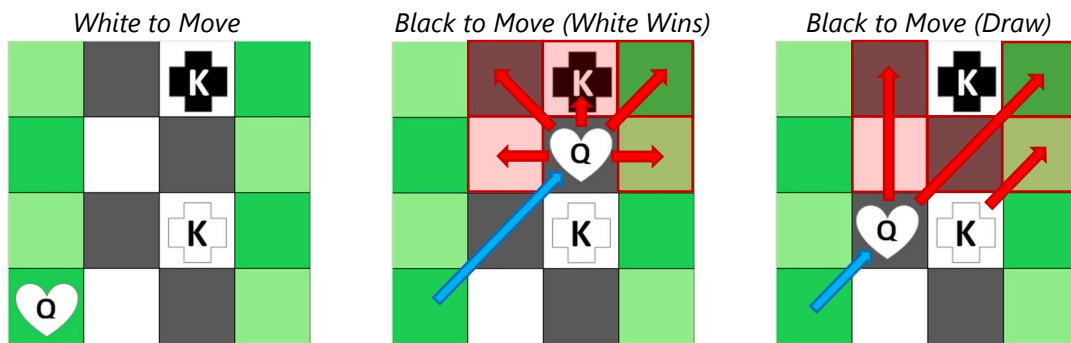


Kerd

Objectives and Outcomes

- The objective for both players is to attack opponent's King in a situation where the opponent has no legal move to make in his/her turn. In this case the opponent is considered as "mated" and has lost the game.
- If the opponent's King is not being attacked but he/she has no legal move to make in his/her turn, the game is drawn.



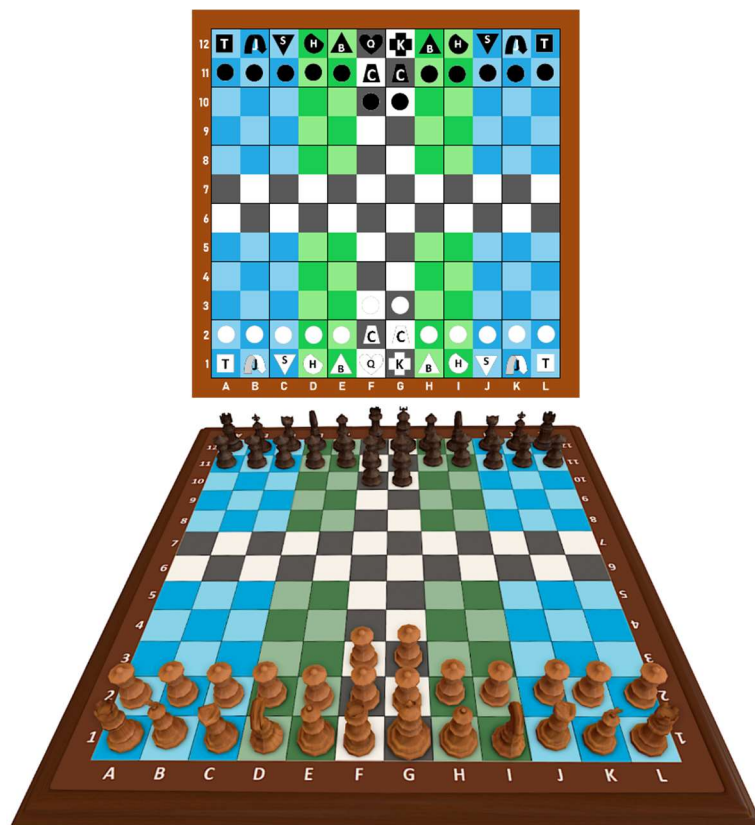
Rules

1. Player Turns

- The player who sits the table first has the right to choose which color he/she will play.
- Player with the white pieces makes the first move.
- After a player makes his/her move, the turn is passed to the opponent.

2. Board Setup and Initial Positions of the Pieces

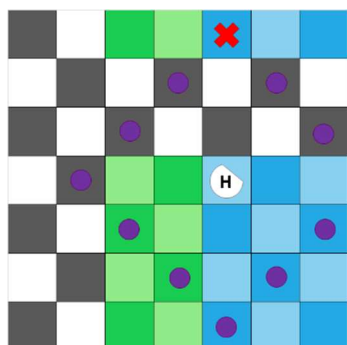
- Board is composed of 12x12 squares that orthogonally alternated light and dark colors.
- The initial position of the pieces is as the following:



3. Infiltration

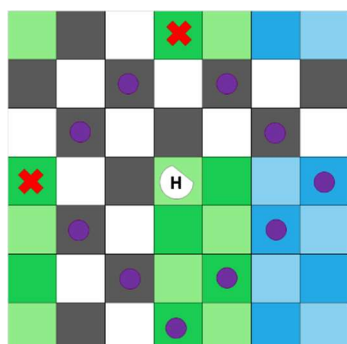
- At the start of the game, each player chooses an enemy piece as the infiltrator and writes it on a piece of paper. Then, they both put the papers face-down on the table.
- The King, the Queen, Rooks, and Scouts cannot be chosen as infiltrators.
- Infiltrator pieces can only be revealed after one of the players has checked his opponent.
- The turn ends after a player reveals his infiltrator piece.
- After an infiltrator piece is revealed, it changes its color and its side.
- If a player suspects one of his/her pieces as the infiltrator, he/she can execute (remove) that piece and pass the turn to the opponent. Players cannot know if the executed piece is infiltrator or not.

4. Board Regions



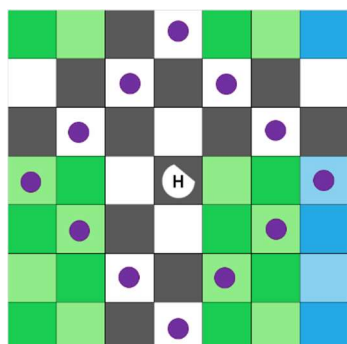
a. Water

- Pawns can be moved by only one square on their first move.
- A piece that is in this region cannot move to a square if it enters and leaves an air segment on the way. Scouts, Towers, and the Queen are not affected by this rule.



b. Land

- Pawns can be moved by one or two squares on their first move.
- A piece that is in this region cannot move to a square if it enters and leaves an air segment on the way. Scouts, Towers, and the Queen are not affected by this rule.



c. Air

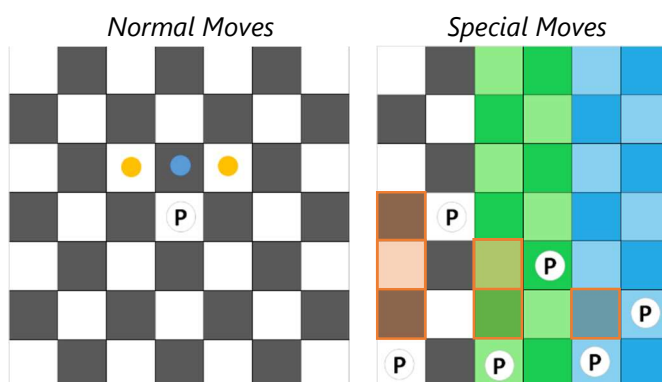
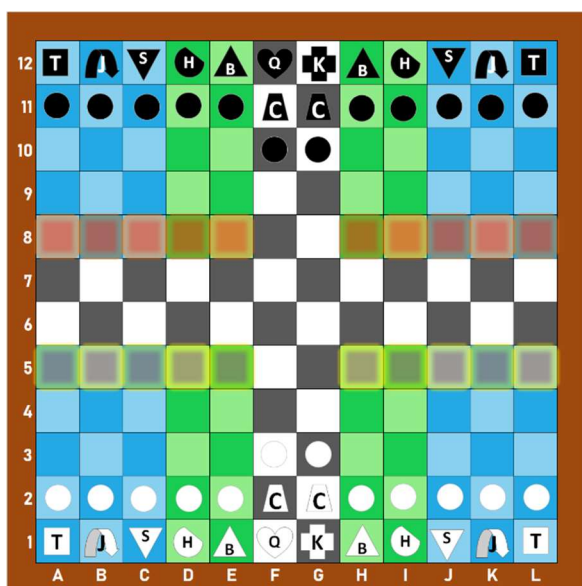
- Pawns can be moved by one, two or three squares on their first move.
- A piece that is in this region can move to a square on any region.

Pieces

● Can move	● Can take	● Can take or move
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1. Pawn

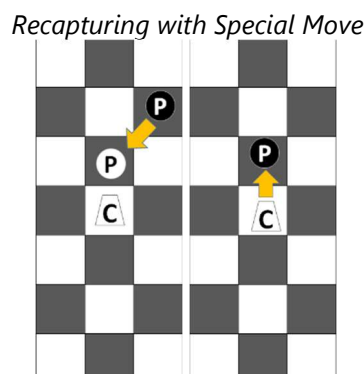
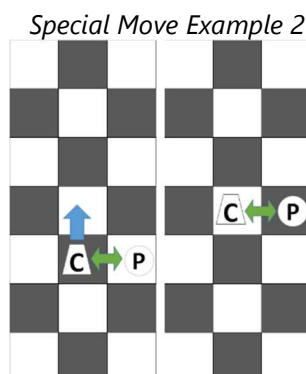
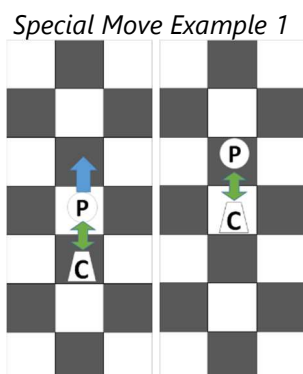
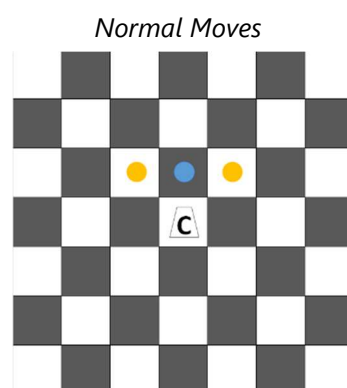
- Moves one square forward vertically.
- Captures one square forward diagonally.
- Can make a special move depending on its region on its first move.
- Can be "promoted" on indicated squares as shown below.



- When a pawn leaves the air region, it can be used to bring back a piece that was removed from the board.
- The piece that has been brought back takes place of the pawn that was used in the process.
- White's pawn promotion squares are highlighted with red.
- Black's pawn promotion squares are highlighted with yellow.

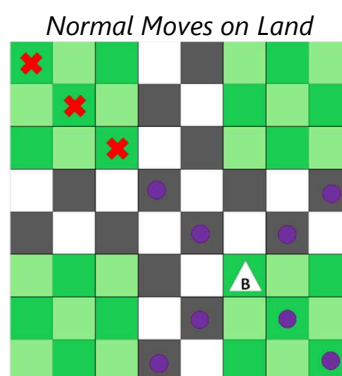
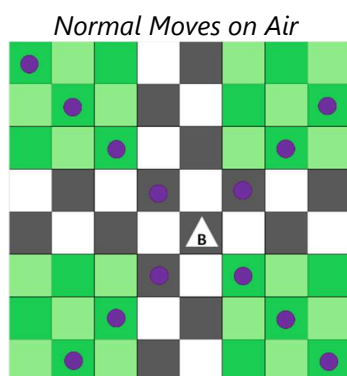
2. Commander Pawn

- Moves and captures like normal pawns.
- Can attach on a pawn around and move with it.
- If the attached pawn cannot move as far as the commander pawn, they can only move as far as the attached pawn does.
- If a pawn (other than a commander pawn) is captured on any square around this piece, the commander pawn can recapture on that square.



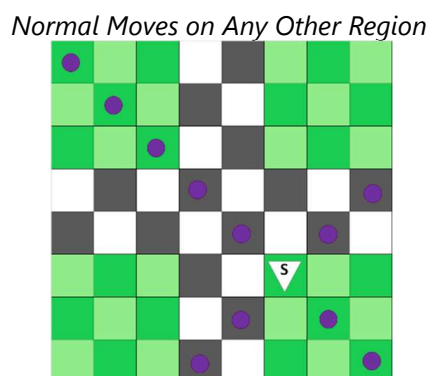
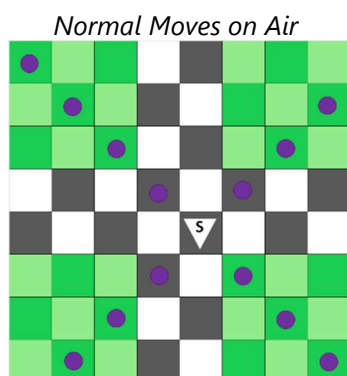
3. Bishop

- Moves and captures diagonally to any square if it follows the region rules.



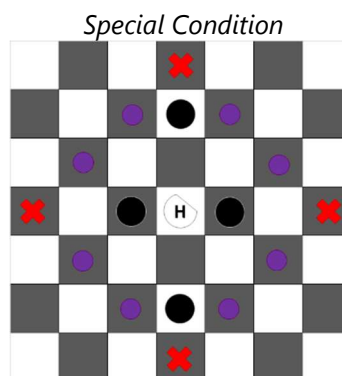
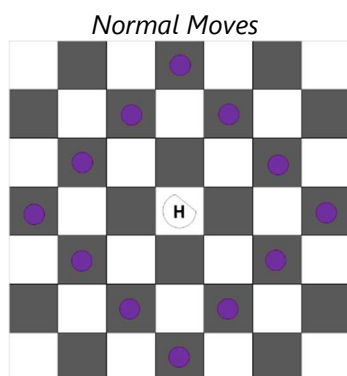
4. Scout

- Moves and captures like bishops.
- Is not affected by regions as mentioned in the rules.



5. Hussar

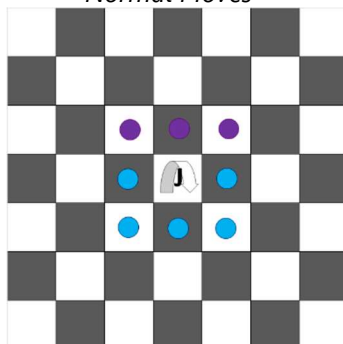
- Moves and captures two squares vertically and one square horizontally, or two squares horizontally and one square vertically, or three squares orthogonally.
- If it jumps over an enemy piece, it cannot move or capture three squares orthogonally.



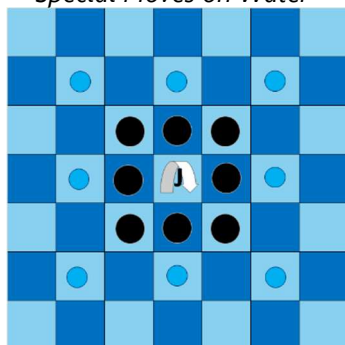
6. Jumper

- Moves one square to any direction.
- Captures on one square forward diagonally or one square forward vertically.
- Can jump over a friendly or enemy piece if there is no piece behind it.
- Is affected by regions. This piece's jump ranges are $[0, 1, \text{and } 2]$ on $[\text{water}, \text{land}, \text{and air}]$ respectively.
- After the jump, it always lands on the square next to the piece that it jumps over.

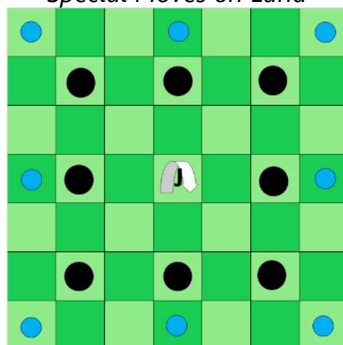
Normal Moves



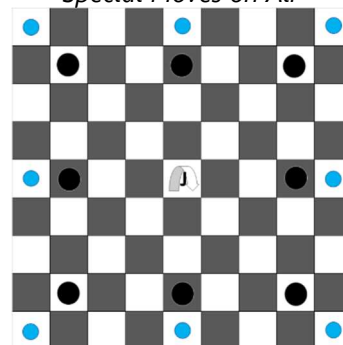
Special Moves on Water



Special Moves on Land



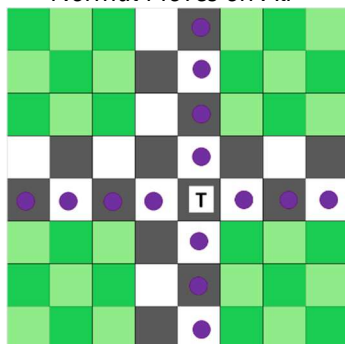
Special Moves on Air



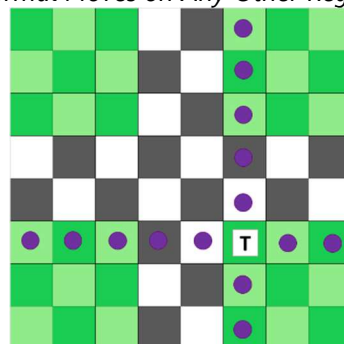
7. Tower

- Moves orthogonally to any square.
- Is not affected by regions as mentioned in the rules.

Normal Moves on Air

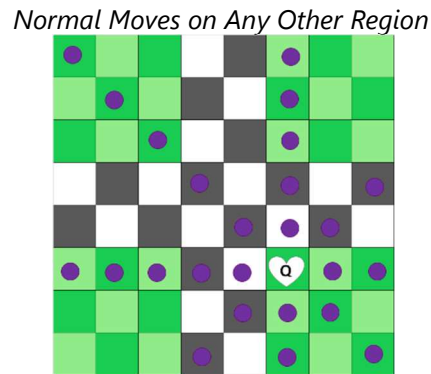
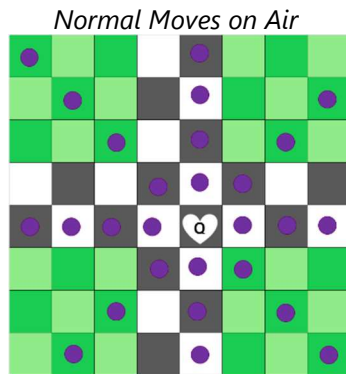


Normal Moves on Any Other Region



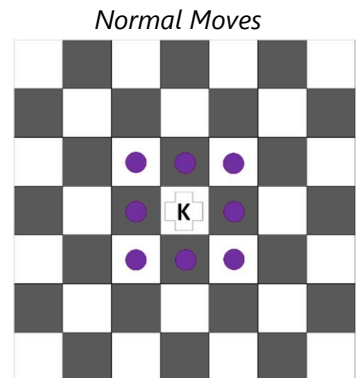
8. Queen

- Moves and captures orthogonally or diagonally to any square.
- Is not affected by regions as mentioned in the rules.

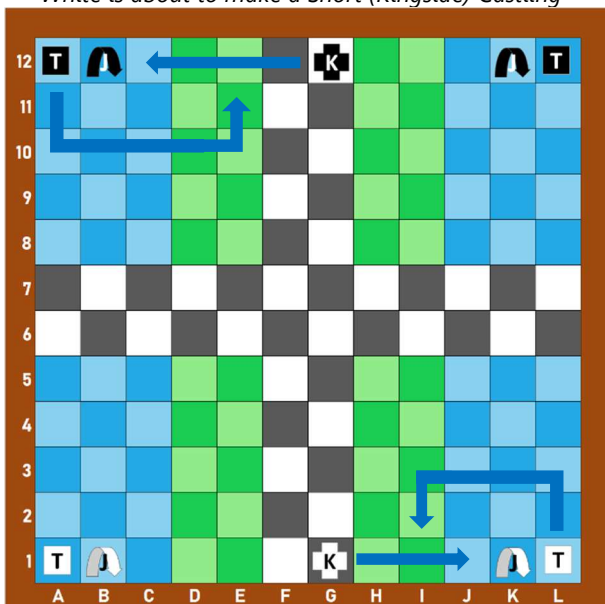


9. King

- Moves and captures one square orthogonally or diagonally.
- Can make a special move called "castling" if only,
 - there are no pieces between your King and either one of your Jumper pieces,
 - there are no enemy pieces attacking your King or a square on your King's castling route.
 - your King and the Tower that you are castling with has not moved since the start of the game.
- If castling long (queenside),
 - The King moves four squares away from the center.
 - The Tower moves four squares towards the center.
- If castling short (kingside),
 - The King moves three squares away from the center.
 - The Tower moves three squares towards the center.



*Black is about to make a Long (Queenside) Castling
White is about to make a Short (Kingside) Castling*



*After Black King's Long Castling
After White King's Short Castling*

