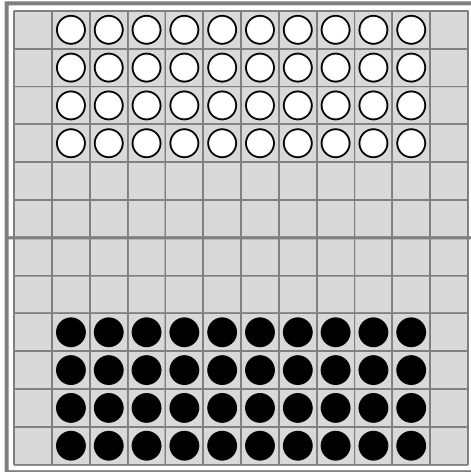


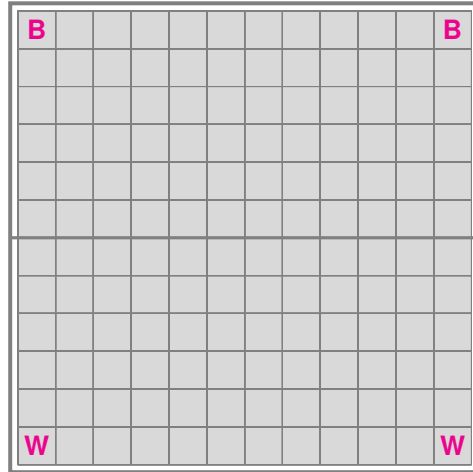
ANACHE

Gold_General0 (2024)

The game is played on an 12×12 board with 40 identical counters on each side. To start, place all counters on the four rows nearest to each player, leaving the outer columns empty:



initial position



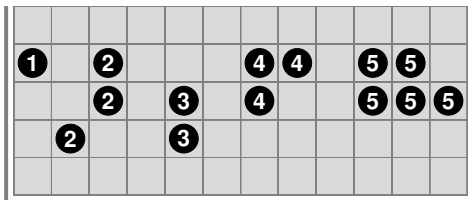
Black wins by occupying both B corners;
White wins by occupying both W corners

A piece has different abilities and titles depending on its position:

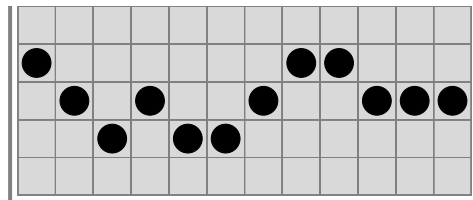
- A **man** is a piece in the half of the board containing the starting configuration.
- A **knight** is a piece in the opposing half of the board except for:
- A **dragon** is a piece on an opposing corner.

Black goes first. Each side starts out with 40 men. The line dividing the two halves of the board indicates where men promote to knights. A player **wins** by having two dragons. If a player is reduced to a single piece, getting this piece onto an opposing corner is also a win. A player unable to make move loses the game.

A **group** is a set of pieces of the same colour such that all pieces in the group are connected through adjacent pieces. A **lone piece** is one not adjacent to any piece of the same colour. A **barrier** is a group with a piece on every file of the board.



five black groups



A black barrier

The structure of a **standard turn**:

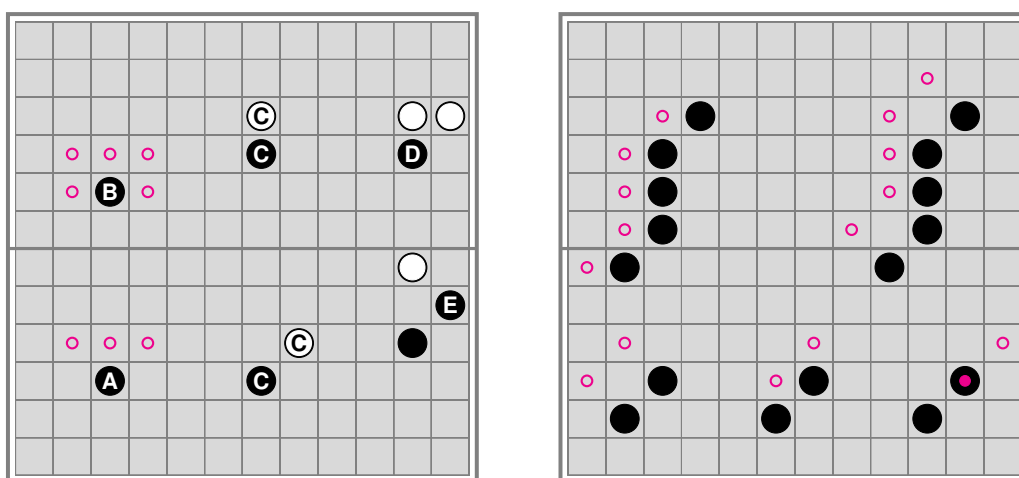
1. Mandatory: move a group of own pieces.
2. If applicable: capture opposing pieces.
3. Optional: move a group of own pieces. (Except in Black's first turn of the game.)
4. If applicable: capture opposing pieces.
5. If there are barriers, remove any number of pieces until no barriers are left.

Movement

The **forward squares** of a piece are the (up to three) vacant, adjacent squares that are one row away from the initial position. The **knight squares** of a piece are the (up to five) vacant, adjacent squares that are forward squares or on the same row.

- A man may move onto one of its forward squares.
- A group of up to three men may move such that each piece makes the same forward step.
- A knight may move onto one of its knight squares.
- A group of up to five pieces containing a knight may move such that each piece makes the same knight step.

In a group move, the destination of each piece must be empty or another piece of the group. For example, a column of three men can move upwards one square if that square is empty; this moves the last piece in the column on top of it. The final 2-group move in the right-hand diagram below is an example for this.



left: forward squares of **A**, knight squares of **B**
middle: the lone pieces **C** and **C** block each other
right: the **D** piece is blocked but **E** is not

examples for group moves

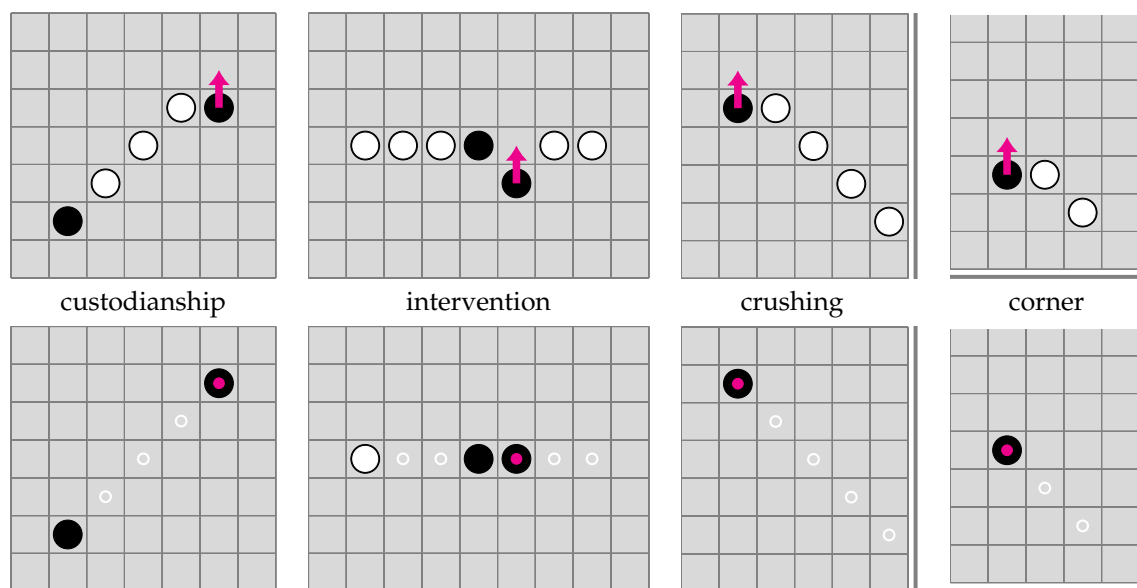
There are the following restrictions for movement:

- A lone piece may not move if there is an opposing piece on one of its forward squares.
- The second move of a standard turn must include a piece that did not move in this turn.
- No previous position may be repeated ('positional super ko').

Capture

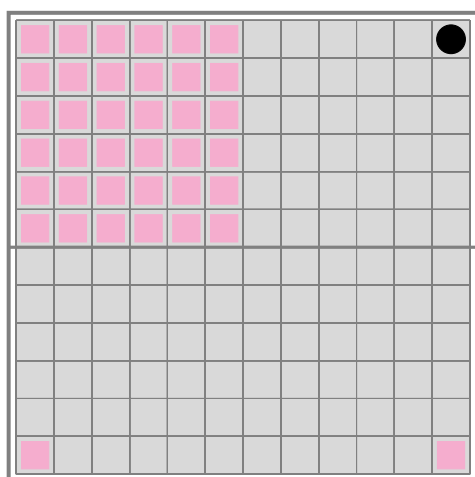
There are three types of captures: **custodianship**, **intervention** and **crushing**. In each case, one or more lines of opposing pieces are removed from the board and at least one of the own-pieces taking part must have been moved in the current turn. A move may trigger several captures and of all three types. Dragons (pieces on corner squares) cannot be captured.

- Custodianship: A line of opposing pieces is flanked by two own pieces.
For custodianship capture, all corners are treated as virtual pieces of both colours.
- Intervention: a line of own pieces is extended on both sides lines of opposing pieces; the opposing lines of maximal, same length are removed.
- Crushing: like custodianship where one own piece is replaced by the border. Must capture a line of at least two stones.

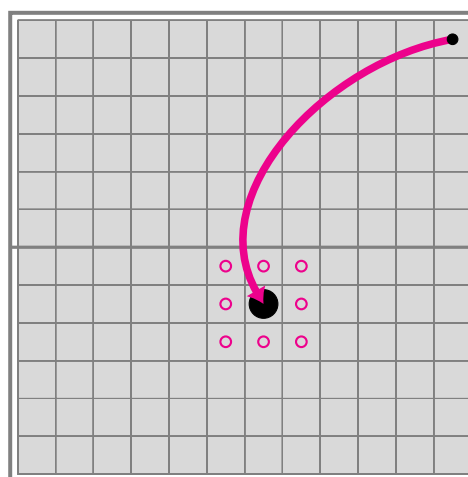


Instead of a standard turn, a player having a dragon may carry out a **dragon turn**:

1. Jump the dragon to an empty square of the board except for (a) any corner and (b) into the quarter of the board containing the other opposing corner.
2. Afterwards, the dragon piece can make a Chess king move, and do so with a group up five pieces (including the dragon).
3. If the dragon's previous move was a capture, the dragon (again in a group of up to five pieces) can make another move.
4. The dragon turn ends after a non-capturing move or voluntarily. Afterwards the dragon becomes a man, knight or dragon, depending on its final destination.



forbidden destinations for Black's dragon



dragon jump and subsequently possible moves

Some clarifications: When moving the dragon, its party does not have to include a new piece in each move — this is different from standard turns! During a dragon turn, it is possible to move a piece (including the dragon) into an opposing corner square. Under no circumstances can you move a piece into one of your own corner squares. Dragons are safe on their corners, they cannot be captured.

Remarks

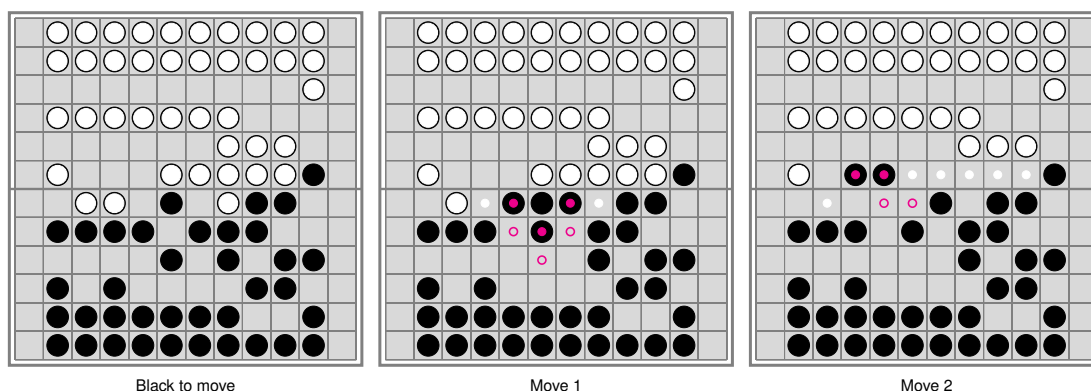
The game can be played right away with a 13×13 Go board (play on the squares, not on the intersections) and Go stones. It looks nice to represent dragons by something other than Go stones, for example Chess pawns. This also helps with dragon turns.

Anache scales well to other board sizes. The designer recommends three standard sizes:

- 10×10 board with 3 rows of 8 pieces per player
- 12×12 board with 4 rows of 10 pieces per player (as shown above)
- 16×16 board with 5 rows of 14 pieces per player.

Anache games are drawless and always end with a winner. The name 'Anache' is based on the Thai word for territory: Xāṇākhet. The 'ch' in Anache is pronounced as in the words chimera, chiasm, anarchy. The designer thanks David Ploog for help with this document.

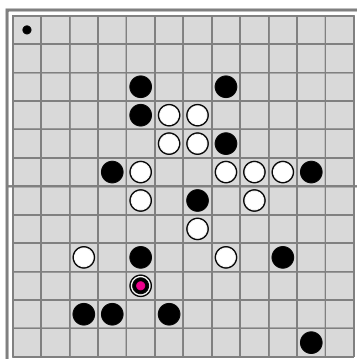
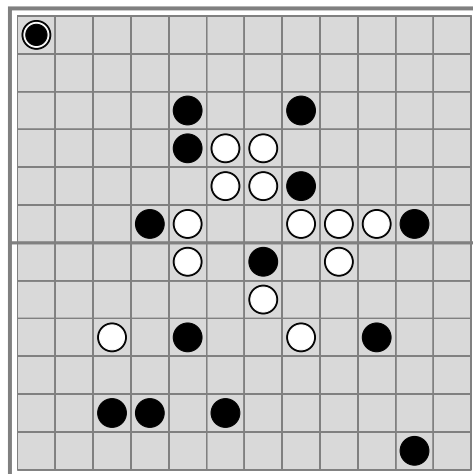
An example of a standard turn



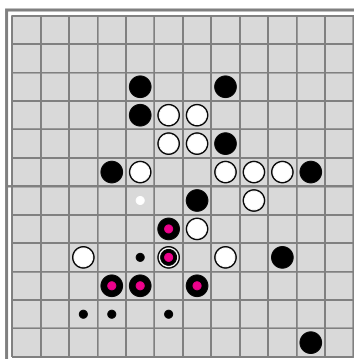
The first action moves a group of three men upwards, capturing two men; one of them by both custodianship and intervention. The second action moves a group of two men — note that one of them did not move during the first action. This is required! This move captures six more men in custodianship.

An example of a dragon turn

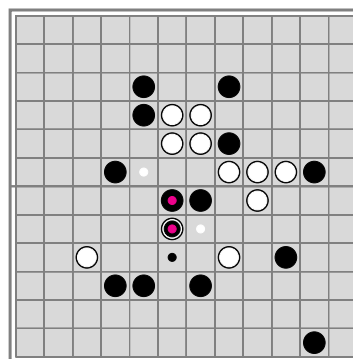
In the position shown here, Black can win immediately in a single dragon turn!



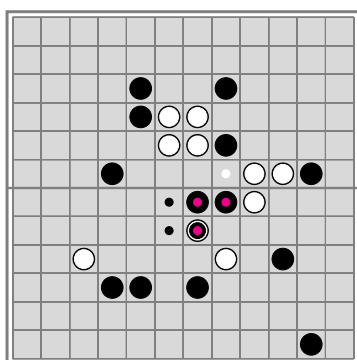
The dragon jumps



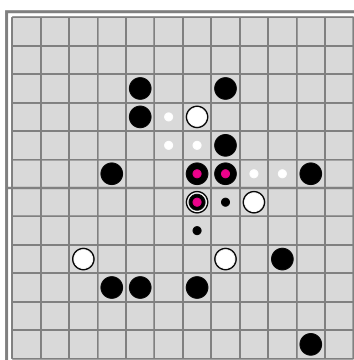
Move 1



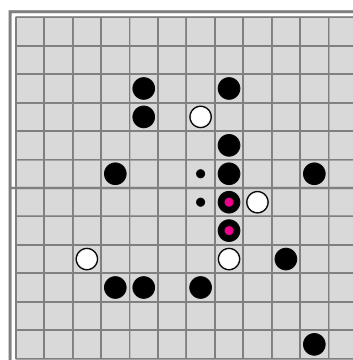
Move 2



Move 3



Move 4



Move 5

The position shown here is a bit artificial but it clarifies several finer points of the rules:

- The jump starting the dragon turn does not have to be a capture.
- The dragon keeps its power during the turn and demotes to man or knight afterwards.
- In move 1, the dragon and a group of four men capture one white men in custodianship.
- In move 2, the dragon and a subgroup from the previous move capture two white pieces by intervention. Moving a subgroup is not allowed for the group moves of standard turns.
- In move 5, the dragon and another piece move backwards.
- Move 5 is silent (no captures) and thus ends the dragon turn: the dragon becomes a man.
- In the final position, all white pieces are blocked. Having no move, White loses at once.