

Namutoni

2004, Reinhold Wittig, <https://boardgamegeek.com/boardgame/22157>

The game is played on a 11x11 board,



Each player has four round pieces (*riders*), four squared pieces (*horses*) and there are eight blocks to construct the 4x4 *fort*. There are two strategic boards called “cunning” and “danger”.

Setup. The fort is built around the yard marked with palms. The riders are placed on the start spaces marked with a cross; each player starts on one side. The horses wait off the board. “Cunning” and “danger” are placed in the marked spaces opposite the riders.

Goal: Bring three of your four riders on the walls, towers, or into the yard. At least one rider must stand on a tower.

Movement of the riders: From Chess, the knight’s move is well known: two steps in one direction, then one to the side. With Namutoni, there is also a knight’s move, but vertical! The following are examples of the possible moves (see the included illustration):

1) Riders can move up a step and over by two spaces. A step is exactly the height of a rider, a horse, or half the height of a fort piece. The other player’s pieces – riders or horses – may be used as steps.

2) Riders may jump up two steps and over one space.

3) There is a third possibility for movement. A rider on a horse may rest the horse. When on a horse, move to an adjacent space without changing levels. This need not be at ground level.

(Note: while it's not mentioned in the German rules that I saw, the illustrations make clear that when moving over two steps and up one, the level of the intervening space must be as high as that of the space being moved from.)

Game turn: In a turn, a player has three action points. With these he can:

- 1) Jump with one rider (uses 1 point)
- 2) Rest a different horse (also 1 point). You may not rest a horse that has added a rider on the current turn.
- 3) Place or move one or two of your own horses (each movement costs 1 point). Once on the board, horses may not be removed.
- 4) Strategic movement of "cunning" or "danger". Each space moved costs 1 point. Each piece must remain within the printed boundaries. All three action points may be used on these movements. You may move the same piece back and forth within the same turn by expending multiple points.

Horses: These important pieces may only be placed on or moved to spaces where the intersection of the markings of "cunning" and "danger" lie. They may be placed on the other player's horses or on areas on the fort, but not on riders.

The riders may be moved onto either player's horses as well as on the other player's riders. You must move off the other player's riders on the next turn, however, unless in the fort area.

Game end: If the first player moves his third rider into the fort, the other player has a final turn and can achieve a tie.

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