

BARAN

or

The King goes for a walk

Board game for two players of 10 years and older

Components

- 14 red warriors
- 1 red king
- 14 black warriors
- 1 black king
- 1 game board

Objective

Players try to be first to occupy the opponent's throne with their own king (the opposite tip of the board).

Setup

The game board is placed between the players so that they sit on the opposite tips of the board.

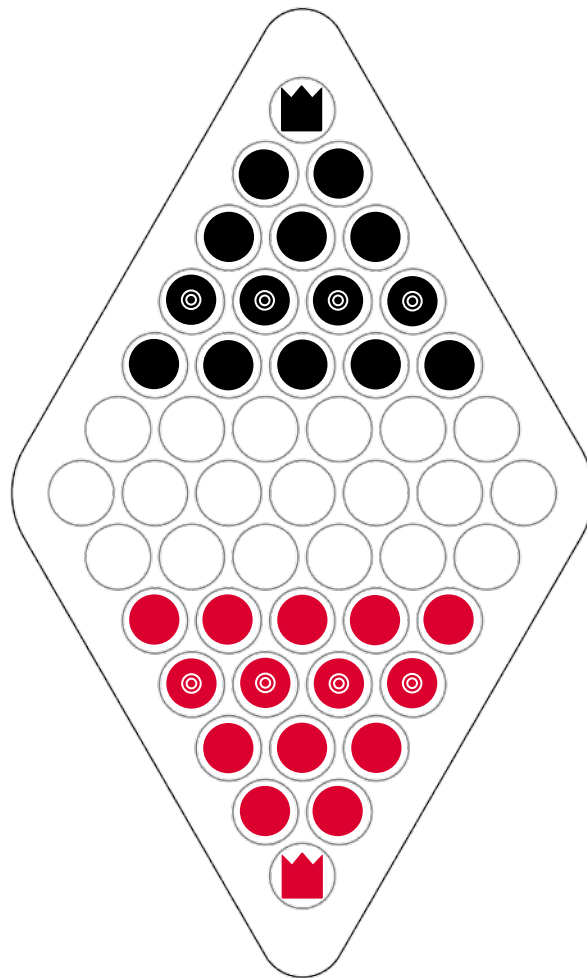
The players choose their color and get 10 warriors, 4 fast warriors (with the circular marking) and one king respectively.

Both kings are placed on the marked throne spaces.

Their warriors respectively occupy the four adjacent rows on the board.

The three rows in the center of the board are not occupied at the beginning of the game.

The starting player is chosen at random.



Playing the game

The player in turn either moves one of his warriors or his king.

Moving the warriors

Warriors can move forward, sideward and backward.

There are two possible types of movement:

1. Moving

The warrior can move on any unoccupied adjacent space.

2. Jumping

The warrior can jump over an adjacent piece on the space behind.

You can both jump over your own and your opponent's pieces.

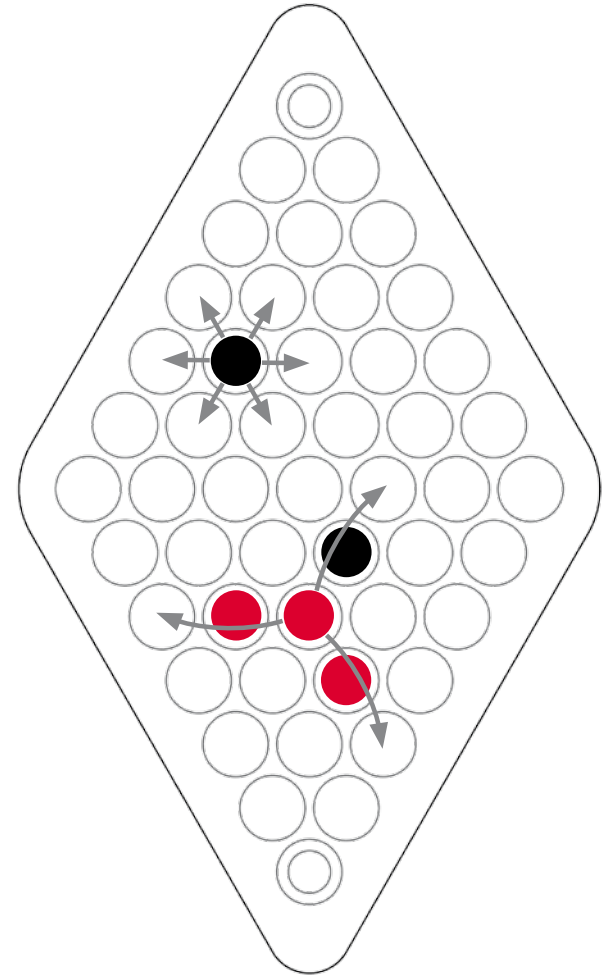
Chain jumps

Players may but do not have to perform chain jumps with their warriors.

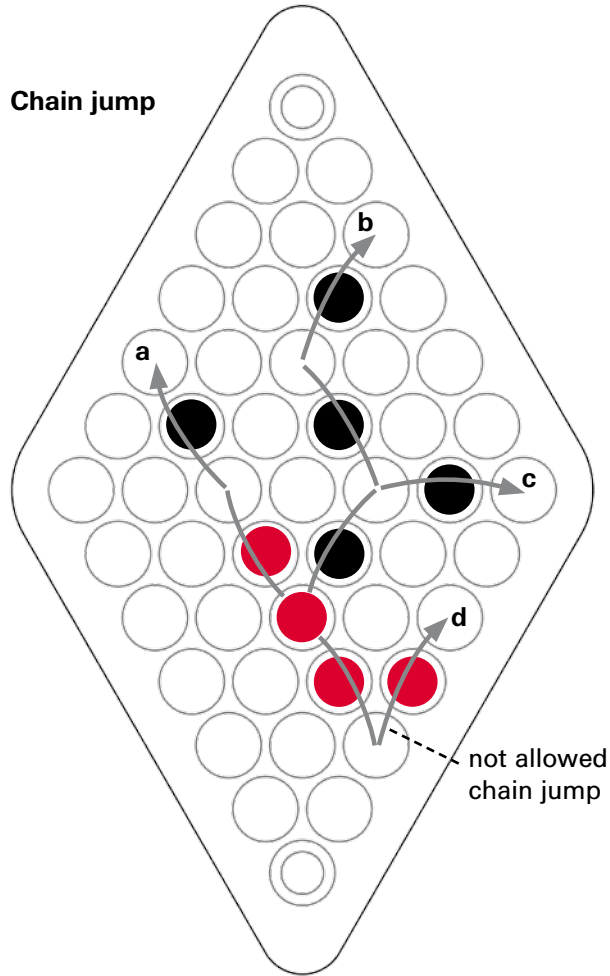
When a warrior does a chain jump he jumps over several pieces in one turn. This is possible if there is one unoccupied space between the pieces that are to be jumped over (**a**).

During a chain jump the warrior may change the direction of the jump in an obtuse angle (**b,c**).

It is not allowed to change direction in an acute angle (**d**).



Chain jump



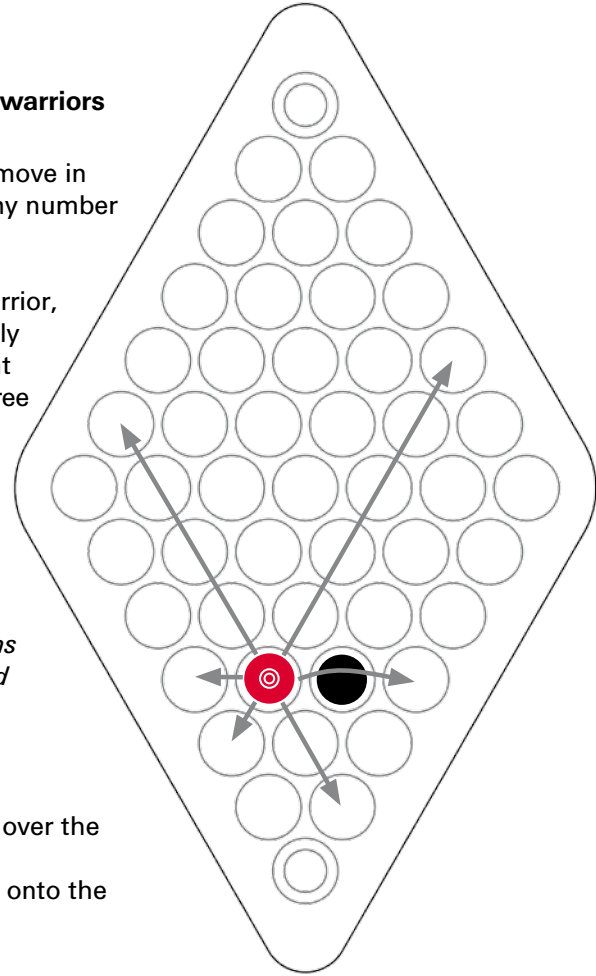
Movement of the fast warriors

1. Moving
The fast warrior can move in a straight line over any number of free spaces.
2. Jumping
Just like a normal warrior, a fast warrior may only jump over an adjacent piece onto the next free space behind. Fast warriors are allowed to chain jump, too.

The following instructions are both for warriors and fast warriors.

Restrictions

Warriors may **not** jump over the kings.
Warriors may **not** move onto the marked throne spaces.



Capturing opposing warriors

Warriors of the opponent that are jumped over in a forward movement are considered captured and removed from the board.

- During a chain jump several of the opponent's warriors can be captured in one turn (a).
- You cannot capture the opponent's warriors when you jump backward or sideward (b,c).
- It is allowed to chain jump over one's own *and* the opponent's warriors. However, with such a mixed-colored chain jump you cannot capture warriors of the opponent. (d)

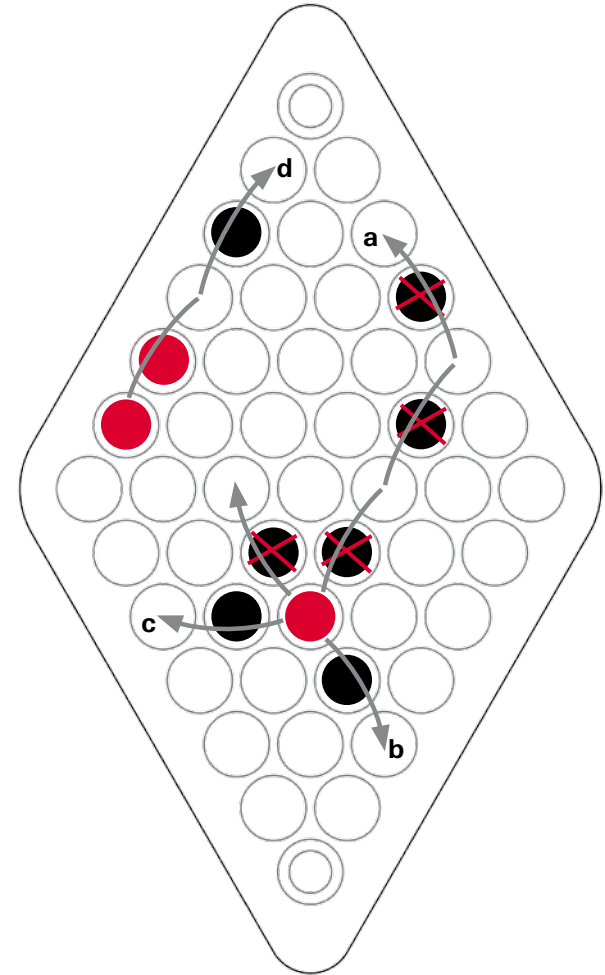
Forced capturing

If at the beginning of a player's turn he has the possibility to capture a warrior of the opponent, he is forced to do so. Thus, he has to capture the opponent's warrior with one of his own warriors.

If a player overlooks the possibility of capturing or deliberately leaves his warrior in the forced capturing position and rather makes another move, his opponent is allowed to remove the warrior in the forced capturing position from the board.

Removing the opponent's warrior is not considered a turn.

If two warriors of a player are in a forced capturing position at the same time, he may choose with which of them he captures.



Movement of the king

The king can move in all directions onto an adjacent unoccupied space, or jump over an adjacent piece (his own or of the opponent) on the free space behind in a straight line.

The king may not jump over the opposing king.

The king is not allowed to chain jump.

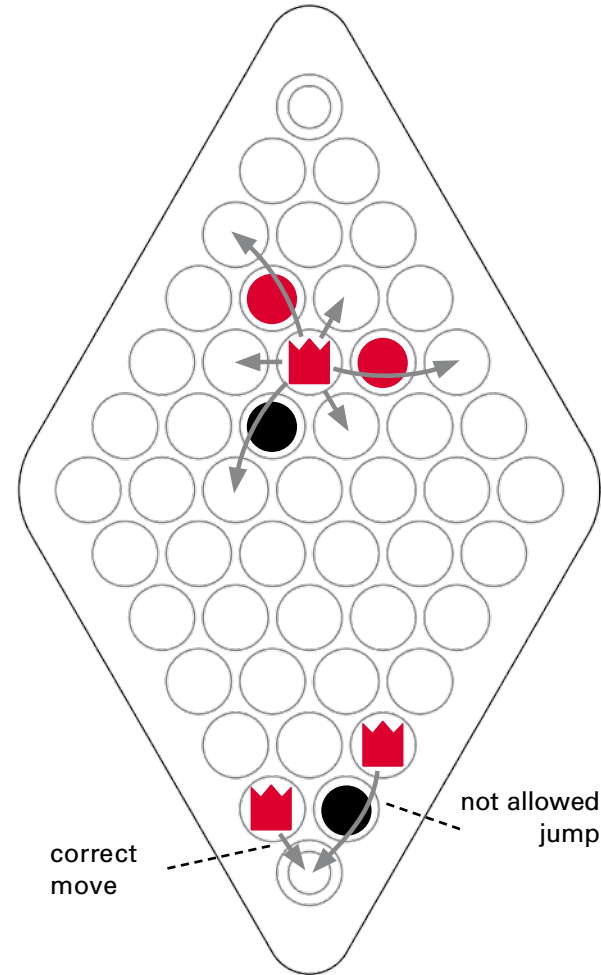
Special features of the king

- As the king may not be jumped over, he cannot be captured.
- If a king jumps over a warrior of the opponent, he does not capture this warrior. The king cannot be captured, the king does not capture, he just goes for a walk ...
- The king may not reach the opposing throne space with a jump but only with a move. Thus, the king has to reach one of the adjacent spaces of the opposing tip before he can occupy the throne.

End of game

The game ends if one king reaches the opposing throne space.

If a king has not left his own throne when the other king arrives, he is gently pushed from the throne by the winner of the game.



R E M A R K

Kindness

It is always annoying to lose warriors when you do not notice that they were in a position that forced them to capture. It seems quite an easy task to be attentive at the beginning of the turn and to check if one of your own warriors is in a position to capture. However, even concentrated players can sometimes overlook such situations.

Losing a warrior as a consequence of your own inattentiveness is part of the game and a good lesson.

Players who rather dislike to have such frustrating experiences may agree on „open“-play by showing such forced capturing positions to the opponent.

It is also recommendable to use this „open“ way of playing, when players of different skill-levels are facing each other.

Have fun with BARAN!