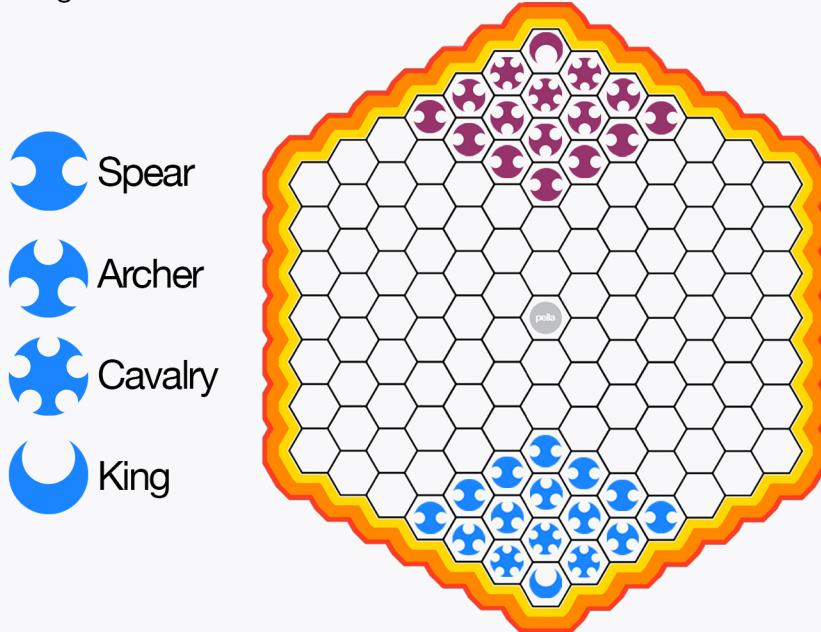


## Introduction

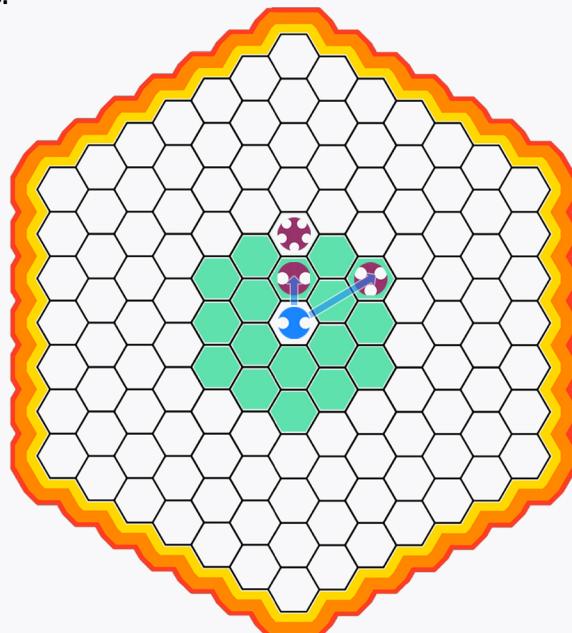
Pella is a game of strategy, where the objective is to capture your opponent's king using your cavalry, archers and spears. It is a game for two players, one with the red pieces and one with the blue. The game is played on a hexagonal grid of hexes with seven hexes per side. The starting position of the pieces is shown on the following Pella board:



The player with the blue pieces moves first and the players then take turns moving. One piece may be moved each turn except when capturing with an archer (which is described below).

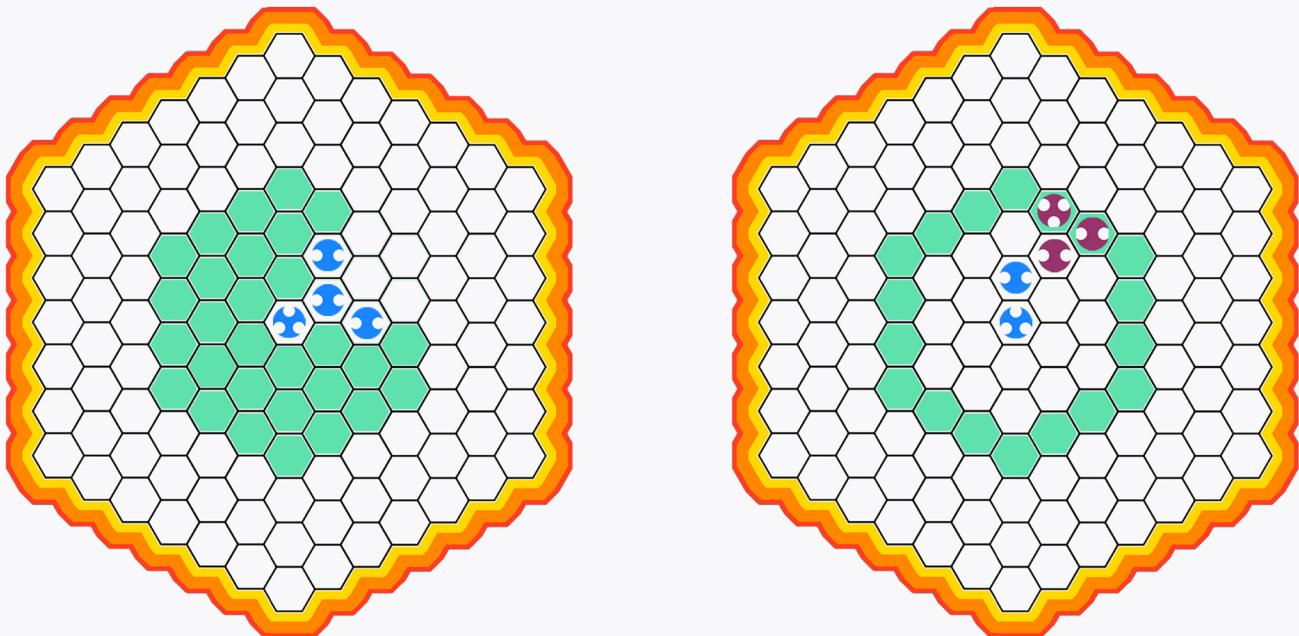
### ● Spear Rules

A spear can move up to two hexes in any direction, as long as its path is not blocked by its own pieces. It can capture any piece of the opposite color in its path, but must stop upon capturing a piece. Below, the blue spear piece can reach any of the highlighted hexes. It can capture the red archer or the red spear, but not the red cavalry piece.



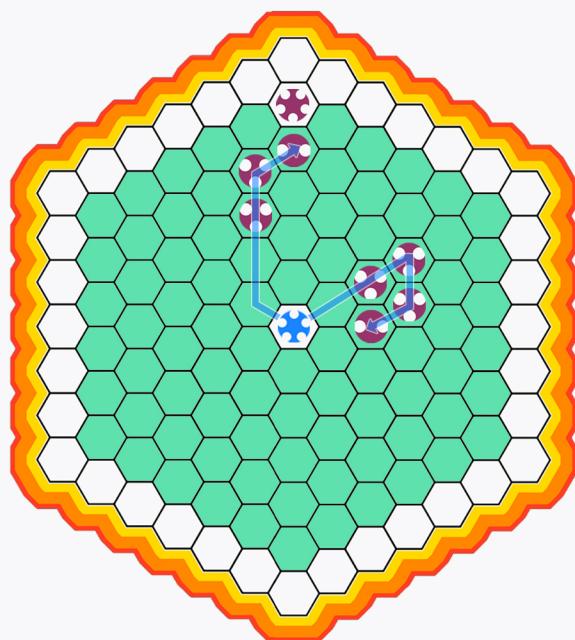
### Archer Rules

An archer can either move up to three hexes in any direction (as long as its path is not blocked by its own pieces) or it can stay in place and capture a piece of the opposite color exactly three hexes away. If an archer captures another archer, both archers are removed from the board. Below, the blue archer on the left board can move to any of the highlighted hexes. On the right board, the blue archer can stay in place and capture a red piece on the highlighted hexes.



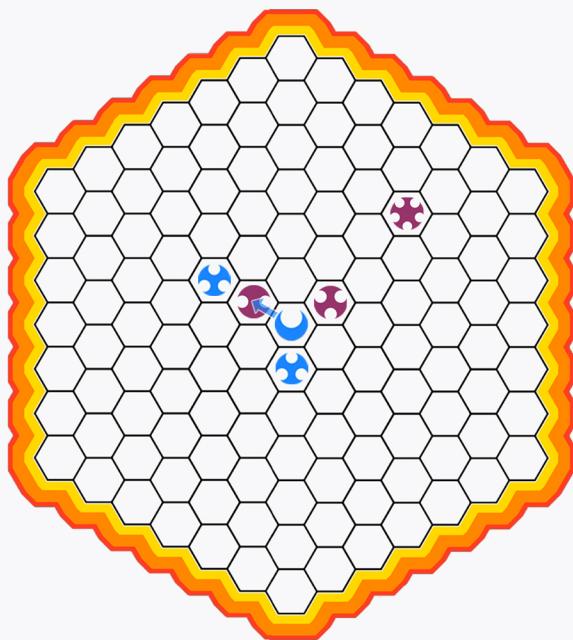
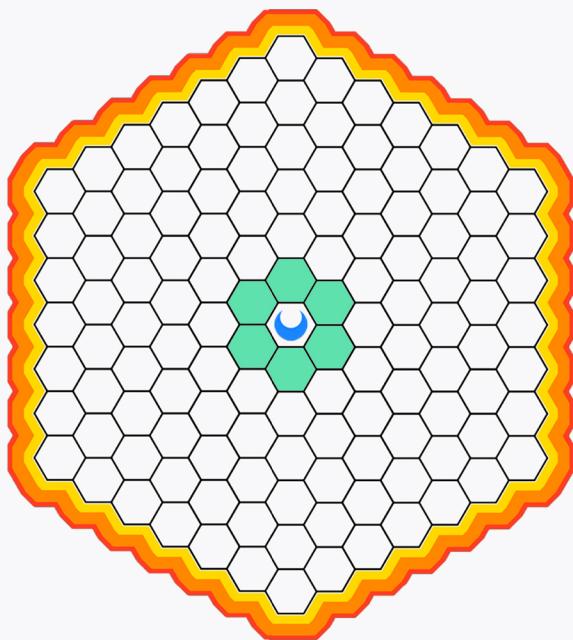
### Cavalry Rules

Cavalry can move up to five hexes in any direction, including doubling back, as long as its path is not blocked by its own pieces. It can capture multiple pieces of the opposite color in its path (up to five). Cavalry pieces must stop upon capturing a spear piece. Below, the blue cavalry piece can reach any of the highlighted hexes shown in this diagram. It can capture either group of red archers and spears, but cannot reach the red cavalry piece.



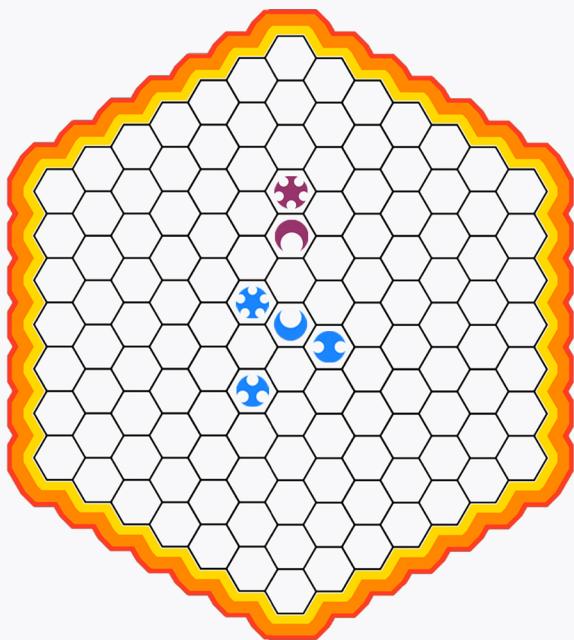
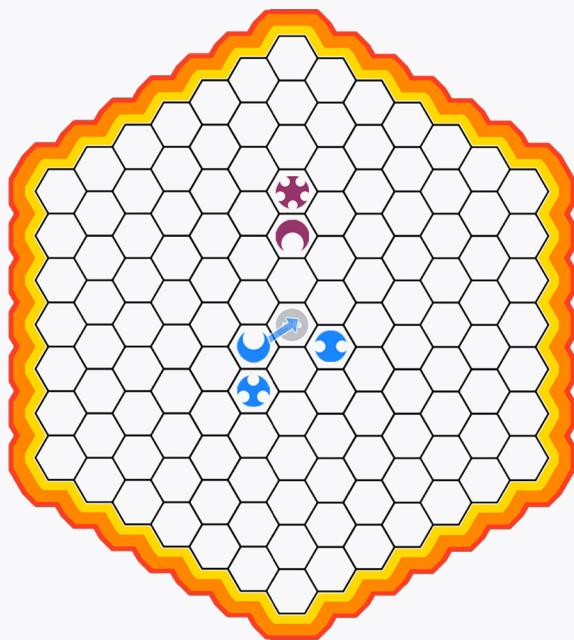
## King Rules

The king can move one hex per turn, as long as its path is not blocked by its own pieces. Kings are safe from capture if they are next to one of their own pieces. Below, the blue king on the left board can move to any of the highlighted hexes. The blue king on the right board can safely capture the red spear, but could be captured if it takes the red archer.



## Rallying

Once per game, a king can rally by moving onto the center hex of the board and bringing back any captured piece of its own color. The piece must be placed on any empty hex next to the king, ending the turn for the player. Below, the blue king on the left is in position to rally. On the right board, the king has moved to the center hex and brought back a captured blue cavalry piece.

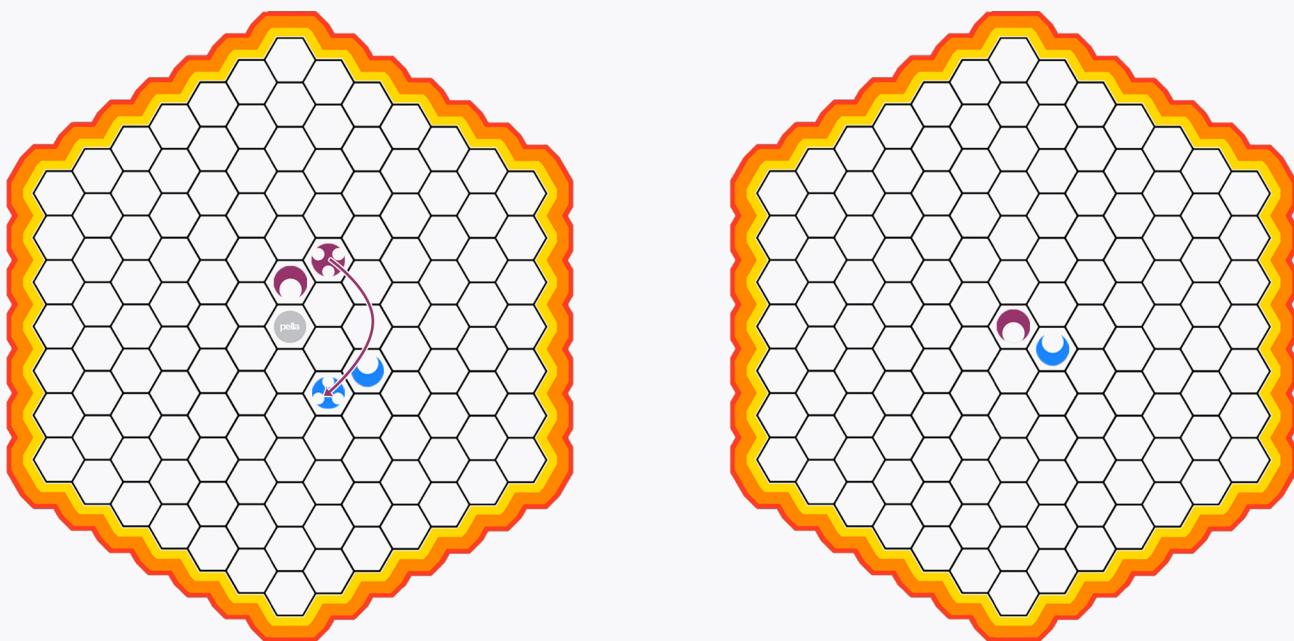


## End Game and Winning Conditions

A player must move on their turn, even if it means having to move their king onto a hex where it will be captured.

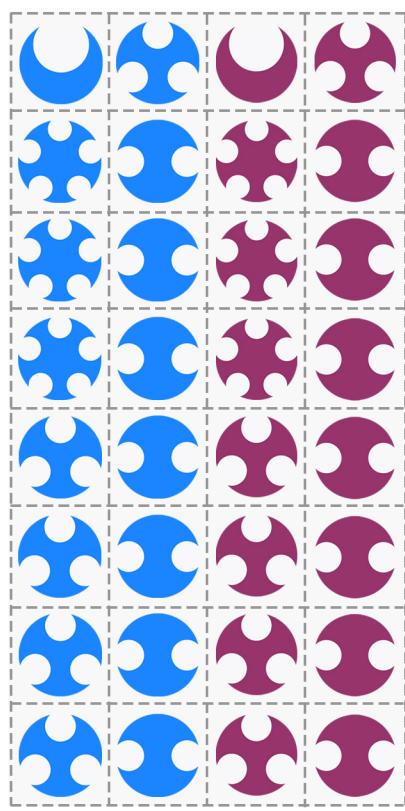
While kings are safe from capture if they're next to one of their own pieces, it's possible for cavalry to capture the protecting piece first and then the king in the same move, winning the game.

If each player only has their king remaining, the first player to move their king onto the center hex is the winner. On the left board below, the red archer captures the blue archer and both pieces are removed from the board, leaving only the two kings. On the right board, the red king reaches the center hex on their next turn, winning the game.

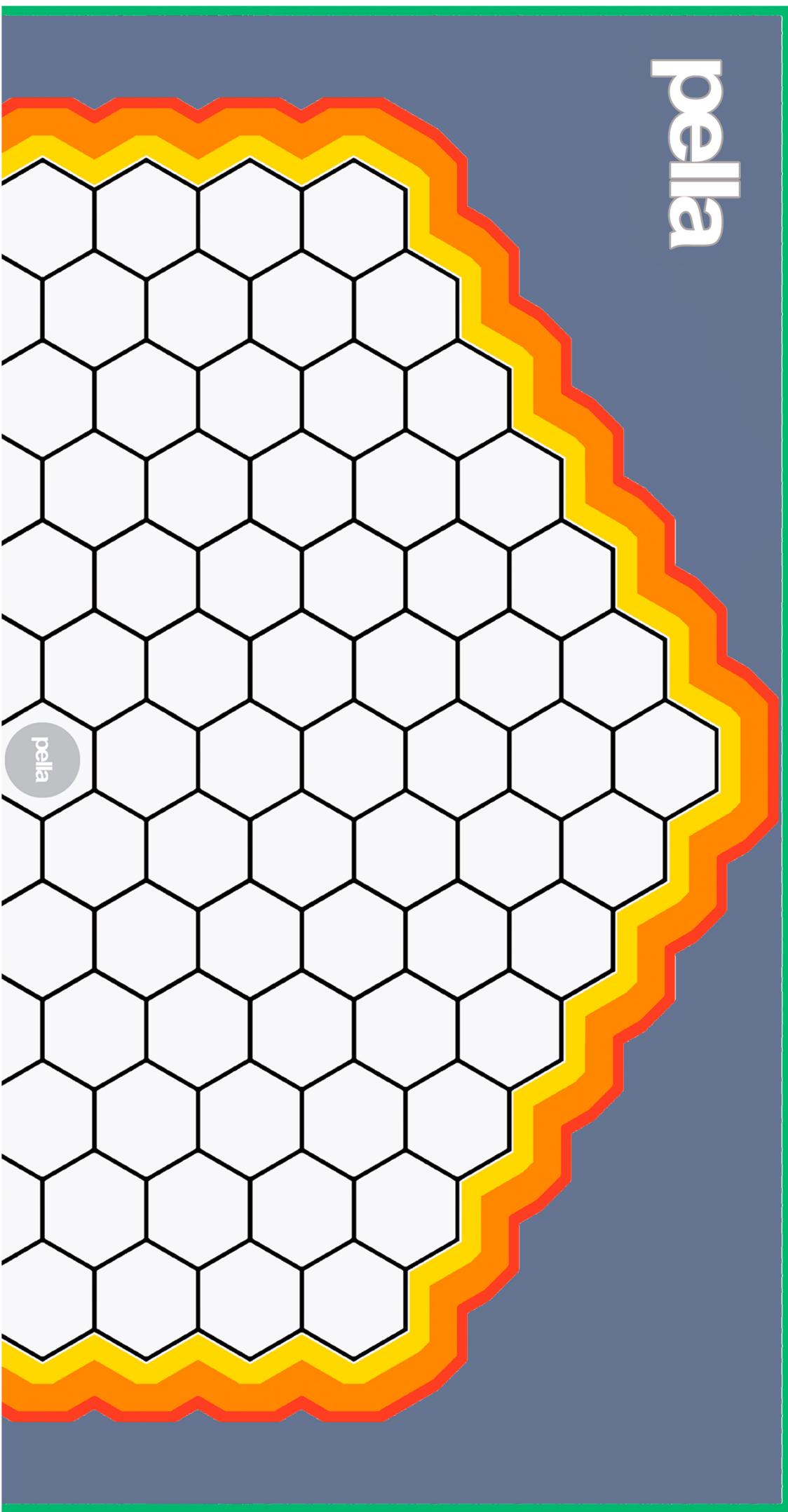


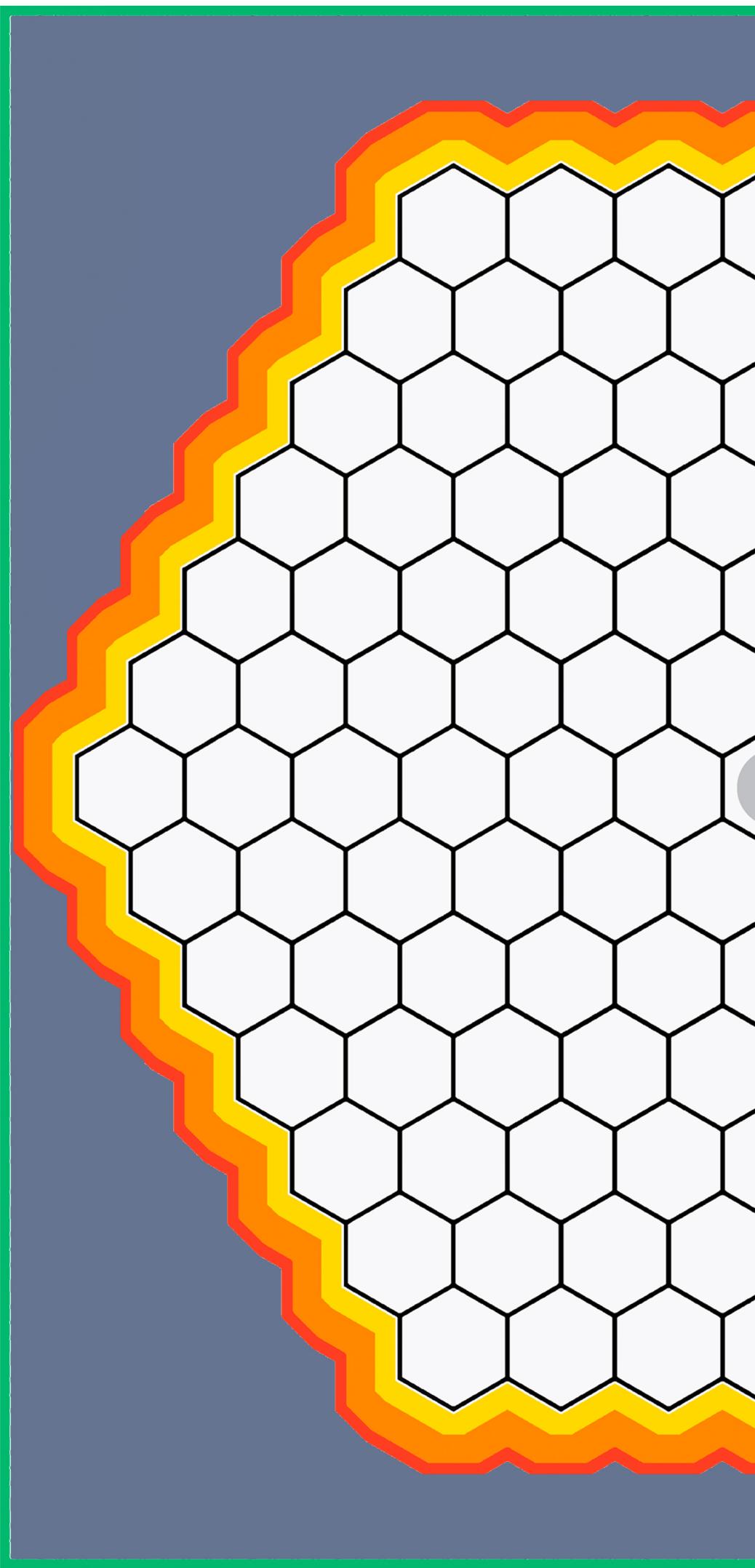
## Rules Summary

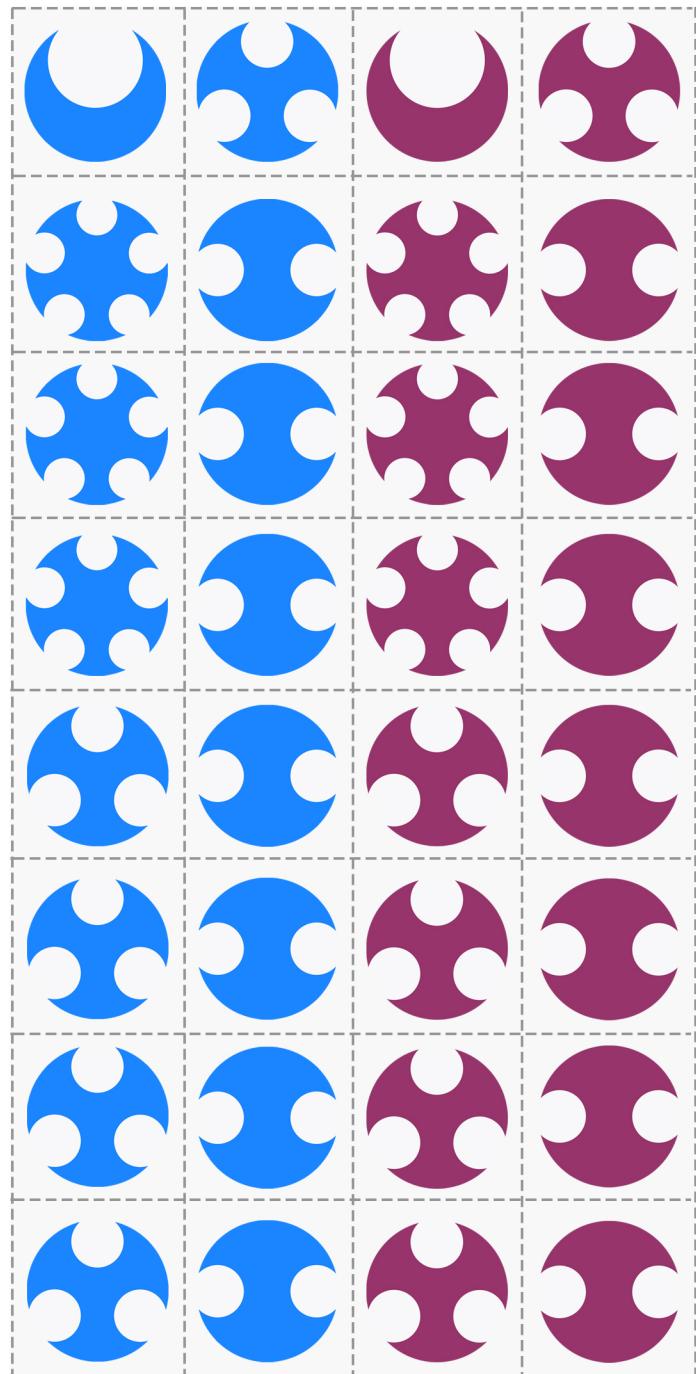
- Spears can move up to two hexes, and stop after capturing a piece.
- Archers move up to three hexes or can take a piece three hexes away, but are removed as well if that piece is an archer.
- Cavalry can move up to five hexes, capturing multiple pieces, but have to stop upon capturing a spear.
- Kings can move one hex per turn, and are safe from capture if they are next to one of their own pieces.
- If only the kings are remaining on the board, the first king to reach the center hex is the winner.



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