

MILITAKIRI - QUICK START MANUAL

Each player at single board has 18 pieces to start with:

1 star tower, 1 cross tower, 1 plus tower, 5 star pawns, 5 cross pawns, 5 plus pawns.

Each player at double board has 36 pieces to start with:

2 star towers, 2 cross towers, 2 plus towers, 10 star pawns, 10 cross pawns, 10 plus pawns.

In addition to the pawns and towers you set up at the beginning of each game, you have a number of spare towers to bring into play.

For a single board, these are 1 star tower, 2 cross towers and 2 plus towers.

For double board these are 2 star towers, 4 cross towers and 4 plus towers.

Goal: Win tactically by playing the opponent's towers off the board!

Before the game starts, the player can set the maximum duration of a game.

The player can check his rank status at the rankings of single and double board on the website and in the game.

The player who rolls the highest number on the dice always gets to start first.

If at the first attempt both throw the same, repeat until there is a difference.

Place your star tower on the first row on a field of your choice, the row that is closest to you.

This first row is further supplemented with only star pawns.

Place your cross tower on the second row on a field of your choice.

Place your plus tower on the third row on a field of your choice.

It does not matter which form of pawn you start with on the second and third row, just like the choice of placement of the tower on the row.

The plus tower has to be on the third row at a position of your choice.

The cross tower has to be on the second row at a position of your choice.

Keep in mind that the plus and cross shapes must alternate on the second and third row.

In the digital game, you only determine the placement of the 3 towers with single board and the 6 towers with double board.

The other pawns are automatically added.

For double board you start on the first row with 2 star towers on a field of your choice, on the second row with 2 cross towers on a field of your choice and on the third row with 2 plus towers on a field of your choice.

2 towers may never stand next to each other at the starting position on the double board.

The entire board, including the set-up zone belongs to the playing field.

The shape indicates the direction of movement of the pawn and tower.

The plus pawn and the plus tower move in horizontal and vertical direction.

The cross pawn and the cross tower move in a diagonal direction.

The star pawn and the star tower combine the direction of movement of cross and plus.

The taking is done in the other direction than the direction of movement.

The plus pawn and the plus tower take diagonally.

The cross pawn and the cross tower take horizontally and vertically.

The star pawn and the star tower can take in any direction and combines the characteristics of the plus pawn and the cross pawn, and the plus tower and the cross tower.

A tower is not limited in the number of fields to move or take, it can be moved over any number of fields without jumping over a pawn, rank or tower.

When taking a pawn, the conquered pawn is not removed from the board, but you stand on top of it.

At that point, the scope of movement and taking expands according to the number of pawns in the rank.

Rank 1 is 1 pawn, rank 2 is 2 pawns on top of each other, rank 3 is 3 pawns on top of each other, rank 4 is 4 pawns on top of each other.

Ranks can only be formed with the pawns and subsequently promoted to a tower.

Only rank 3 with a cross or plus pawn at the top and rank 4 with a star pawn at the top can be promoted.

The spare tower is placed in the set-up zone of the corresponding color in your set-up zone.

When a tower takes a pawn or rank, the taken pawn or rank will be removed from the board.

If a tower is taken by a pawn or rank, it will be removed from the board.

When a tower takes another tower, the other tower will be removed from the board.

When a pawn or a lower rank attacks a higher rank, the higher rank is removed from the board and the pawn or lower rank takes the place of the higher rank.

When a higher rank attacks a lower rank, the number of pawns of the higher rank are always added to the number of pawns of the lower rank.

Whenever equal ranks attack each other, the attacking ranks number of pawns are always added to the number of pawns of the attacked rank.

Whenever the rank (rank 3 for cross/plus and rank 4 for star) is achieved to be promoted to a tower, this rank will be exchanged for a spare tower of the same shape until they are used up.

If there are no more spare towers, the maximum rank required to promote will be maintained by staying on the board.

When replacing the spare tower as well as maintaining a maximum rank, the other remaining lower pawns of the attacked rank are removed from the board.

Each pawn, rank or tower can take another pawn, rank or tower.

No pawn, rank or tower may jump over a pawn, rank or tower.

No tower may stand on top of a pawn or rank.

No pawn or rank may stand on top of a tower.

A tower may move an unlimited number of fields, except in the endgame rule (limited to 1 field).

A pawn can be moved 1 field.

2 pawns in a rank may be moved a maximum of 2 fields.

3 pawns in a rank may be moved a maximum of 3 fields (only possible for a star rank 3 or when there are no more spare cross or plus towers, a cross or plus rank 3 can still move up to 3 fields).

4 pawns in a rank may be moved a maximum of 4 fields (only possible for a star rank 4 when there are no spare star towers).

One may never block the opponent who only has 1 tower on the board during the endgame rule (without any other pawns or ranks on the board belonging to him) from making a move by placing him in a corner or on a field on the board so that he no longer has the ability to move.

The player causing this blockade must return his piece to its original position and must make his move again, so that the opponent is not deprived of the opportunity to make a move (in the digital game, a blockade will not be possible).

If the player causing the block refuses to move to its original position to make his move again, he loses the game because of an unlawful inadmissibility.

If a player touches his own pawn, rank or tower, one is obliged to make a move with it.

If a player touches a piece unintentionally, by a clumsy move (knocking over a piece or bumping into it), one is not obliged to make a move with it.

If a player makes an illegal move, the move must be retracted and another move must be made.

If a player makes a legal move, his move is completed at the moment he releases the piece.

The move cannot be retaken.

If a player deliberately touches the opponent's piece with his hands or piece, he must attack that piece if it is legal.

Exceptions:

If the player indicates in advance that he wants to straighten a piece, it is allowed to touch a pawn, rank or tower without making a move with it.

When a spare tower is placed in play on a free field in the set-up zone, its placement will be completed at the moment he releases the spare tower.

One may not change the position of the spare tower thereafter.

If it is the player's turn and he has not yet made a move because he first has to place the spare tower on a free field in the set-up zone because it was not possible before and he had to wait a turn or several turns to place this spare tower, one can still make a move since placing the spare tower in the set-up zone is not considered a full turn or you choose another pawn, rank or tower to move.

The end game rule and move rule become active at the same time on the moment that 1 player has:

- lost all his pawns and ranks from the board.
- only 1 tower of that player is the only one left on the board.
- regardless if any spare towers still are available to be put into play.

During the endgame rule, the distance to move and take for each pawn, rank or tower for both players from then on are limited to 1 field per move, regardless of whether the opponent has several pawns, ranks or towers still on the board.

1 turn are 2 moves, one move for one player and one move for the other player.

Each player gets 50 turns/50 moves on a single board, so both players have 100 moves together.

Each player gets 100 turns/100 moves on double board, so both players have 200 moves together.

Only in the endgame rule can the game be decided in a draw when all the moves of both players have run out and the player has been able to keep his last tower before the time of one of the players has run out.

Winning:

- ✓ when you have played all the opponent's towers off the board, regardless of how many spare towers the opponent still has.
- ✓ when the opponent's timer runs out.
- ✓ if the opponent has not made a move before the end of the correspondence time.
- ✓ when the opponent in the digital game forfeits or the internet connection is lost.

Losing:

- when all your towers have been removed from the board, regardless of how many spare towers you have left.
- when your timer is up.
- if you have not made a move before the end of the correspondence time.
- when you forfeit in the digital game or the internet connection is lost.

Draw:

- when all the moves of both players have run out and the player has been able to keep his last tower before the time of one of the players has run out.