LOKA

A Game of Elemental Strategy

By Alessio Cavatore

Welcome to Loka, a game of elemental strategy. Loka is a game for four players, organised in two 2-player teams. Each player controls an army of elemental warriors that will do battle, with the objective of destroying both enemy kings while protecting their own king and the king of their ally.

In the world of Loka, the Armies of Good (Earth and Air) are allied against the Armies of Evil (Fire and Water). This is mirrored in the gaming board, as you can see in the diagram below, where each player sits facing their respective ally (Earth/Green opposite Air/Yellow and Fire/Red opposite Water/Blue), forming a cruciform battlefield.

Loka can also be played by two or three players, but as it plays best with four, we are going to give you the rules for the four-player version first, in all its glory. The three- and two-player versions are explained later in separate appendices on page 16.

And that's not all – on the back of the Loka board you will find a traditional chessboard, on which you can play normal chess, as well as several Loka variants. A further appendix, also on page 16, covers the variant rules for games played on the traditional chessboard.

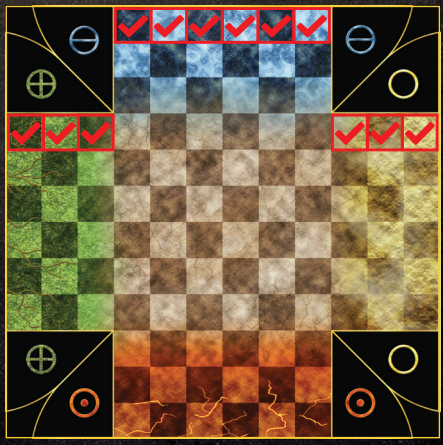
Loka Core Rules

Loka is based on **chess** and its gaming pieces are the same as chess and move *exactly like in chess*. These rules assume you know the rules of chess, but if you don't, they are presented on page 18 for your convenience.

However, as Loka is a four-player game, there are a few important differences between the core rules of Loka and chess, and they are listed here:

- As there are no Black and White pieces, you must roll a die to decide who goes first (more about this later).
- ***To win the game, both enemy Kings must be taken.*** They are taken just like any other piece, so there is no check, checkmate or stalemate. Also, when a King is taken, all of the pieces in his army disappear, often leaving the allied army in a difficult situation.
- There is no *castling*.
- There is no *en-passant*.
- Pawns that are deployed in the third row (as explained later) cannot move two squares for their first move. Only pawns that start the game in the second row can move two squares for their first move.
- Pawns are promoted when they reach one of the six squares directly in front or one of the three squares opposite them on each 'wing' of the enemy areas (the diagram below shows, as an example, the squares where red pawns are promoted).

  Of course a pawn cannot get to the squares in the 'wings' by moving straight forward. It might, however, get there by taking enemy pieces diagonally.



▲ *Red Pawn promotion squares are indicated by the red ticks.*

Game Sequence

A game of Loka follows this sequence:

1) **Strategy & Army Selection**

2) **Set-up Terrain**

3) **Deploy Armies**

4) **Fight!**

Let's examine each step of the game sequence in more detail:

1) Strategy & Army Selection

Agree Team Strategy

First of all you must form two 2-man teams. One team will control Fire and Water, while the other team will control Earth and Air. Normally it's better to put the best and the worst player in the same team to balance things out, but of course you might also decide the composition of the teams randomly, or in any other way you like.

To win the game your team needs to destroy both enemy kings. Keeping this in mind, after the team have been formed, each team should take a few minutes to discuss how they are going to achieve victory. Having a clear plan is important, as once the game starts (see page 10), players are no longer allowed to discuss among themselves anything to do with the game, in fact any form of game-related communication is forbidden! This is because in the rage of battle, the allied armies must try to implement the battleplan as best as they can… and no plan ever survives contact with the enemy!

Select Armies

During this phase, both teams secretly decide what pieces to recruit into each of their armies, writing down their choices on a sheet of paper. This is done in secret, so that the opponents do not know what pieces they are going to face.

In a basic game of Loka, each player has a total of ***160 points*** available to spend, with which he must buy the pieces he wants to use in the game. So, each team comprises of two armies worth 160 points each. We chose 160 as a limit as that allows you a good number of permutations of the basic Loka set of pieces.

Each piece is worth a certain amount of points, as shown in the following chart:

Piece	Cost in Points
King	0 points
Queens	90 points each
Rooks	50 points each
Bishops	40 points each
Knights	30 points each
Pawns	10 points each

Example:
Your 160-points army could consist of a Queen (90 pts), a Bishop (40 pts) and three Pawns (3x10=30 pts). Queens are very powerful pieces, but very expensive! If you didn't use a Queen, you could instead field a Rook (50 pts), a Bishop (40 pts), a Knight (30 pts), and four Pawns (40 pts).

There are three restrictions to your choice:

- **One King!**
  Each player's army **must** always include one King (representing the army's general, in other words yourself!), and can only include one.

- **No (s)pawning!**
  Each player's army can include a maximum of 10 Pawns.

- **Enough is enough!**
  The maximum number of pieces in an army is 16.

After getting acquainted with the rules of Loka, players can of course decide to play with more points in their armies, or fewer. A ***250 points army*** allows you to use the full contents of the basic Loka box. And you can combine the pieces of two basic Loka boxes, or acquire more Loka pieces (available as separate sets) to increase the size of the game and thus the available combinations of pieces.

A 300, 400 or even 500 points army gives you a wider choice of pieces and tactics. Alternatively, you may also decide to play with an uneven amount of points, if some players are more experienced than others.

Below is an example army. This is a well-balanced army, which you should feel free to use yourselves as an example force when first learning the game.

Example Army

1 King	0 points
1 Rook	50 points
1 Bishop	40 points
1 Knight	30 points
4 Pawns	40 points
Total	**160 points**

▲ *The example army arrayed for battle using models belonging to the Earth element.*

2) Set-Up Terrain

After having selected the armies, but before putting your pieces on the board, you must randomly place four terrain tiles on the board. The set of terrain in basic Loka includes the following nine terrain tiles: Castle, Forest, Lake, Eyrie, Swamp, Stone Circle, Mountain Pass and Magic Portal (x2). First shuffle all nine of the tiles and place them face down on the table next to the board. Then, a randomly selected player picks one tile at random (yes, you are slightly more likely to draw a Magic Portal) and places it in the 6x6 square area directly in front of his own board edge. This is done as follows:

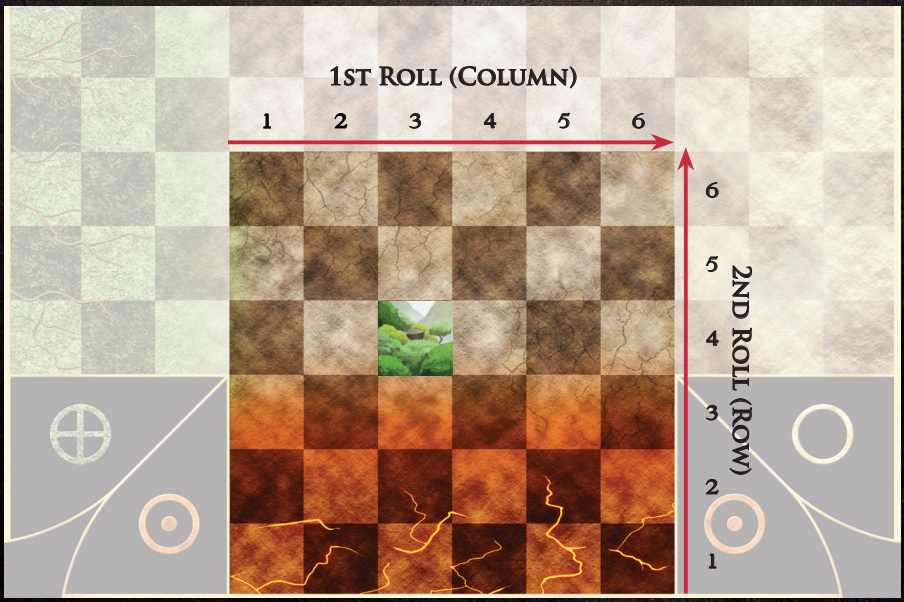
Roll a D6 (six-sided die) twice. The result of the first die indicates one of the columns – a result of 1 indicates the first column (from your left), a 2 indicates the second column, and so on.

The second result indicates one of the rows – a result of 1 indicates the first row (the one nearest to you), a 2 indicates the second row, and so on. Cross-referencing the two results indicates a single square, as shown in the diagram below, and you place the selected terrain tile there.

Once the first terrain tile is in place, the next player (going around the board clockwise) must place the second terrain tile, by once again picking a random tile and then rolling the D6 twice to place it, as described above.

Then the third player places the third tile and finally the last player places a fourth tile.

If you roll the same position as a previously placed tile, you must discard the roll and roll again twice to determine a new position for the tile you are placing.

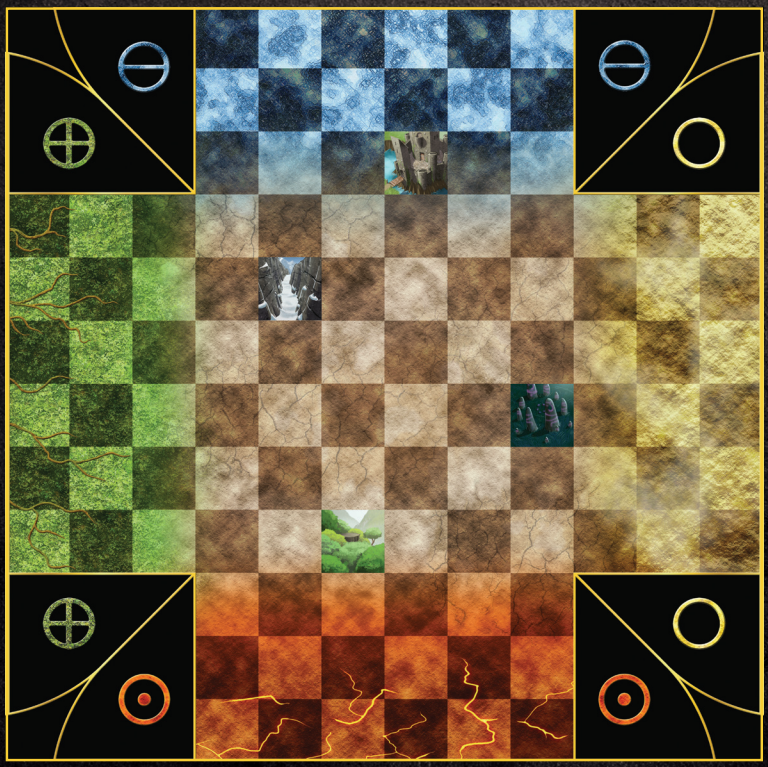


The Fire player rolls a 3 on his first roll and a 4 on his second roll, so the terrain tile is placed as shown.

During the game, these tiles cannot be taken or moved by any player. They are effectively part of the board and represent terrain features of the battlefield itself. Each terrain tile has a special effect on the game, and these effects are explained later. It is worth noting that Knights may **always** jump over any terrain tile in the same was as they can jump over other pieces, ignoring the terrain's effects.

The diagram below shows an example of a game board after placing the terrain tiles. Feel free to use this as a basic set-up the first time you try the game. Also feel free to use more or fewer terrain tiles, if you prefer.

Exception:
Magic Portals always come in pairs. If you draw and place a Magic Portal, then the enemy player whose board edge is furthest away from the position of the first portal must immediately (and out of sequence) place the second portal in the 6x6 square in front of him, just as if he was placing a terrain tile normally. Placing this second Magic Portal does not count as placing a tile for that player, and the sequence of placing terrain tiles then continues as normal, so at the end of the process the board will include five tiles instead of four.



An example of a game board after placing the terrain tiles.

EFFECTS OF TERRAIN TILES

EYRIE

Only Knights can move into this square, no other pieces can move into or through the square. In other words other pieces treat the square as occupied by a friendly piece.

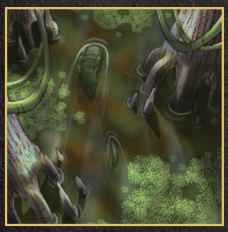
In addition, a Knight that is defending an Eyrie gets one Terrain Defence boost (see combat rules).

CASTLE

Any piece can move into or through this square, treating it as empty.

However, any piece that is defending a Castle gets one Terrain Defence boost, except for Kings and Queens, which get two Terrain Defence boosts when defending a Castle (see combat rules).

SWAMP



Any piece can move into this square, but their move ends as soon as they enter this square. The piece can then move out of the square as normal in any following turn. When entering the square (including as a result of a combat), the piece rolls a D12. On a result of 1 the piece disappears in the mists (or is devoured by a many-tentacled beast…) and is removed from the game. On any other result, it is safe. No roll is necessary for pieces to deploy into the square – they had time to carefully find their way into the swamp.

In addition, a piece that is defending a Swamp gets one Terrain Defence boost (see combat rules).

MOUNTAIN PASS

Any piece can move into or through this square by moving vertically along the column occupied by the mountain pass, from one 'exit' to the other (the pass is always placed with the two ends of the path facing the player that places the tile and his ally). No diagonal or horizontal movement is allowed through this square. Knights, however, can jump into a Mountain Pass tile, regardless of their position.

In addition, a piece that is defending a Mountain Pass gets two Terrain Defence boosts (see combat rules), except if the attacker is a Knight, in which case no Terrain Defence boost applies – death from above!

Forest

Only Pawns can move into or through this square, all other pieces cannot move into or through the square. In other words other pieces treat the square as occupied by a friendly piece.

In addition, a Pawn that is defending a Forest gets one Terrain Defence boost (see combat rules).

Stone Circle

Only Rooks can move into or through this square, all other pieces cannot move into or through the square. In other words other pieces treat the square as occupied by a friendly piece.

In addition, a Rook that is defending a Stone Circle gets one Terrain Defence boost (see combat rules).

Lake

No piece can move into or through this square – all pieces treat the square as occupied by a friendly piece.

Magic Portals

Any piece can move into or through this square, treating it as empty.

However, if a piece starts its move in this square, it can move to the second portal on the board instead of making a normal move, provided that the second portal is not occupied by a friendly piece. If the second portal is defended by an enemy piece, this counts as initiating a combat, as described later (and Pawns **can** attack through a portal as if they were moving diagonally to attack). As pieces can attack an enemy through a portal, they can also support through it, both in attack and defence.

In addition, a Bishop that start its move on a Magic Portal can move to the second portal, as above, and then, only if the second portal is free of enemies, execute a normal move on the board, as if it started its move from the second portal's square.

3) Deploy Armies

After setting up the terrain, the players take the pieces they have chosen for their army and arrange them in front of themselves, just outside the board for the other players to see.

Important:
From this point onwards, the players are no longer allowed to discuss anything to do with the game, such as suggesting moves to their team mate or criticising an enemy's move. All forms of game-related communication are banned, including telepathy!

All players then roll a D20 (twenty-sided die) to decide who will deploy first. The player rolling the lowest result deploys his King first on the board, according to the Deployment Rules below.

The next player clockwise around the board then places his King, according to the same rules, on his side of the board. Then the third and the fourth player do so.

The players then go around the board clockwise deploying one piece at a time, following the Deployment Rules given below.

So player A will deploy one of his pieces, then B will deploy one of his, then C, then D, then again A, then B, and so on until all pieces have been deployed.

If a player finishes deploying all of his pieces before other players, the other players continue to deploy their pieces and he simply skips his chance to deploy, until all players have placed all of their pieces on the board.

Note that, just like in chess, once you pick up one of your pieces you must deploy it, and once you let go of a piece you may not change where you have deployed it (unless in either case you're violating the deployment rules).

Deployment Rules

While deploying your army, the following restrictions apply:

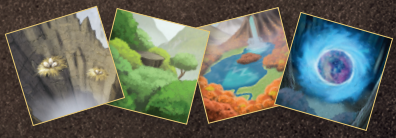
1. King first! The King must be placed first, anywhere in the first row (the one nearest to the player).

2. Nobles next! Queens, Rooks, Bishops and Knights are deployed next, in any order. So, for example, you can deploy two Knights, then a Bishop, then a Rook, then another Knight, then a Queen, then another Rook, etc.

These armies have been set up and are now ready to begin the fight!

These pieces are also placed in the first row, until the first row has been completely filled. Then they can be placed anywhere in the second row. None of these pieces can be placed in the third row until the second row has been completely filled.

3. Pawns last, at the front! Once all other pieces have been placed, pawns are deployed following the same rules for the 'Nobility', except that Pawns may **never** be deployed in the first row, even if there still are empty squares there.



Deployment and Terrain Tiles

Pieces cannot be deployed on squares occupied by a terrain tile they cannot normally move into – they treat such terrain tiles as squares already occupied by friendly pieces.

4) FIGHT!

After the armies have been deployed, each player rolls a D20. The player rolling the highest result will take the first move.

Players continue to take one move each, in clockwise order, until a team wins the game by killing both enemy kings. Pieces move like in chess, with the exceptions already noted in the Loka Core Rules, and the additional combat rules, which work as follows.

In Loka, when a piece moves into a square occupied by an enemy (as for taking an enemy piece in chess), we refer to it as 'the attacker', while we call the enemy 'the defender'. After declaring the attacking move, both players roll a die for their piece. Normally, this die is a D4, but there are a number of **boosts** (see below) that allow your piece to upgrade the die that is being rolled to a more powerful one. The order of power for the dice of Loka is as follows:

D4 D6 D8 D12 D20

Each boost you accumulate increases the power of the attack, allowing you to use a die that is better than the one you are using. Thus a D4 can be upgraded to a D6 by a single boost, or upgraded to a D8 by two boosts, or upgraded to a D12 by three boosts, or upgraded to a D20 by four boosts. It can be upgraded further, but we'll get to that later (see page 14).

Number of Boosts	None	1	2	3	4	5 or more
Die rolled	D4	D6	D8	D12	D20	Super D20!*

Combat Boosts

Charge!
The attacker always gets one boost for having moved against the defender.

Prowess
The combat effectiveness of pieces is ranked based on their cost in points, in the following order – Queen, Rook, Bishop, Knight, Pawn, King. If a piece is fighting an enemy of a lower rank of prowess, it gets one boost.

Attack support
The attacker gets one boost for each friendly piece that can lend Attack Support. In order to lend Attack Support, friendly pieces need to be in a position where they would also be able to move into the defender's square and thus attack the same defender. In other words, they also could have been the attacker, if you had chosen to move them in instead of the actual attacker.

Defence support
The defender gets one boost for each friendly piece that can lend Defence Support. In order to lend Defence Support, friendly pieces need to be in a position where they would be able to move into the defender's square in their next move, assuming the defender is no longer there and has been replaced by an enemy (in other words, they are in a position to 'avenge the defender' in their next turn).

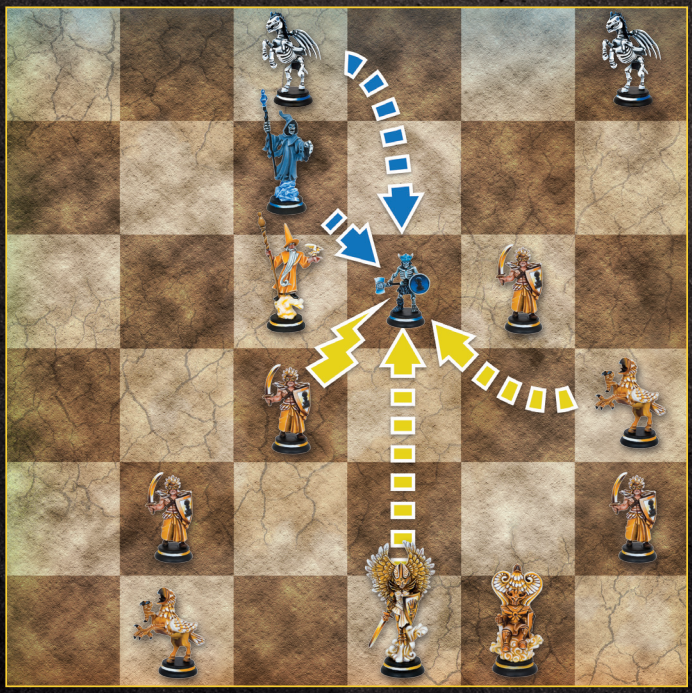
Terrain Defence
The defender gets one boost if it is occupying a terrain tile. Some terrain tiles may even offer two boosts, as described in their rules.

OUTCOMES OF COMBAT

After working out which die he must roll, each player rolls his die and then the results are compared. We find it more entertaining if the player with the weakest die rolls first. This tense die roll leads to one of the following outcomes:

- *The attacker scores higher than the defender:* The defender is slain and removed from the board. The attacker is moved into the defender's former square and its move is over. This outcome is the same as a normal, default result in a game of traditional chess.
- *The defender scores equal to or higher than the attacker:* The attacker has been repulsed and effectively wastes a move, remaining where it was. In addition, if the attacker rolled a 1, it is instead slain by the defender and removed from the board! In either case, the attacker's move is over.
- *Both players roll a 1:* Mutual annihilation – both pieces are removed from the board! The attacker's move is over.

The diagram below shows an example of combat.



The yellow Pawn is attacking the blue Pawn. The attacker gets an Attack Support from the Queen and the Knight, for a total of three boosts (Charge! boost and two Attack Supports), so it rolls a D12. The blue Pawn, the defender, gets two Defence Support (from Bishop and Knight), and will therefore roll a D8. If the player had decided to attack with the Knight instead, it would have got one extra boost from the Prowess of the Knight being higher than the Pawn's, so he would have rolled a D20 rather than a D12 (though of course, it would have risked a Knight rather than a Pawn).

Super D20!

If a piece receives five or more boosts, it still rolls a D20. However, if the player is unhappy with the result of the D20 after having seen the opponent's roll, he can re-roll the die. This second results stands, even if it's worse than the first.

If both the attacker and the defender have five or more boosts (a highly unlikely situation), only the player with the higher number of boosts can re-roll the D20.

If they both have five or more boosts, and they have the very same number of boosts, they simply roll the D20 and neither player can re-roll it, as their advantages cancel each other out.

Allied Pieces

The pieces that belong to your team-mate (i.e. the allied army) are treated exactly like yours, except that you cannot move them. This means that you cannot attack them, and that they lend both Attack and Defence Support to your pieces and vice-versa. There is one exception to the rule that you cannot move the allied pieces, and we refer to it as the 'Back to back' move.

Back to back

If one of your Pawns is facing off against an allied Pawn, you can execute a special move and simply swap the two Pawns around, so that now they are out of each other's way (see the diagram below). This is similar to castling in normal chess, in the sense that it allows two pieces to move simultaneously. Either player can of course make a 'Back to back' move as his move.

▲ *It is Red turn to move and he calls a 'Back to back' move, so the two Pawns are swapped around. Red's move is over.*

Kingly Duel

If a King is attacking an enemy King, this momentous duel is always resolved in a highly ritualized manner and no interference is tolerated – this works in a rather different manner from a normal combat. In a Kingly Duel, regardless of who is actually attacking, there is no Attacker and Defender, and no boosts of any type apply. Both Kings simply roll a D20 – the highest scorer wins and slays the enemy. Any drawn results (including double 1) are immediately rolled again – there can be no draw!

The Bolt-on Approach

This concludes the rules for Loka, and in the following pages you will find some suggested Loka variants, as well as the rules of normal chess.

It is worth noting that you do not need to use all of the rules of Loka at the same time, and you can instead look at them as bolt-on levels of complexity that you can strip off the game one at a time.

For example, you might not want to use any terrain on the board and skip that section of the rules altogether.

Alternatively, you might decide not to use the combat system and simply allow pieces that attack to win the combat, just like in normal chess (and you can consequently reintroduce the rules for check, checkmate and stalemate, or not – it's up to you!).

This flexibility allows you to make the gaming experience more suitable to your taste. It also makes it easier to both learn the game and to teach it to other people.

In the tradition of fantasy wargaming, some players may want to paint their Loka armies, as shown in the picture.

Don't they look awesome?!

Loka Variants

Two-player Loka

Loka can be played and enjoyed by two players. Simply one player controls the forces of Evil (Fire and Water), while the other player controls the forces of Good (Earth and Air). Everything else remains the same.

Alternatively, if players have bought Army Sets to expand their armies (and so have now more than one King) they can play this game with two of the same armies each. So, for example, one player controls two Fire armies and the other controls two Air armies, deploying the second Air army where the Earth army should be and the second Fire army where the Water army should be.

Three-player Loka

If there are three players, one player will control either the forces of Good or the forces of Evil, and the other two players will form the enemy team and control one army each.

This obviously offers an advantage to the player that is controlling two armies, as there are no problems of communication there.

To offset this advantage we recommend reducing the points total of his armies by around 25%. For example, if the forces of Good are controlled by two players, and they each have 160 points armies, the forces of Evil, under the control of a single evil overlord would be 120 points each.

Reverse of the Loka board (normal chessboard)

The board of Loka has a normal chessboard on the back, allowing you a vast variety of gaming experiences.

Chess

You can simply play normal chess, by using only one king and queen per side and combining the Good and Evil forces into two, multi-coloured, normal chess sets, as shown in the picture below.

A normal chess board set up using the Loka miniatures.

Face-off Loka

'Face-off Loka' is a way for two players to play Loka on a normal chessboard. Once again, each player controls either the forces of Good, under the command of a single King (either Air or Earth) or the forces of Evil with only one King (Fire or Water). Then follow this sequence:

Each player picks an army to an agreed points value (say 300 points per side), just like in Loka, except that Bishops are worth 30 points rather than 40. This army can be made of mixed pieces of the two colours the player commands, or just pieces of a single colour if you prefer and you have enough available. Remember, in either case, you only have one King.

Each player places two terrain tiles on the board, using a D8 to both select the terrain tile and to generate the coordinates to place it on the board. The first roll generates the row, the second the column, as normal.

Play Loka as normal, except that the 'back to back' rule cannot apply and promotion works as in normal chess. And of course, you only need to kill the one enemy King to win the game!

Massive battles!

The chessboards on the back of the Loka boards have no frame. This is quite intentional, as it allows you to put two or more of them right next to one another, forming larger battlefields. This allows you to play Face-off Loka on a gargantuan scale, with massive armies clashing over very, very large battlefields.

We plan to cover these super-battles in more details in one of our expansions. As well as massive battles, we are planning other expansions to add elemental powers to each of the factions, to allow for campaign games and to introduce new factions and other powerful gaming pieces.

Expanding your armies

The models used in Loka are also available in separate Loka Army sets. They are perfect for you to make your own fantastical chess set, to play games of Loka with more points and more pieces, to play huge Loka battles on four chessboards or even to include in your army for Kings of War or other fantasy wargames.

Loka Army Sets

Loka Armies are available from you local friendly gaming store or directly from Mantic, for both stores and the public, at:

www.manticgames.com

► *Each Army Set contains 18 models.*

×8 ×2 ×2 ×2 ×2 ×2

Rules of Chess

Chess is a game for two players. One player has the white (light) pieces; the other has the black (dark) pieces. Each player has 16 pieces: 1 king, 1 queen, 2 bishops, 2 knights, 2 rooks, and 8 pawns. The game is played on a chessboard divided into 64 squares: eight rows and eight columns. The squares are alternately light and dark.

The diagram above shows the initial position of the pieces.

As shown in the diagram, on the first row we have the following white pieces (from left to right): rook, knight, bishop, queen, king, bishop, knight, and rook. The same disposition of black pieces is on the eighth row. Then there are eight white pawns on the second row and eight black pawns on the seventh row. Note that each queen starts on a square of its own colour, and that the board is placed with a white square in each player's right hand corner.

Starting with white, the players alternate making a move. A move consists of moving one of the pieces of the player to a different square, following the rules of movement for that piece (see below).

A player can take an enemy piece by moving one of his own pieces to the square that contains such enemy piece. The enemy piece is removed from the board, and is out of play for the rest of the game.

Movement of the Pieces

In general, chess pieces may not jump over other pieces as they move. This means that all squares between the square where the piece starts its move and where the piece ends its move must be empty. However, a piece may end its move in a square that contains an enemy piece, taking this piece. The square where the piece ends his move may never contain a friendly piece.

King

The king moves one square in any direction, horizontally, vertically, or diagonally.

Rook

The rook moves in a straight line, horizontally or vertically.

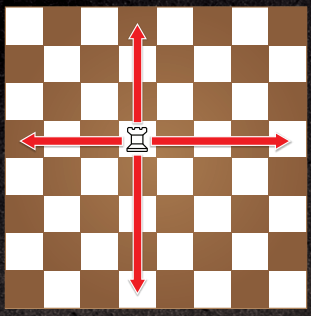
Bishop

The bishop moves in a straight diagonal line.

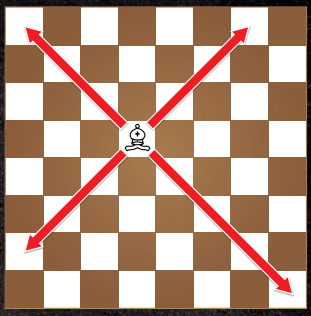
Queen

The queen moves in any straight line, horizontal, vertical, or diagonal.

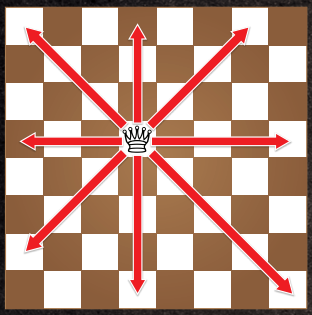
King Movement



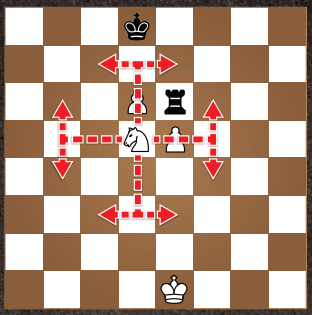
Rook Movement



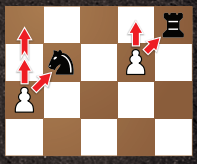
Bishop Movement



Queen Movement



Knight Movement



Pawn Movement

Knight

The knight makes an L-shaped move that consists of first two steps in a horizontal or vertical direction, and then one step in a direction perpendicular to the first part of the move (see diagram). Also, the knight is allowed to jump other pieces.

In other words, the squares that the knight passes over as it moves can be occupied by other pieces. For example, white can start the game by moving his knight from the first row to the third row, jumping the white pawns in front.

The pieces that are jumped over are not affected by the knight. As normal, a knight takes an enemy piece by moving to the square that contains that piece and cannot end its move on a square occupied by a friendly piece.

Pawn

The pawn moves forward and takes diagonally, as follows:

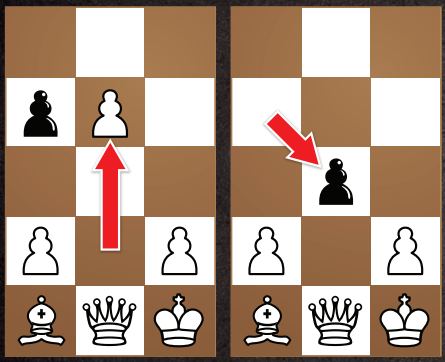
When a pawn does not take, it moves one square straight forward.

On its first move in the game, however, a pawn may choose to move two squares straight forward.

When taking, the pawn moves one square diagonally forward.

There is one special rule, called taking *en-passant*. When a pawn moves two squares from the second row to the fourth row, and there is an enemy pawn on an adjacent square on the fourth row, then this enemy pawn in the next move may move diagonally to the square that was passed over by the pawn that moved two squares, which is on the third row. In this same move, the pawn that moved two squares is taken. This en-passant move must be made immediately after the double move: if the player who could take en-passant does not do this in the first move after the double move, this pawn cannot be taken anymore by an en-passant move.

A pawn moves double, and is then taken en-passant.



Pawn taking en-passant sequence

Pawns that reach the last row of the board are promoted. When a player moves a pawn to the last row of the board, he replaces the pawn with a friendly queen, rook, knight, or bishop. It is not required that the pawn is promoted to a piece that was already taken, so it is for example possible that a player has two (or more!) queens at the same time.

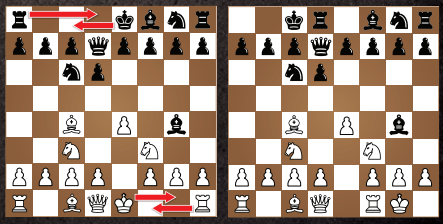
CASTLING

A king and rook can move simultaneously in a single move, called castling. This move can be made as long as:

- All squares between the rook and king are empty.
- The king has not moved yet.
- The rook has not moved yet.
- The king is not in check.
- During the castling move, the king does not move over or to a square that is threatened by an enemy piece.

In other words, when castling, there may not be an enemy piece that can move (in case of pawns, by diagonal movement) to a square that is moved over by the king, and you may not castle and end the move with the king in check.

When castling, the king moves two squares towards the rook, and the rook moves over the king to the square on the king's other side, as shown in the examples below.



White makes a castling move so that its rook moves two squares (short castling) and then Black makes a castling move that sees his rook moving three squares (long castling).

CHECK, CHECKMATE & STALEMATE

CHECK

When a player moves a piece so that in its next move that piece could take the enemy king, that king is said to be in check. The player doing this announces it to the opponent by saying 'check'. For example, black moves his queen to a position such that if white doesn't do anything about it, the black queen could take the white king in the next move. The black queen in the example is said to be giving check. The player whose king is in check must remove the check in his next move. This can be done in three different ways:

1. Move the king to a square where it is not in check.

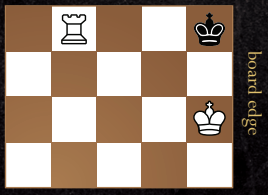
2. Take the piece giving the check.

3. Move a piece between the king and the piece giving the check (this is not possible against a check from a knight).

Players are not allowed to make a move that puts their king in check. If a player accidently tries to make such a move, he must take the move back and make another move.

CHECKMATE

When a player's king is in check, and the player cannot make a move so that his king is no longer in check, then the king is checkmated. The player whose king is checkmated loses the game.



▲ *White has moved and checkmated*

STALEMATE

When a player cannot make any legal move, but he is not in check, his king is said to be stalemated. In a case of a stalemate, the game ends in a draw.

► *It's Black turn to move – stalemate.*

OTHER RULES

TOUCHING PIECES

When a player touches one of his own pieces, he must make a legal move with it, if possible. When a player touches an enemy piece, he must take it, if possible.

SURRENDERING AND PROPOSING A DRAW

A player can surrender at any time by knocking down his own king, in which case he loses automatically.

After making a move, a player can propose a draw. The opponent can either accept, in which case the game ends as a draw, or refuse, in which case the game continues.

AUTOMATIC DRAW

If the same position with the same player to move is repeated three times in the game, or if there have been 50 consecutive moves of white and of black without any piece taken or any pawn moved, the player to move can claim a draw.

Credits

Game Design: Alessio Cavatore
Miniature Sculptor: Wojchiek Flis
Graphic Design & Illustration: Pete Borlace, Heath Foley & Dylan Owen
Miniature painting: Golem Painting Studio

Special thanks to everyone at Mantic and River Horse, Rob MacFarlane, Mark Owen, Ewan Lamont, Sofia Smith and the Warlords of Walsall.

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