

GOTTAZ



2023/5/13 Ver1.0

Components

The strength and ability of pawns are indicated on the corner of each pawn. You can use both sides as different pawns. Total strength of a pawn (both sides) must be 6. **1**
The assembled game board forms the battle field which consists of 5x5 squares. **2**

Objective of the game

You win by placing three of your pawns on the center line of the board. **3**

Game Preparation

Each player selects 10 pawns. Discuss and choose which pawns to use in this game. Both players use exactly the same pawns. **4**

Caution

The combination of the 10 pawns must be as indicated below.

1: Strength on each side $\frac{1}{5}$ 4x, $\frac{2}{4}$ 4x, $\frac{3}{3}$ 2x **5**

How to play

Decide the start player. In your turn, choose one of the following three actions.

1 Place a pawn (any side) in any squares of your territory (the most front line) from your hand. **6**

You can not flip your pawn (except by ability) once you place it on the board.

2 Move a pawn on the board to one square forward, backward, left or right. **7**

3 Use the ability of a pawn on the board. **8**

There are "action ability" and "passive ability". You don't need to spend an action for using passive ability. Details of pawn's abilities are shown in "Introduction of pawn's ability" page.

Then opponent takes his/her turn in the same way.

Take actions alternately until one player fulfil the victory condition.

Caution

There are some rules that must be followed when performing these actions.

2: The total strength of the pawns in a line must not exceed 8.

Both players must check the strength of all of their pawns. Be careful when using pawn's ability.

3: You cannot stack your pawns on your other pawn.

This rule applies to the opponent's pawns. Be careful when using your pawn's ability.

When your pawn and the opponent's pawn stack due to movement or ability, a battle begins. In the battle, the stronger pawn remains on the board, and the weaker pawn returns to its owner's hand. If the strength is the same, both pawns return to their owner's hands. **9**

Winning the Game

You win if three of your pawns remain in the center line after you have moved or used your ability. **1**

Variation rules for experts

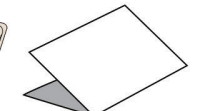
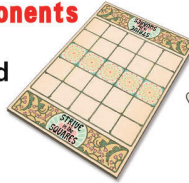
You can choose your pawns by following and a method below.

Method 1: Each player just choose 10 of their favorite pawns. **10**

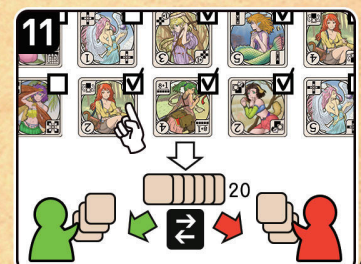
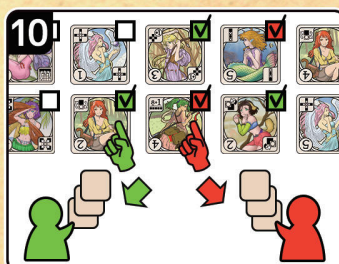
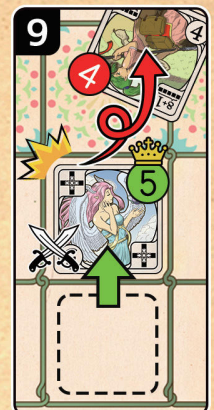
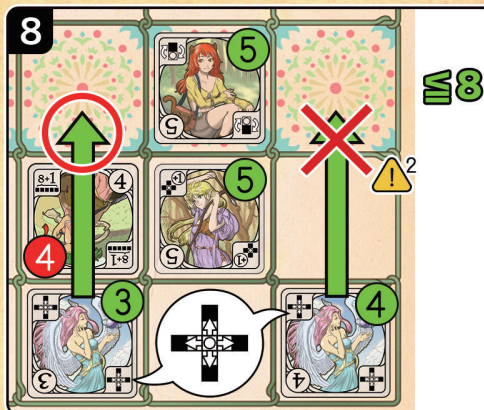
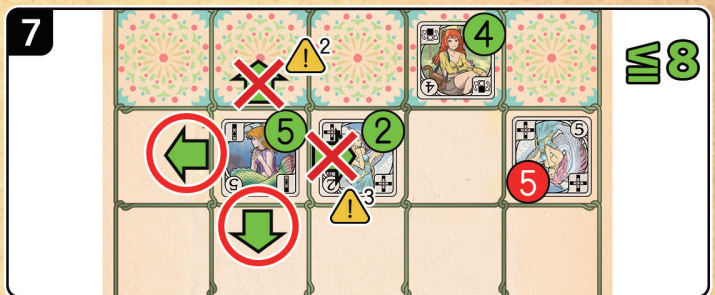
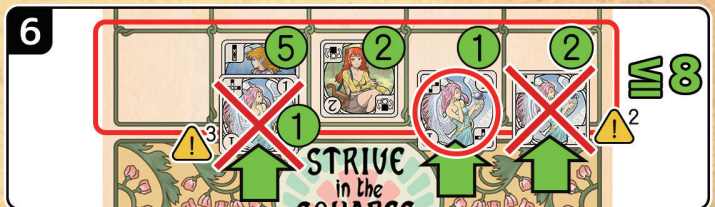
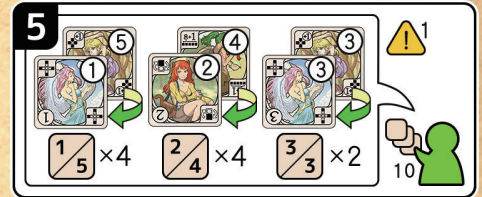
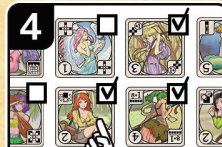
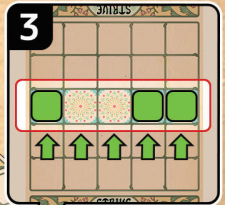
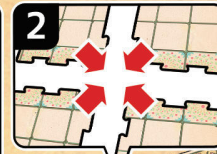
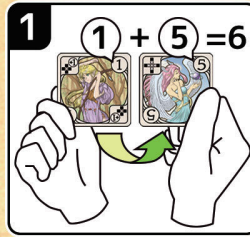
Method 2: Chose favorite pawns alternately one by one until you choose 10 pawns. You can't use the same pawns as the one which opponent has chosen. **11**

Components

Board 1x

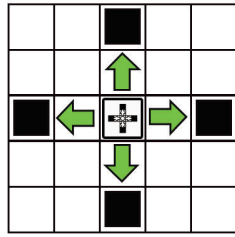


Instructions 3x



Introduction of pawn's ability (1)

Leap

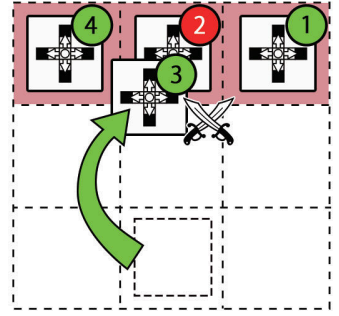


<Action ability>
Move two squares forward, back, left or right.

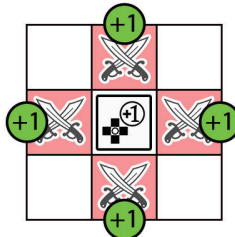
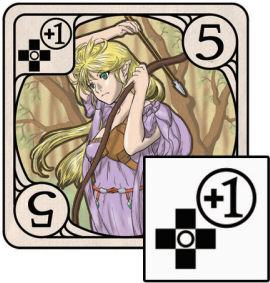
Examples of Ability Uses

You are trying to move Leap pawn (strength 3) forward to the center line using its ability.

1. Check the total strength limitation (8 in total) in the center line. There are already your pawns (strength 4 & 1) in the center. The total strength is 5 in the center, so you can move this pawn to the center.
2. Use the Leap pawn ability to move into the center.
3. Battle against an opponent's pawn (strength 2).
4. Your Leap pawn has more strength than opponent's one, so it remains there. There are three of your pawns in the center line, so you win.



Support

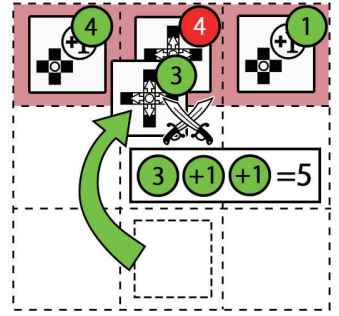


<Passive ability>
When a battle occurs in the squares adjacent to this pawn, the strength of the battling pawn increased by 1.

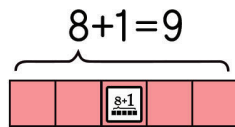
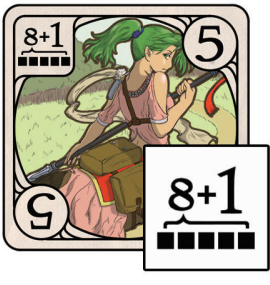
Examples of Ability Uses

You are trying to move Leap pawn (strength 3) forward to the center line using its ability.

1. Same as described in Leap ability introduction, use the Leap ability to move into the center.
2. Battle against an opponent's pawn (strength 4). After moving, there are two of your Support pawns next to the moved Leap pawn. That means this Leap pawn has strength 5 (3+1+1) in the battle. Note that this strength does not affect the total strength limitation in a line.
3. This pawn overcomes the opponent's one, and it remains there, which brings you victory.



Supply

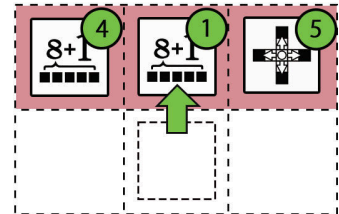


<Passive ability>
The total strength limitation in a line with this pawn is increased by 1. If there is another pawn in the same line, it will be +2.

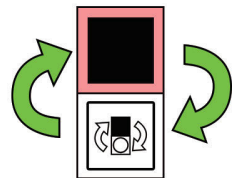
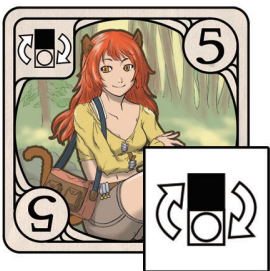
Examples of Ability Uses

You are trying to move Supply pawn (strength 1) forward to the center line.

1. Check the total strength limitation (8 in total) in the center line. There is one of your supply pawn in the center, that means the total strength limitation in this line is 9 (8+1). In addition to this, the limitation will become 10 (8+1+1) as a result of the movement.
2. This Supply pawn can move into the center because the total strength will become 10 (4+1+5).
3. Then, you win.



Swap

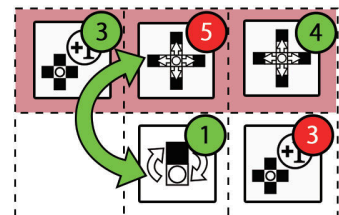


<Action ability>
Swap its position with one of your or opponent's pawn in the adjacent squares.

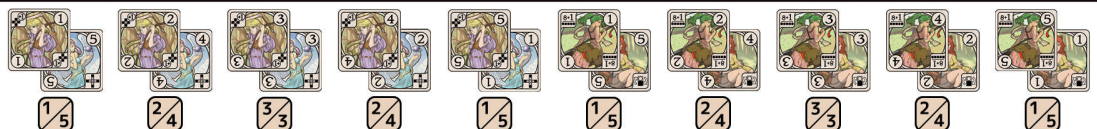
Examples of Ability Uses

You are trying to swap the position of an opponent's pawn in the center.

1. The total strength in the center will not exceed 8 after the swap.
2. The total strength of opponents' pawns in a line will not exceed 8 as a result of the swap.
3. Now you can use swap ability of this pawn.
4. There will be three of your pawns in the center.

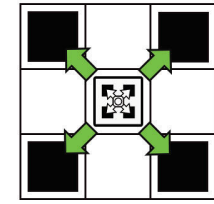


When starting to play, we recommend the set of four different abilities in "Introduction of pawn's abilities (1)".



Introduction of pawn's ability (2)

Slant

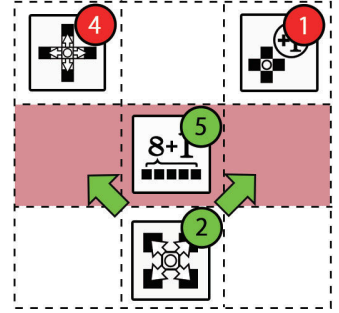


<Action ability>
It can move diagonally.

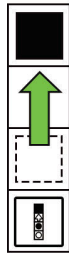
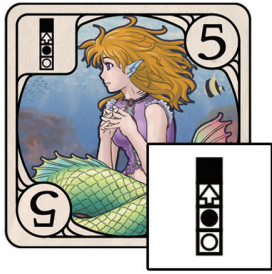
Example of using "Slant" ability

You are trying to move Slant pawn (strength 2) forward to the center.

1. Check the total strength limitation (8 in total) in the center line.
2. In this case, Slant pawn can move diagonally, so you can choose which way to move it. Predict opponent's next move and use this ability well.



Tsunami

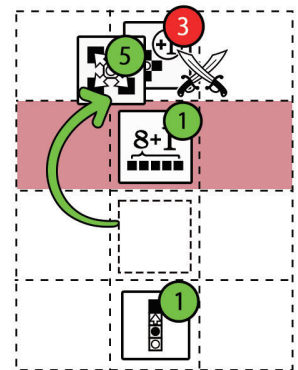


<Action ability>
Move one of your or opponent's pawn which is adjacent and forward to this pawn to two squares ahead.

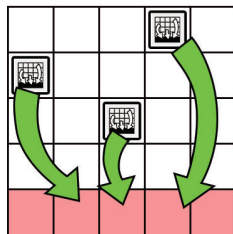
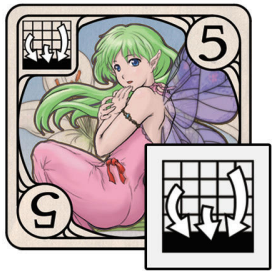
Example of using "Tsunami" ability

You are trying to move your Slant pawn (strength 5) to the square with an opponent's pawn (strength 3) using Tsunami ability.

1. Check the total strength limitation in a line.
2. The pushed pawn by Tsunami passes through the pawn in its way.
3. Battle against the opponent's pawn and it remains there.



Jump

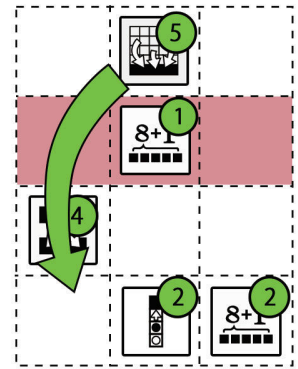


<Action ability>
It can move to any square in your territory from anywhere.

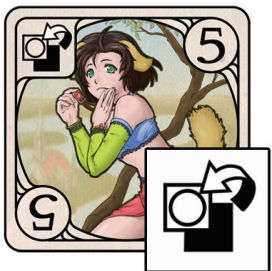
Example of using "Jump" ability

You are trying to move your Jump pawn (strength 5) back to your territory.

1. Check the total strength limitation in your territory line.
2. Jump pawn can move back to your territory from anywhere. It passes through all pawns in its way. Move strong Jump pawn to the opponent's side. You can use this pawn as a shield.



Rotate



<Action ability>
You can flip this pawn over.

Example of using "Rotate" ability

You are trying to flip your Rotate pawn (strength 5) using its ability.

1. The back side of Rotate pawn (strength 5) must be Jump pawn (strength 1).
2. Check the total strength limitation in a line.
3. The total strength in the center becomes 4, so you can move Slant pawn (strength 4) to the center in your next turn. Control the total strength for flexible strategies.

