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The Story

The Queen resides in her castle to tend to her sick husband, the King. Her court of Bishops, Knights, and grand houses have been dismantled. She can only rely on her loyal **Kitunda** (pawns) to keep her from being captured by warring parties from similarly afflicted kingdoms.

Each Queen, is instructed to grant her loyal **Kitunda** some of the Lords' powers who once graced her palace. She offers them a six-sided crystal (a die) to access them.

Eight **Kitunda*** go out to a 8 x 8 field of play. They position themselves along a trench or dugout alongside the field of play. They are honored to defend their kingdom and their Queen aggressively. See diagrams 1 and 2.

Equipment

A game board with four colored groups of eight **Kitunde** (pawns) and four colored dies (one for each player).

How to Play

A **Kitunda** enters the field of play by activating their Crystal (rolling the die), revealing their move. Once on the playing field, a piece cannot enter its dugout or the opponent's dugout. Once a piece is touched, it must move.

Two to four players can play separately or in teams. Teams sit across from each other. With each roll of the die, certain powers are granted to move and capture opposing pieces in a Chess-style format.

The highest roll goes first. However, all players must have at least one **Kitunda** on the playing field before "capturing" can begin. Players roll clockwise from the starting player. A piece cannot return to the dugout.

Moves

See diagrams 3 - 5

Rook's Reach. A Die roll of 1 allows a **Kitunda** to move rank and file in the style of a Rook.

Rook's Sting. A Die roll of 2 allows a **Kitunda** to move one square forward, backward, and side to side.

Game Board



Diagram 1

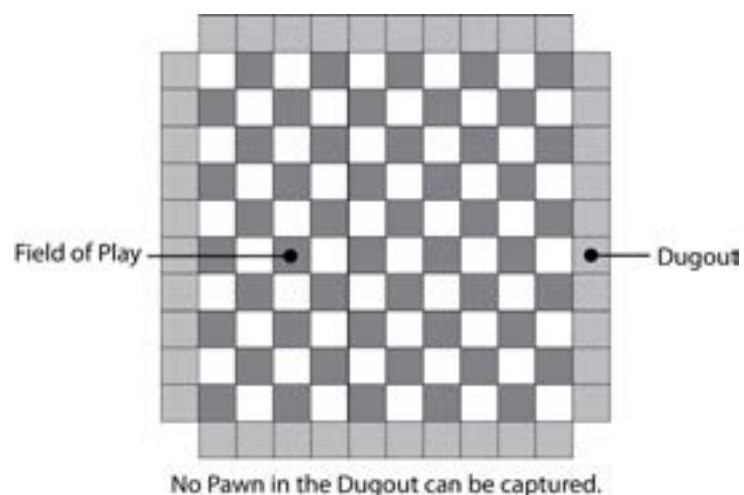


Diagram 2

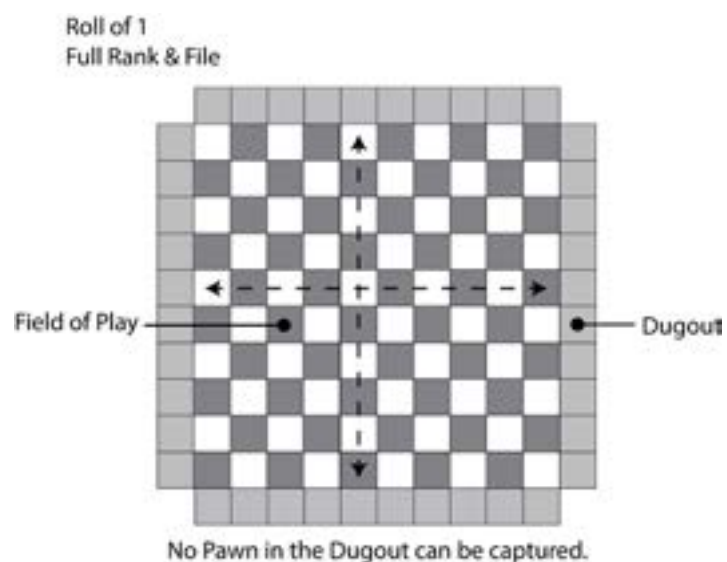


Diagram 3

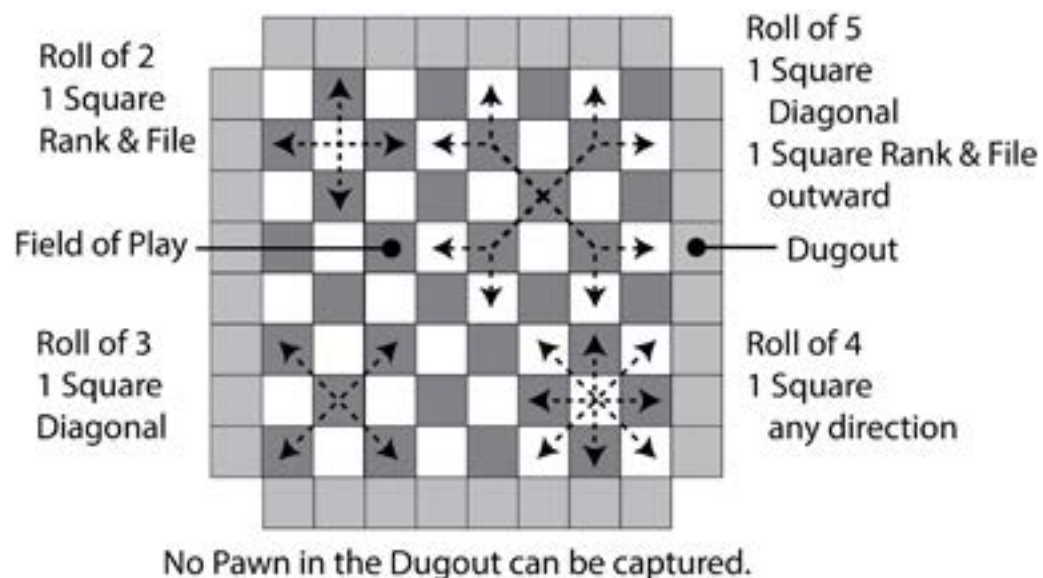


Diagram 4

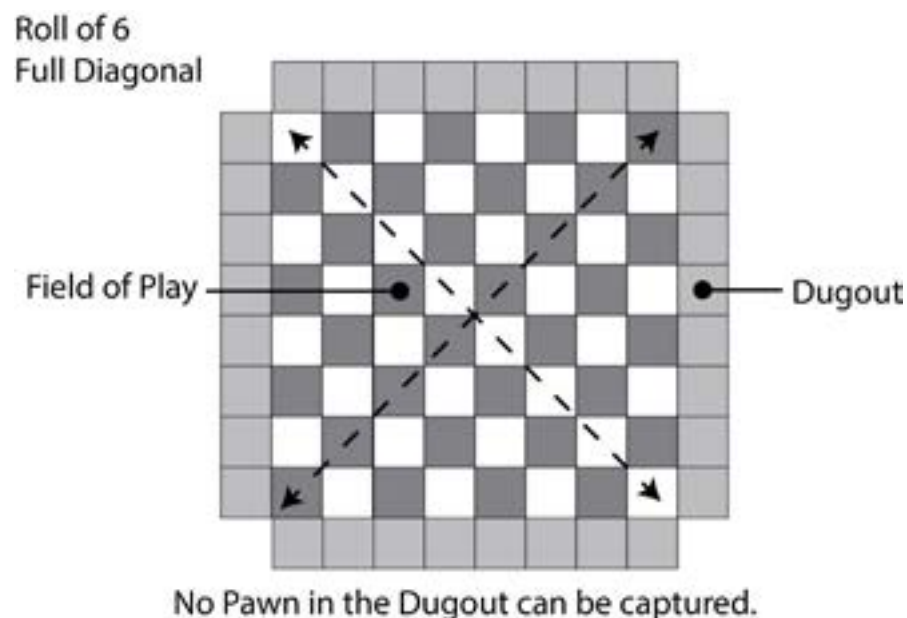


Diagram 5

Bishop's Bite. A Die roll of 3 allows a **Kitunda** to move one space forward or back diagonally.

King's Cadance. A Die roll of 4 allows a **Kitunda** to move one space in any direction like a King.

Knight's Joust. A Die roll of 5 allows a **Kitunda** to move in the style of a Knight.

Bishop's Brew. A Die roll of 6 allows a **Kitunda** to move diagonally along the same color space as a Bishop.

Should you ever want to record a game, see **Notating KITUNDA™**.

Your Last Kitunda and the Power of the Waning Crystal. It is said that the Crystal will go critical when held by its last bearer. So when a player has only one remaining Kitunda, they have three moves to get within attack mode of an opponent's piece. Otherwise, they must remove their pawn. As the last piece, the flawed Crystal allows a player to move into attack position, then a striking second roll. If already in attack position, they only roll once to attack. If you can't capture an opponent's piece with the roll, simply move according to the die. It is still considered an "attack mode" move. (Note: You can increase the difficulty of the game by having to get within attack mode of an opponents within two moves.)

*There are no draws. Note: Kitunda is the Swahili word for a chess pawn.

Notating KITUNDA™

- r = Red pawn y = Yellow pawn
- g = Green pawn b = Blue pawn
- > = Movement out of dugout or trench
- x = capture

