

ATTAC^{TICS}TM

ATTACTICS™

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Amura Oñãã

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ATTACTICS™

You make an assault; you fall back, you try to outmaneuver your opponents who are trying to beat you at every turn, countering your every move to keep you from your objective. Using the best tactical skills you can summon, with whatever strengths and limitations at hand, you deploy your pieces to gain ground, ward off your adversaries, and reach your goal – Maze Center. You're playing ATTACTICS™, a game where you can control chance, but where chance can control you.

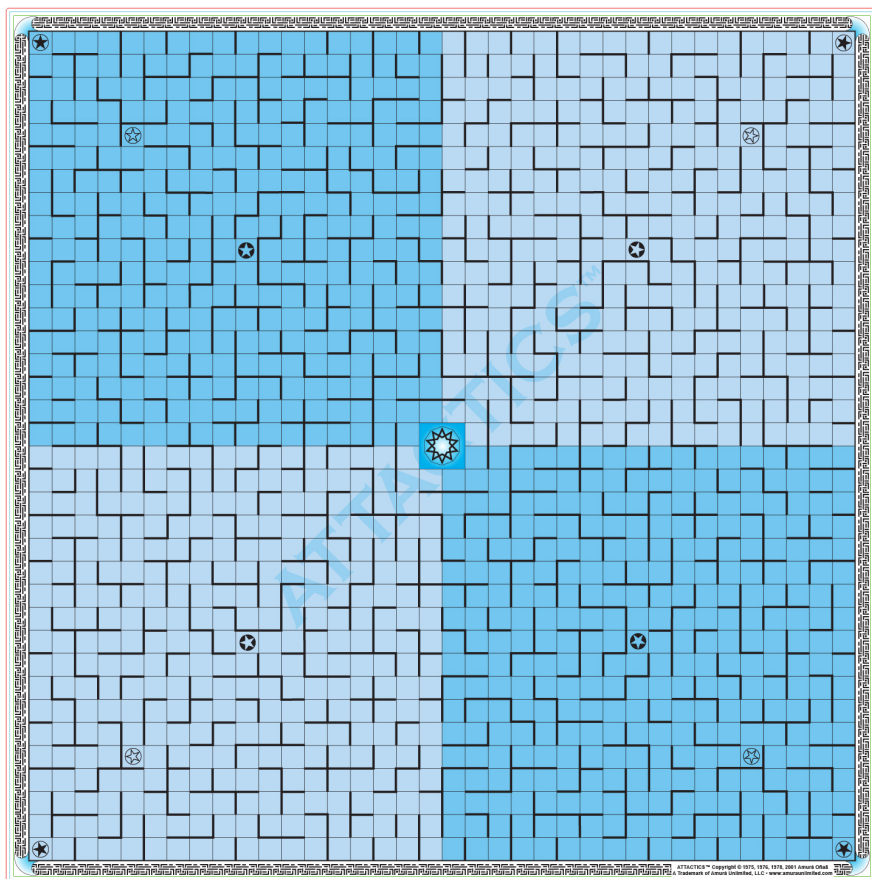
The objective of ATTACTICS™ is to reach the center of the game board (Maze Center) with your one Monarch piece. You “WIN” when your Monarch is in Maze Center before your opponents. You can also win by eliminating the Monarch of each other opponent.

EQUIPMENT

The game consists of a playing board, a score pad, eight six-sided dice, twelve playing pieces for each of four players, and four “pointers.”

THE BOARD

The board measure 36-squares by 36-squares, Maze Center, located in the center of an “open” (see board below), measures four of these playing squares. NOTE: The design of the game board affords each player's quadrant to duplicates each other quadrant. It is an open maze, with no closed areas. See below:

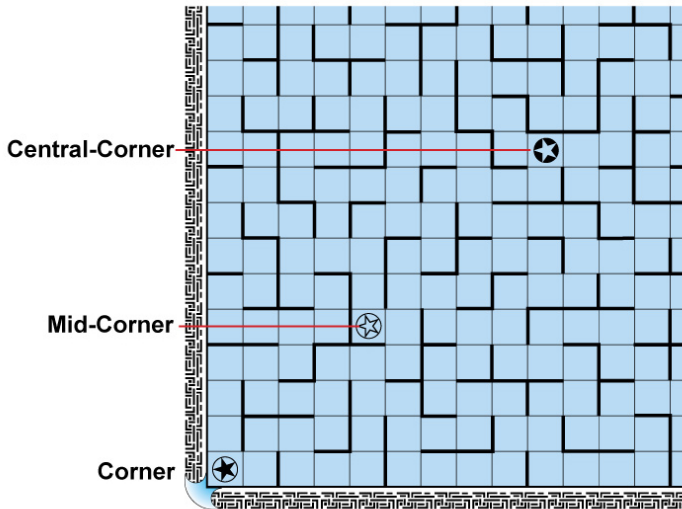


Two, three, or four persons can play. Each player, choosing a corner, must enter their game pieces onto the game board from their respective “Corner,” “Mid-Corner,” or “Central-Corner,” indicated by a starred-circled playing square (see Diagram 1). Do not count these squares in an entering piece’s movement, but only count them when a piece, already in play, passes over them.

If a game piece occupies a player’s Corner, Mid- or Central-Corner, that player cannot enter a piece via the occupied corner until cleared.

You must move your playing pieces through the maze without crossing the darkened lines that designate the maze pattern.

Diagram 1

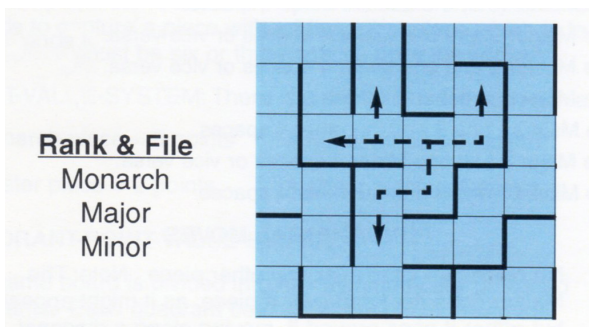


THE PIECES AND THEIR MOVEMENT

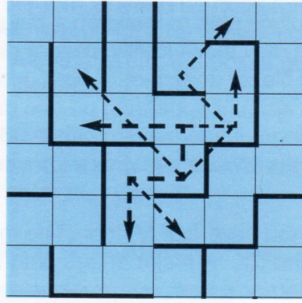
Each player has a set of twelve playing pieces: one Monarch, two Master, four Major, and five Minor pieces.

Pieces are assigned directional movements (see Diagram 2):

Diagram 2



Diagonal and/or
Rank & File
Master



All pieces start **OFF** the game board. Movement of a piece must be constant, from one square to the next following square in the direction the player intends to go. **NO PIECE CAN PASS BACK OVER (BACKTRACK) A SQUARE IT “JUST” PASSED OVER.**

THE MONARCH: The Monarch is the **ONLY** piece able to enter Maze Center. **If a player captures your Monarch, you are out of the game and must withdraw your pieces from the board.**

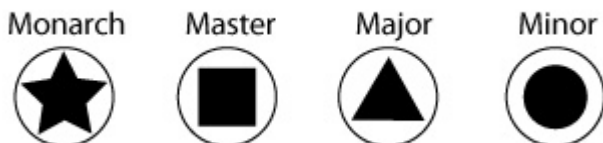
The Monarch enters the game board from the Corner; its movement is rank and file. It **MUST** move one space when the throw of “one” appears on either die. No other piece can move on “one.” The “one” is solely for the Monarch, so when one throws a double “one” (commonly known as “snake eyes”), it must move two spaces. A player’s turn is forfeited when His Monarch cannot be move in any direction upon the throw of “one.”

There are three other conditions wherein the Monarch is allowed to move:

1. The “Monarch-Sequence” roll: It may move three spaces when the dice’s sum is three. While the one on the die is mandatory, the “two” is optional and can be used to move his Major or Minor.
2. Doubles allows a player to roll again. So on a third, fourth, up to the fifth set of doubles thrown in succession, the Monarch *can* move the number of spaces indicated by the dice’s **sum**. However, it must use the total sum or not move at all.

3. It may move via the point-value-system (to be discussed later).

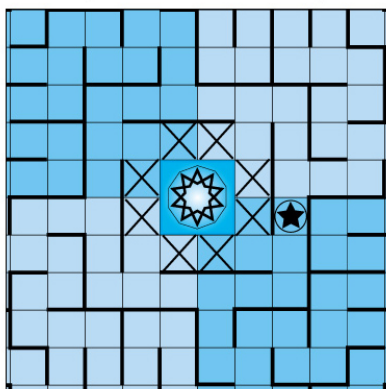
Legend: This legend is for the following diagrams.



The Monarch and Maze Center

As explained, the Monarch moves rank and file. Therefore, its movement in Maze Center must also be rank and file. The “X”ed-out squares in Diagram 3 are those squares from which it must enter Maze Center.

Diagram 3



THE MASTER: You have two Masterpieces. It can only move when a sequence of $2/3$, $3/4$, $4/5$, or $5/6$ appears on the dice's face when rolled; otherwise, it remains stationary. It enters onto the game

board from the Corner and can only enter with a roll of one of the sequences mentioned above.

It is the **ONLY** piece able to move on a diagonal as well as rank-and-file. It may move totally on a diagonal, totally rank and file, or partially rank and file – partly on a diagonal (player's preference). Whatever squares, it needs to reach its destination square while staying within the maze pattern (it can pass over maze pattern "ends" and "open corners"). It moves to the amount appearing on one die or the sum of both in a "sequence throw." For example, with the throw of seven (a 3/4 sequence), the Master could move seven, four, or three spaces.

THE MAJOR: You have four Majors. The movement of the Major is rank and file. A Major enters onto the game board from Mid-Corner.

The Major can move the number of spaces indicated by the sum of the casting dice or the amount appearing on either die's face. For example, with a roll of eight (a five and a three), a Major could move eight, five, or three spaces.

THE MINOR: You have five Minors. They move rank and file. A Minor enters onto the game board from Mid-Corner or Central-Corner.

The Minor can only move the number of spaces indicated by either die. E.g., if a roll results in eight (5 and 3), the Minor could move five or three spaces. However, when someone throws a double, a

Minor can move to the sum of both dies or to either die.

Combining Moves and Pieces

A player may move two different pieces during the same turn, and pieces can be brought onto the game board at any time during the game, except when specific rolls are required to enter onto the game board as with the Monarch and Master.

Examples of possible combinations are:

A player rolls an eight (3/5).

- One Major can move 8 spaces.
- Two Majors – one 3 and another 5 spaces

- One Major 3 and one Minor 5 spaces or vice versa.
- Two Minors – one 3 and another 5 spaces.

A player rolls double fours (4/4).

- One Major can move 8 spaces.
- Two Majors - one 4 and another 4 spaces.
- One Major 4 and one Minor 4 spaces.
- One Minor can move 8 spaces.
- Two Minors - one 4 and another 4 spaces.

A player rolls a sequence-seven (3/4).

- One Master can move 7 spaces.
- Two Masters – one 3 and one 4 spaces.
- One Master 3 and one Major 4 spaces or vice versa.
- One Master 3 and one Minor 4 spaces or vice versa
- One Major can move 7 spaces.
- Two Majors – one 3 and another 4 spaces
- One Major 3 and one Minor 4 spaces or vice versa.
- Two Minors – one 3 and another 4 spaces.

FUNDAMENTAL MOVES

1. No piece can jump over any other piece. Note: The Master does not jump over a piece as it might appear, but rather it goes around it, moving around. However, it cannot jump over a piece sitting in a space with two parallel maze-pattern lines.
2. Rules governing the movement of pieces must exist throughout the game. E.g., a player has two pieces remaining, a Monarch and Minor – upon the roll of nine (6/3), the minor must either move six or three.
3. A player cannot move the same piece twice within a turn. For the definition of ‘turn’ see under Turns.

When a Master, Major, or Minor (when one rolls a double) is moved to the face value of “one” die, it cannot move again to the sum of both (the remainder) during that turn. One must move another piece. It’s an either/or situation: either a piece moves to the sum total of the dice or moves to only one die.

4. A player cannot pass their turn,

TURNS

A turn is one throw of the dice. If a player rolls a double, then he/she, after moving their piece(s), take another turn.

When two players play ATTACTICS, turns alternate. The turn order is clockwise when played by three or four players (right to the left). A four-player game start -- the player with the highest roll goes first. Turns for three players are discussed later.

THE DICE: DOUBLES

You can move pieces and roll again with doubles. You are allowed to roll a maximum of five (5) doubles.

THE POINTER

Each player gets a short slender stick, called a Pointer. The Pointer helps when wishing to count off the number of spaces in a move before moving a piece. Using a Pointer is essential because one may miscount, and upon trying to redo the count, forget the piece’s original position. Overlooking one’s original position can lead to some unfortunate arguments or ruffled feathers, so we strongly suggested that one get used to using the pointer. It also helps in plotting one’s strategy during the game.

CAPTURING AND THE POINT-VALUE-SYSTEM

Any piece can capture “any” opponent’s piece. A Minor can take a Monarch can capture a Major, and so on.

When capturing an opponent’s piece, a piece must land precisely in the playing square occupied by the targeted piece. The cast dice (or one die) must equal the distance in playing squares to that piece. NOTE: A captured piece cannot return to the game.

For example, if the result of a player's roll is nine (6/3) and they intend to capture a piece with a Minor, that captured piece must be six or three spaces from that Minor.

POINT-VALUE-SYSTEM: There is a point value for each piece.

A Monarch = **5** points

A Major = **3** points

A Master = **2** points

A Minor = **1** point

YOUR QUADRANT AND THE POINT-VALUE-SYSTEM

The game board divides into four symmetrically designed quadrants. Each quadrant belongs to the player playing from that corner.

1. If you capture an opponent's piece inside your quadrant, the point value is as indicated above.
2. Should you capture **ANY** opponent's piece in an adjacent quadrant, the value of that piece **DOUBLES**.
3. Should you capture **ANY** opponent's piece in a quadrant diagonally across from you, the value of the capture **TRIPLES**.

You collect points when you capture a piece. You can convert points into the number of playing spaces a Monarch can move. One can use any portion of their points for offensive or defensive purposes. However, you must use your points on your turn **BEFORE** you cast the dice for your turn.

15-POINT CEILING

One player is the designated scorekeeper and must record all points made and used by each player on a score sheet.

A player's points cannot exceed 15; any points made once reaching the 15-point ceiling are null and void. Use some or all of your points so you can add new points as the game progresses.

NOTE: When a Monarch captures by using points, the scorekeeper must subtract the number of points used, indicate the result, and then add on the number of points obtained by the capture.

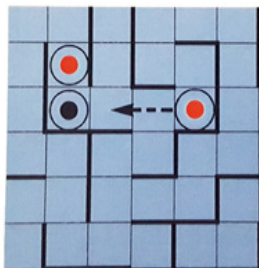
BLOCKING, THE SQUEEZE PLAY AND THE BLITZ

Blocking: Because only the Monarch can move a space of one square and no piece can jump over another, it is quite possible to block an opponent's piece. It is a simple matter of placing a piece directly in front of an opposing piece, forcing the opponent to find a new route.

The Squeeze Play: Another method of capturing an opponent's piece is to surround it, making it immobilized. You can surround an opponent's piece within a radius of one square (see Diagram 4) without fear of a direct "one-square" attack.

Once the last piece, which would immobilize an opponent's piece, is in place, the player **MUST** say to the opponent (the piece belongs to), "Squeeze Play" (Squeeze Play can only take place when **ANNOUNCED**). This notifies the piece's owner that they have their "upcoming" turn to free their piece. "Freeing" a piece is done by eliminating any of the blocking pieces (if a player rolls a double, they can continue trying to free the piece until their turn ends). If they cannot liberate their piece, they eliminate it from the game, the points going to the player who completed the Squeeze Play.

NOTE: Because the Master can move on a diagonal, it may take more pieces to attempt a successful Squeeze Play. Also, one **CANNOT** make a Squeeze Play on a Monarch.



The Blitz: One way of turning a defensive block into an offensive one is by maneuvering another piece into the area where the blockage occurs. Bring it up near your piece yet within striking range of the piece that's blocked (6 squares or less, allowing room for the blocking piece to clear out of your path before you strike).

For example, the "striking piece" is five squares from a blocked opponent; with a roll of 2/5, you remove your 'blocking piece" two spaces and then move in with the striking piece.

THREE PLAYERS AND THE MID-PLAYER DISADVANTAGE

When ATTACTICS™ is a three-player game, the person in the middle, the mid-player, is at a disadvantage; being flanked on both sides, he is the nearest source of points for his adversaries.

To aid the mid-player, these we added these rules:

The Mid-Player Goes First: The roll of the dice determines the mid-player choice. The person whose "toss result" is between the highest and lowest roll will be the mid-player.

Extra Pieces: The mid-player takes one Major, one Minor, and one Master from the unused set to add to his/her own pieces.

The Mid-Player Takes TWO TURNS the First Two Times Up: The first three times the mid-player goes, he/she goes twice. Should they roll a double on either turn, the "doubles ruling" applies..

Opposing Corner: The mid-player is also allowed to enter any number of pieces onto the game board from their opposite Corner; Mid-Corner; Inner-Corner during the game. The player's triple-point quadrant is determined by which quadrant he/she chooses to introduce their Monarch (the opposite quadrant).

ALLIES

Four Player: Two Players Against Two Players

Two Players: Two Sets Against Two Sets

Three Players: Two Player Against One With Two Sets

The Seating Arrangement: Allies can sit diagonally across from each other or on the same side of the game board with two opposing players on the opposite side (turns still are clockwise).

Different Versions:

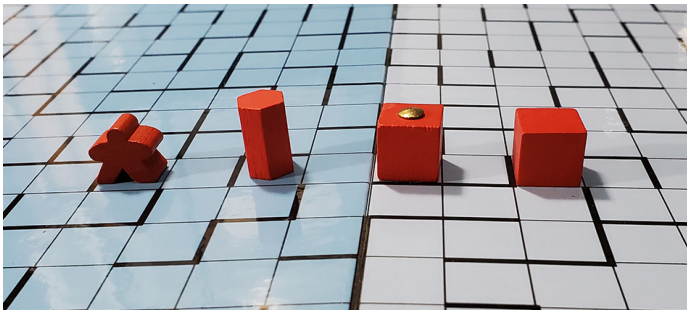
1. One member of each team chooses to receive all points earned by the team.
 - a. If the chosen player's Monarch is captured, the game is over, or either
 - b. If a player captures their Monarch, one half of all earned points go to the remaining partner (rounding out to the highest point (e.g., 1/2 of 13 will round off to 7).

NOTE: Even though points are accumulated for the chosen player, their partner can still try to reach Maze Center, only that Monarch will have to do it without points.

2. Two players decide to work as a team, but in an every man-for-himself fashion with all points going to the player who earns them. Team players CANNOT use each other as a source of points.

CODE OF SILENCE: Before a team game begins, players decide if players can or cannot discuss strategy with their partner during the game. If a Code of Silence does exist, infractions will cost both team players a minus 3 points from their Monarch score.

Enjoy the game! Don't forget to **USE YOUR POINTERS!** - It helps in showing an opponent just how you eliminated their piece, so make sure they pay attention. (You can use the eraser end of a pencil.)



Monarch Master Major Minor

SOME BASIC HINTS ON STRATEGY

The Major and Minor on Doubles

A player will find it advantageous to attempt to capture an opponent's piece when rolling a double because both Major and Minor pieces can move the number of playing spaces indicated by the dice's sum. For example:

1. If a Major or Minor is close enough to an opponent's piece and they roll the right double, a Major or Minor could move in, capture an opposing piece and then with the next roll of the dice either attack further, bring up support pieces, retreat or follow another strategy.
2. Initially, a player could be too far away from an opponent, but with doubles, they can move in close, bringing their piece within range for a possible capture with the next roll of the dice.
3. With a double, a Major or Minor can cover a lot of spaces in its movement over the game board.

Capturing by Two or More Pieces

When preparing to capture an opponent's piece with two or more pieces, a player should try to have his pieces at different spaces from the "targeted" piece. This increases the odds of capturing it.

Diversionary Tactics

A player can attempt to force another player to wastefully use up some or all of their points by placing a piece threateningly close (forcing the Monarch to use up points). The Monarch will either try to eliminate the threatening piece or retreat from it. Whether or not a player decides to use his points to attack or evade with their Monarch, an attacking piece's positioning should be to pull or push an opponent's Monarch *away* from Maze Center.

A player can also find some means of blocking an opposing Monarch's route to Maze Center. Note: If a player intends to block a Monarch's path, they should have a "back-up piece" ready. Protect the blocking piece.

The Master

A Master has its weak points, even though it appears to be a powerful piece in its range. However, once a Master is moved, it cannot move again. It has to wait until a sequence roll is thrown (as explained in the movement of the Master). A player must use their Master wisely because a stationary piece is an easy target for any opponent willing to risk the chance that another sequence roll won't happen any time soon.

Any piece in a playing square with two parallel lines will block the movement of a Master through that particular square; the same follows for any two pieces occupying adjacent squares.

Have a great game!

Thank you for your purchase and enjoy the game.

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ATTACTICS™ SCORE SHEET

NAME

POINTS

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