

AWITHLAKNANNAI

america

Awithlaknannai, fully named Kolowis Awithlaknannai ("Fighting Serpents") is a game from the Zuni Native American Indian tribe of New Mexico.

Following the Spanish conquest of Mexico and its surrounding areas, the game of Alquerque was introduced to the native tribes. The Zuni adapted the game to their own tastes, transforming the traditional square board into a long, serpentine layout. This distinctive 'serpent-like' shape gave rise to a new game with a unique character.

As we play the game, we imagine a fierce contest in the waters of the Rio Grande amongst the offsprings of Kolowisi, the sacred water serpent of the Zuni Indians.

Fans of Checkers or Alquerque will find Awithlaknannai's unique board layout and gameplay intriguing.

The elongated board opens up a world of strategic possibilities, and experimenting with different board sizes adds another layer of complexity to master.

Krisztina & Tamas, Lemery Games

In the waters of the Rio Grande, Kolowisi, the revered water serpent, divides his serpentine offspring into two teams for a sacred contest. Each team, representing different aspects of their parent's wisdom, enters the flow of the river to test their agility and cunning against the opposing team. In this game of capture, they will try to outmaneuver their rivals in a display of reverence for their powerful parent.

Which serpent team will triumph, prove their strategic prowess and earn the favor of Kolowisi?

- Narrative based on the imagination of Lemery Games -

Awithlaknannai is a 2-player war game, originating from the Zuni people of New Mexico. Each player controls 12 serpents.

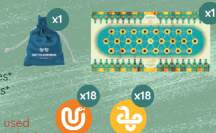
OBJECT OF THE GAME

Capture all of your opponent's serpents by skillfully maneuvering your pieces to jump over them.

GAME CONTENTS

- 1 travel bag
- 1 game mat
- 18 orange Serpent pieces*
- 18 yellow Serpent pieces*
- 1 rulebook

*6 of each color are only used in the Fighting Serpents variant.



SETUP

1. Lay out the game mat as shown in Fig. 1.
2. Give each player 12 Serpents of the same color.
3. Each player places their Serpents onto the game mat as shown in Fig. 1, leaving the center space of the board empty.



HOW TO PLAY

The player with the yellow Serpents goes first. Then players alternate turns.

Moving

On your turn, you must move 1 of your Serpents to an adjacent, empty space along a connected line (Fig. 2).



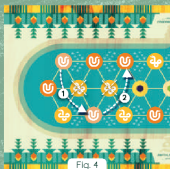
Capturing

If a Serpent is adjacent to an opposing Serpent, and there is an available space on the opposite side of that Serpent in a straight line, it MUST jump over it, capturing the opponent's Serpent (Fig. 3). When a Serpent is captured, put it back in the bag.

If a capture is possible on your turn, you must make it. If 2 or more captures are possible, the player may choose which one to make.

Chain capture:

If, after making a capture, your piece is positioned to make another capture, you MAY continue capturing (this is called "chain capture") (Fig. 4).



GAME END

There are 3 ways for the game to end:

1. If a player captures all of their opponent's Serpents, they win the game.
2. If a player is trapped and unable to move on their turn,

the other player wins the game.

3. If the game enters a stalemate and it becomes clear that neither of the players are able to make any more captures, or if both players make the same moves 3 times in a row, the game is a draw.

TIPS AND TRICKS

- 💡 Try to control the center of the board with your pieces, as this will give you more options for movement and capture.
- 💡 Try to think two or more turns ahead, as certain patterns of moves can easily trigger chain reactions and multiple captures.

GAME VARIANTS

Advanced rules

Choose to modify the game with any or all of these variations:

- Players are not allowed to reverse their previous move on the turn that follows it (no going back and forth).
- Chain captures are mandatory (you must continue capturing whenever possible).
- If a capture can be made, but the active player fails to notice it, they lose the piece that would have made that capture - it is removed from play.
- If the game enters a stalemate, the player with the most pieces on the board wins.

THE LEMERY VARIATION

Lemery Games presents its recommended way to experience the classic game of Awithlaknannal.

Play as the base game, but with the following setup modifications:

- During setup, leave the central space and also the spaces immediately to its left and right empty. These spaces create more opportunities for movement and capturing at the start of the game.
- If a player is reduced to only 2 pieces, their opponent wins the game. This rule increases tension, encourages aggressive play, and helps prevent drawn-out stalemates.

FIGHTING SERPENTS

Play as the base game, but with the following setup modifications:

Lay out the game mat with the variant side up (Fig. 5).



This variation offers a more complex gameplay on a larger board with more options for movement and more pieces in play. Players control 18 Serpents of the same color, set up as shown (Fig. 5). The game is otherwise played the same way, and the same advanced rules can be added as you see fit.

These rules of Awithlaknannal were inspired by the 1978 book, *A History of Board-Games Other Than Chess* by H.J.R. Murray and by the 1969 book, *Board and Table Games From Many Civilizations* by R.C. Bell.

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THANK YOU

We would like to thank all XXX Kickstarter backers who helped LUDOS America come to life. Your contribution is key in preserving this game for future generations. Spread the word, and have fun!

To follow our journey and see all of our games, visit LemeryGames.com

