



## ULTRA COMPACT PETTEIA

Play as in 'Compact Petteia', but instead of using 16 pieces, each player only uses 8 pieces. They place all of them in the first row and position the general in the second row, third square from right to left.

## THE GENERAL'S CROSSING VARIANT\*

Play as in the base game or in the 'Compact Petteia' variant with the following modifications:

- Victory is only achieved by moving the Strategos or Lars piece to any space on the enemy's back row.
- The Strategos and Lars pieces cannot be captured.

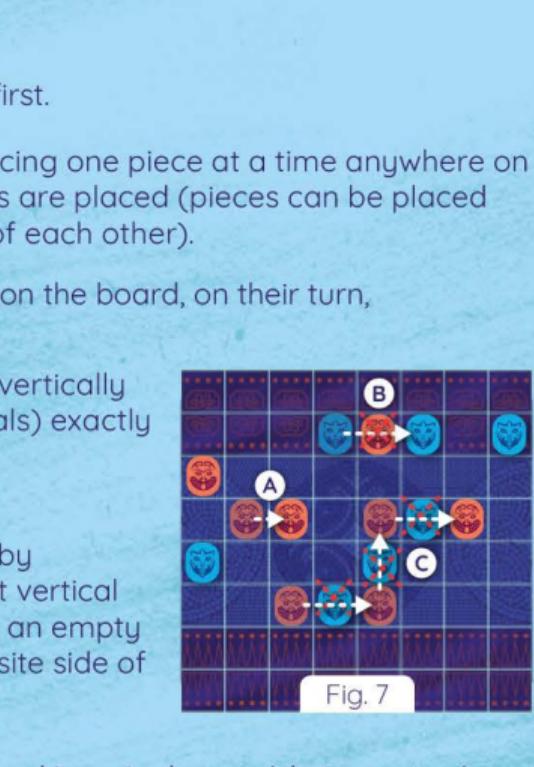
\*As described in "Rules for Petteia and its variants" by MosheW. Callen (2013).

## LATRUNCULI

The most representative variant of PETTEIA is a game played during the roman empire called Latrunculi.

### OBJECT OF THE GAME

Reduce the opponent to a single remaining piece.



### SETUP

1. Lay out the game mat with the variant side up as shown in Fig. 6.
2. Give each player 16 pieces of the same color. (Leave the rest of the pieces and the Strategos and Lars pieces in the bag).

### HOW TO PLAY

The orange player moves first.

Players alternate turns placing one piece at a time anywhere on the board until all 32 pieces are placed (pieces can be placed anywhere, but not on top of each other).

Once all pieces are placed on the board, on their turn, a player may:

- **Move** one of their pieces vertically or horizontally (no diagonals) exactly one square (Fig. 7A).
- OR
- **Capture** an enemy piece by jumping over it in a straight vertical or horizontal line, if there is an empty space directly on the opposite side of that piece (Fig. 7B).



\***Multiple captures** are allowed in a single turn (chain capture): the same piece may continue jumping over enemy pieces if legal capture moves continue to exist (Fig. 7C).

### Immobilization and Delayed Capture

• If a player's move causes an enemy piece to be trapped between two of this player's pieces vertically or horizontally, that piece becomes immobilized.

• If this happens, rotate the token 90 degrees so that you can distinguish that it remains immobilized.



• Immobilized pieces cannot move on their next turn.

• If the piece remains trapped at the start of the next turn of the player who trapped it, they may remove it from the board instead of making a regular move (they must choose between the two options).

• If one of the trapping pieces is removed before that, the trapped piece is freed and may move again in the next turn.

### GAME END

The game ends when a player is reduced to only one remaining piece. That player loses the game.

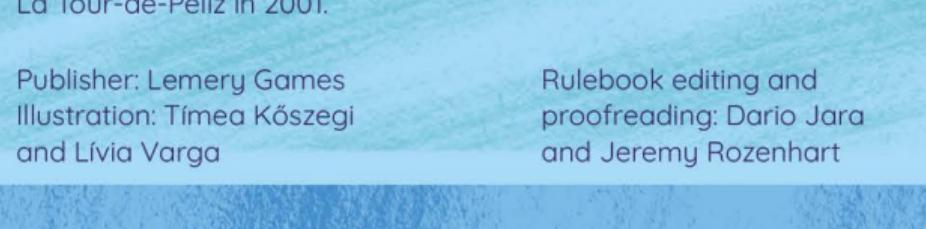
### GAME END VARIANT

For faster versions play until one of the players is reduced to only 3 pieces.

### TIPS AND TRICKS

💡 Initial placement is critical: Pay close attention to how both players position their pieces during setup.

💡 Corner control: Corners and edges are less vulnerable to flanking and offer natural defensive positions.



### MINI EXPANSIONS

#### HEROES OF EUROPE

Coming soon.

#### CHALLENGES OF EUROPE

Coming soon.

#### ORACLES OF EUROPE

Coming soon.

These rules of Petteia and Latrunculi were inspired by games researcher Włodzisław Kowalski in 2006 and by Ulrich Schädler, an architect, archaeologist, and Director of the Swiss Game Museum in La Tour-de-Peilz in 2001.

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