

ΠΕΤΤΕΙΑ

greece

Petteia is an ancient Greek strategy game built around tactical encirclement. It reflects the Greek ideals of logic, discipline, and battlefield maneuvering, where each move shapes the flow of combat.

Mentioned by Plato, Plutarch, and Pollux, Petteia was played by citizens, generals, and philosophers alike. It served as both entertainment and a mental exercise in foresight and control.

We imagine the game unfolding near the Ionian coast, where Greek colonists and Etruscan warriors face off in a contest of wits. Each side commands a formation of warriors, seeking to outmaneuver and surround their opponents.

We chose Petteia for its elegance and historical depth. It offers a clean, cerebral experience that evokes the timeless clash of Mediterranean cultures.

Krisztina & Tamas, Lemery Games

Where the Ionian Sea meets the shore, Greek colonists and Etruscan warriors prepare for battle. A game of strategy will decide who holds sway. This ancient contest reflects the very real struggles between these two powerful Mediterranean cultures.

Will the Greeks, bold traders and explorers, outwit their opponents? Or will the Etruscans, steeped in tradition and artistry, prove their strategic might?

- Narrative based on the imagination of Lemery Games -

In Petteia one player commands 24 Greek Hoplite pieces led by the Strategos, and the other commands 24 Etruscan Fighters led by the Lars.

OBJECT OF THE GAME

Capture or surround the opposing leader (Strategos or Lars), or eliminate all of their soldiers.

GAME CONTENTS

- 1 travel bag
- 1 game mat
- 24 orange Greek Hoplite pieces
- 24 blue Etruscan Fighter pieces
- 1 burgundy Strategos piece
- 1 white Lars piece
- 1 rulebook



SETUP

1. Lay out the game mat as shown in Fig. 1.
2. To determine player colors, one player hides an orange piece in one hand and a blue one in the other. The other player chooses a hand. This reveals their role. Players may alternate roles in subsequent games.
3. Give each player 24 pieces of the same color.
4. Give the burgundy Strategos piece to the orange player, and the white Lars piece to the blue player.
5. Each player places their 24 pieces on the two rows closest to their side of the board. Then, each player places their Strategos and Lars pieces onto the third row, third square from the right (Fig. 1).

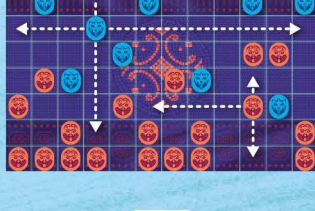


HOW TO PLAY

The Greek Hoplite player (orange) goes first.

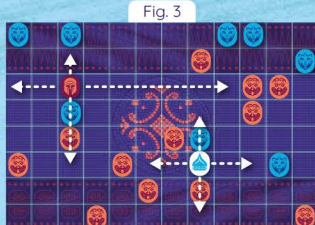
Moving

On their turn a player moves 1 of their pieces horizontally or vertically any number of unobstructed spaces (Fig. 2). A piece may not land on an occupied space, and may not move through other pieces.



Strategos and Lars movement

The Strategos and Lars pieces move and capture like a regular piece but may jump over one or more pieces (friendly or enemy) in a straight vertical or horizontal line, landing directly on the other side of the jumped piece or pieces (Fig. 3).



The Strategos and Lars cannot jump over one another and may not land on occupied squares. Chain jumps (making multiple consecutive jumps during the same turn) are not allowed.

Capturing

If the active player traps ANY ONE enemy piece (including the Strategos or Lars pieces) horizontally or vertically in a straight line between 2 of their own pieces, they "capture" that enemy piece and remove it from the board (Fig. 4A). Multiple captures may occur in a single move if multiple flanks are created (Fig. 4B). A capture is also possible in the four corners of the board, trapping an enemy piece between 2 of the other player's pieces (Fig. 4C). Capture is only possible by the active player on their turn; if the active player moves their own piece into any one of these kinds of traps, it is not captured (Fig. 4D).



GAME END

The game ends immediately if:

1. A player captures the opposing Strategos or Lars, claiming victory.
2. A Strategos or Lars is surrounded on all four sides by any combination of pieces; the surrounded player loses.
3. A player is unable to make a legal move on their turn, resulting in their defeat.
4. A player is left with only their Strategos or Lars piece remaining on the board; that player loses.

GAME END VARIANT

For quicker games, a fifth win condition can be introduced: If a player loses 13 of their pieces the other player wins the game.

TIPS AND TRICKS

- Avoid isolation: Lone pieces are vulnerable to being captured.
- Coordinate attacks: Use multiple pieces to create flanking threats and force defensive errors.
- Bait and trap: Offer a tempting capture to lure enemy pieces into vulnerable positions.
- Edge control: Use the board edges to limit enemy movement and create natural barriers.

ADVANCED GAMEPLAY

- **Edge Capture:** A piece can be captured between an enemy piece and the edge of the board.
- **Compulsory Capture:** If a player has a legal capture available, they must make it. If the player overlooks it and the opponent points it out, the piece that had the opportunity to capture is removed from the board.

GAME VARIANTS

Choose to modify the game with any of the below variations.

COMPACT PETTEIA

This minimalist version offers fast-paced tactical play with reduced material. Lay out the game mat with the variant side up (Fig. 5).



Play as in the base game with the following modifications:

- Each player places 16 pieces of the same color on their 2 back rows and places the Strategos and Lars pieces on the third row, the third square from the right (Fig. 5). Return the other pieces to the bag.
- Alternatively, for an even more dynamic version, the first player to capture 5 enemy pieces wins.

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.

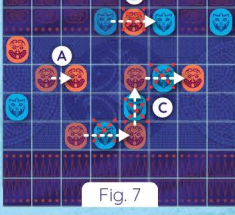
Players alternate turns placing one piece at a time anywhere on the board until all 32 pieces are placed (pieces can be placed anywhere, but not on top of each other).

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 Wladyslaw Kowalski in 2006 and by Ulrich Schädler, an architect, archaeologist, and Director of the Swiss Game Museum in La Tour-de-Peliz in 2001.

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THANK YOU

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

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