

ARIMAA®

Intuitively simple Intellectually challenging

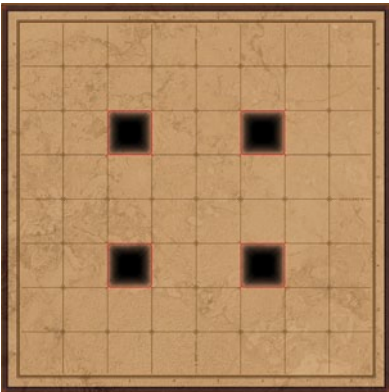
RULES

Game Contents



32 Game pieces in two colors

Arimaa® board



Chess board



*It is possible to play chess with this Arimaa® set.
The substitution is as follows:
elephant for king,
camel for queen,
horse for rook,
dog for bishop,
cat for knight,
rabbit for pawn*

1 two-sided game board

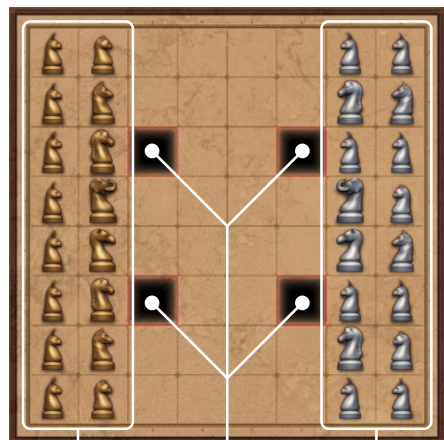
Setup

The game starts with an empty board.

The player with the gold pieces sets them on the first two rows closest to that player.

There is no fixed starting position so the pieces may be placed in any arrangement, but it is **suggested that most of the stronger pieces be placed in front of the weaker rabbits.**

Once the gold player has finished, the silver player sets the pieces on the two closest rows. Again the pieces may be placed in any arrangement within the first two rows.



Gold setup zone

Traps

Silver setup zone

Object of the Game

Be the first to get one of your rabbits to the other side of the board.

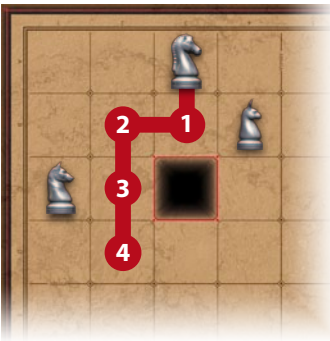
Play

The players take turns moving their pieces with the gold player going first. All pieces move the same way: forward, backward, left and right (like rooks in chess), but the rabbits cannot move backward (like pawns in chess).

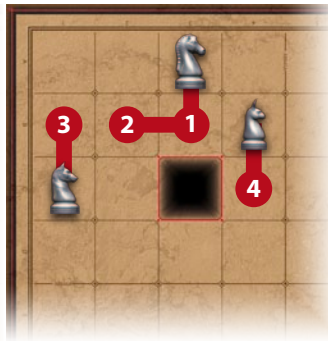


On each turn a player can move the pieces a total of four steps. Moving one piece from its current square to the next adjacent square counts as one step. A piece can take multiple steps and also change directions after each step. The steps may be distributed among multiple pieces so that up to four pieces can be moved. A player can pass some of the steps, but at least one step must be taken on each turn to change the game position.

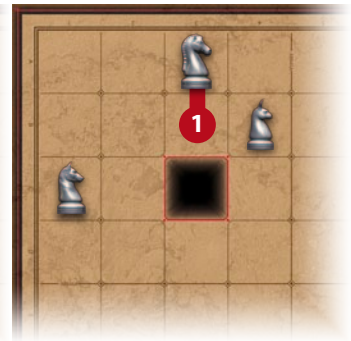
Examples of legal moves



Use all steps



Distribute steps



At least one step per turn

The stronger pieces can move opponent's weaker pieces. For example your dog can move the opponent's cat or rabbit, but not the opponent's dog or any other piece that is stronger than it.



An opponent's piece can be moved by either pushing or pulling it. To push an adjacent opponent's piece with your stronger piece, first move the opponent's piece to one of the empty adjacent squares and then move your piece into its place. To pull an opponent's weaker piece, your stronger piece needs to be adjacent to it. Then you move your piece to one of the unoccupied adjacent squares and then move the opponent's piece into the square that was just vacated.



Dog pushes rabbit



Dog pulls rabbit

A push or pull requires two steps and must be completed within the same turn. Any combination of pushing and pulling can be done in the same turn. However when your stronger piece is completing a push it cannot pull an opponent's weaker piece along with it.

A stronger piece can also freeze any opponent's piece that is weaker than it. A piece which is next to an opponent's stronger piece is considered to be frozen and cannot move on its own; though it can be pushed or pulled by opponent's stronger pieces. However if there is a friendly piece next to it the piece is unfrozen and is free to move.

There are four distinctly marked traps squares on the board (C3, F3, C6 and F6 in standard notation). Any piece that is on a trap square is immediately removed from the game unless there is a friendly piece next to the trap square to keep it safe. Be careful not to lose your own pieces in the traps.



Horse pushes dog and moves into its place. Dog is now frozen



Cat moves adjacent to dog, unfreezing it and allowing it to move away.



Horse pushes dog in the trap, dog disappears, horse moves in its place

Special Situations

- A player may push or pull the opponent's rabbit into the goal row it is trying to reach. If at the end of the turn the rabbit remains there, the player loses. However if the opponent's rabbit is moved back out of the goal row before the end of the turn, the player does not lose.
- If a player is unable to make a move because all the pieces are frozen or have no place to move, then that player has lost the game.
- If, after a turn the same board position and side to move would be repeated three times, then that move is considered illegal and the player must select a different move. If in the rare case the only moves a player has are not allowed then the player loses due to being unable to make a move.
- If a player loses all the rabbits then that player loses the game. If in the rare case both players lose all rabbits on the same move then the player making the move wins the game.

An animated tutorial and interactive puzzles can be found on www.arimaa.com.

Notes

The order of checking for win/lose conditions is as follows assuming player A just made the move and player B now needs to move:

- Check if a rabbit of player A reached goal. If so player A wins.
- Check if a rabbit of player B reached goal. If so player B wins.
- Check if player B lost all rabbits. If so player A wins.
- Check if player A lost all rabbits. If so player B wins.
- Check if player B has no possible move (all pieces are frozen or have no place to move). If so player A wins.
- Check if the only moves player B has are 3rd time repetitions. If so player A wins.

Arimaa Match Rules

The following rules apply to official Arimaa games that are played for ranks, tournaments, contests, championships, etc.

Match Game Requirements

Game must be recorded. All moves made in the game must be recorded using the Notation for Recording Arimaa Games.

Time controls must be used. An official Arimaa match must be played with some form of Arimaa Time Control. Check the [arimaa.com](http://arimaa.com/arimaa/learn/matchRules.html) web site for details of time controls: <http://arimaa.com/arimaa/learn/matchRules.html>.

The time control must be chosen to allow a game to reach at least 80 moves.

If a game is stopped due to reaching the time control limit, then the player who currently has or most recently had more pieces left wins. If no pieces have been removed from the board then the player to move second wins.

A player may resign at any time to end the match. However, resigning is highly discouraged. Continuing a game to a natural finish is highly encouraged.



Credits

Arimaa® Game Design by Omar & Aamir Syed
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Published by Z-Man Games Inc.
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