

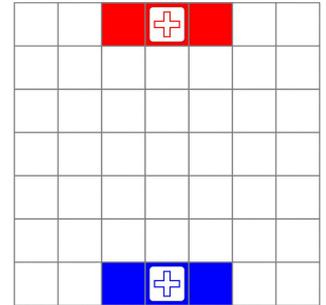
MENTIS

A board game for 2 players by **Richard Wilkins**

GAME OVERVIEW

MENTIS is a real abstracter's abstract. A furious 2-player duel with sharp analysis and finely-tuned strategy. The aim is to capture the opponent's King. Your King is fragile, unable to move from his hill on your side of the board, but he defends his hill by sending out his forces of Spears, Trenchmen and Nobles to fight across the board.

The blue King is placed on the middle square of the blue Hill; the red King is placed on the middle square of the red Hill. The remaining tiles are played from the hand. The game is won by capturing the opponents King; a game is drawn if the same position repeats three times or when both players agree to a draw (e.g. if the game is not won after 30 moves).



RULES SUMMARY

One player is Blue and one player is Red. The Blue player takes all the Blue tiles and the Red player takes all the red tiles. Players deploy their kings, as above, for the start of the game. The Blue player takes the first turn.

You can, on your turn, do one of (and only one of) either: **Deploy**, **Move** or **Capture**.

Tiles can occupy squares occupied by other tiles of their same colour. Tiles sharing the same square in this way, are placed on top of each other in a "stack". Neither player can look through a stack to try to see what tiles are within the stack.

DEPLOYMENT RULES

- During your turn you can deploy either 1, 2 or 3 tiles from your hand to a single square that is orthogonally adjacent to a square on your King's hill. If you deploy more than one tile, then you must reveal those tiles, one at a time, to your opponent, as you deploy them.
- You can deploy your tiles onto an empty square or to a square already occupied by any of your tiles, so long as they form a stack no more than 3 tiles high.
- You cannot deploy any tiles onto a square which is orthogonally adjacent to a square occupied by one or more enemy tiles.

MOVEMENT RULES

- Tiles move on the board squares orthogonally (they cannot move diagonally), forwards, backwards or sideways.
- No tile, other than the King, can move either on or across either King's Hill.
- No tile can occupy or move over a square occupied by an opponent's tile.
- You cannot move tiles out from the middle or bottom of a stack.
- Tiles of the same colour can occupy or move across squares occupied by other tiles of their same colour, so long as no square contains more than three tiles either during or at the conclusion of a move, and as long as tiles are placed on top of existing tiles.
- Tiles below the top of a stack remain hidden by the top tile. Neither player can look through a stack to try to see what tiles are within the stack.
- A tile on top of a stack can move, and it can carry any number of tiles with it when it moves, and any number of tiles can be dropped-off, from the bottom of a stack, onto any square you are moving from or passing through during a movement.

CAPTURE RULES

- On your turn you may capture an opponent's tile with one of your own tiles. You can only capture with a tile sitting on its own in a square, or with the TOP tile on a stack.
- A tile does NOT move when it captures.
- When capturing a tile on a stack, only the top tile of the stack is captured.
- A captured tile is removed from the board and takes no further part in the game.
- To capture, tiles can only attack in one direction, either orthogonally forwards, backwards or sideways.

- The Range of Attack dictates how many squares forwards, backwards or sideways a captured tile must stand from the attacking tile, no more, no less.
- All types of tile, except the King, are immune to and can block captures by one other type of tile, shown in the table below.
- A defending tile can block captures if it stands on a direct line between the attacking tile and the tile which could otherwise be captured.

MOVEMENT SUMMARY TABLE

Tile Type	Number of squares moved	Movement Rule	Range of attack	Cannot be captured by and can block captures by:
 	1	Can only move on the Hill	1	None
 	1		3	 
 	2	In a straight line and in one direction only.	2	 
 	1-3	One, two or three squares, in any direction, and does not have to be in a straight line (<i>Note: can not move back to the square it started moving from unless it drops or picks up another piece on the way</i>).	1	 

EXPANSION: THE WOLF

This expansion is not included with the game and can be purchased separately. The **Wolf** adds a new tile to your starting hand but is not considered part of the core game. The **Wolf** introduces an imbalance to the game (and its core strategies) which is why it is not considered part of the base game. It is intended as an extra tile to add just a little bit of lighthearted fun and a small token of appreciation to those who backed the game.

Deployment Rules

The Wolf obeys the regular deployment rules except that, unlike regular tiles, the Wolf *can* be deployed onto a tile adjacent to an enemy tile. The Wolf *cannot* be deployed as part of a stack.

Movement Rules

The Wolf tile can move only 1 square per turn and *can* move diagonally.

The Wolf tile can *never* form part of a stack, either during or at the conclusion of its move, nor during the movement or at the conclusion of the movement of any other tile.

Capture Rules

The Wolf tile can only capture an enemy tile which is one tile away, orthogonally *or diagonally*.

The Wolf cannot block any attacks, and the Wolf can capture and be captured by all the other tiles.

ACKNOWLEDGEMENTS

MENTIS was fueled on NESTORBOOSTER. We wish to thank our fuelers for making this possible:

Nathan Morse, Jeremy Monksfield, Brian Hunt, Rodney Smith, Mary-Scott Hunter, Luca Vichi, Stuart Maunder, Paul Blache, Pierre Lackovic, José Manuel Astilleros García-Monge, Jon Harrison, Victor M. Gonzalez Miguel.