

# BARRAGOON<sup>®</sup>

Das fesselnde Strategiespiel für zwei Personen

The exciting strategy game for two players





## 3.1 BARRAGOON SYMBOLS

No Entry		The Barragoon piece <u>cannot be crossed by any tile</u> .
One Way		The Barragoon piece can only be crossed by any of the tiles in the <u>one</u> direction indicated by the arrow.
Two Ways		The Barragoon piece can only be crossed by any of the tiles in <u>either</u> of the directions indicated by the arrow.
Right Turn		The Barragoon piece can only be crossed by any of the tiles with a <u>right turn</u> in the <u>one</u> direction indicated by the arrow.
Left Turn		The Barragoon piece can only be crossed by any of the tiles with a <u>left turn</u> in the <u>one</u> direction indicated by the arrow.
All Turns		The Barragoon piece can be crossed by any tile from <u>any</u> direction, but only in the <u>eight</u> arrow directions indicated (in other words always with a turn and never straight through).



In principle, a Barragoon piece with any symbol uppermost can be captured by **all** tiles. There is one **exception!** If the **All turns**  symbol is uppermost, the Barragoon piece cannot be **captured** by the **2-space tiles** .

## 3.2 PLACING A BARRAGOON

If a captured Barragoon piece (see 4.5 *Capturing a Barragoon*) is returned to a new position on the board or if new Barragoon peaces are added when a tile is captured (see 4.4 *Capturing a tile*) then proceed as follows:

- The Barragoon is placed so that the chosen symbol faces upwards.
- The uppermost symbol (if direction-dependent) is turned to the chosen direction (see 3.1 *Barragoon symbols*).
- Once the player lets go of the Barragoon, he can no longer change its position or direction.



The Barragoon piece should be kept in your hand until you place it back on the board, otherwise it is easy to forget to use it!

If the next tile is moved before the Barragoon has been placed, this move must be immediately halted or reversed. Otherwise the player will be deemed to have forgotten to place the Barragoon and the piece remains out of play.

## 4. THE TILES

There are three different kinds of tile in each colour:

- The **2-space tile** . As the value indicates, this can move 2 or, alternatively, just 1 square (short move).
- The **3-space tile** . As the value indicates, this can move 3 or, alternatively, just 2 squares (short move).
- The **4-space tile** . As the value indicates, this can move 4 or, alternatively, just 3 squares (short move).

### 4.1 MOVING A TILE

- A tile moves from its starting square to its target square. The target square counts as part of the move, however the starting square does not.
- A tile may be moved in any direction horizontally or vertically. It may not be moved diagonally.
- A tile may only change direction by an angle of 90 degrees once during a move. You are not permitted to turn more than once or to change direction by 180°!
- A Barragoon piece can be crossed during a move if the direction indicated by the uppermost symbol permits (see 3.1 *Barragoon symbols*). The square occupied by the Barragoon is counted when crossed.
- If the Barragoon piece forces the user to turn, this change of direction counts as part of the move. In other words it is not possible to turn again before or after this Barragoon piece as part of the move.
- You cannot jump over your own tiles or those of your opponent.
- You cannot capture your own tiles using one of your own tiles.

## 4.2 SHORT MOVE

The **2-space tile**   moves 1 square.

The **3-space tile**   moves 2 squares.

The **4-space tile**   moves 3 squares.

## 4.3 FULL MOVE

The **2-space tile**   moves 2 squares.

The **3-space tile**   moves 3 squares.

The **4-space tile**   moves 4 squares.

A tile can **move and capture** other pieces in a full move. It can:

- move to an **unoccupied square**. The square is not occupied by a tile, whether your own or an opponent's, or by a Barragoon piece.
- move to a square **occupied by an opponent's tile**. The opponent's tile is thus captured (see [4.4 Capturing a tile](#)).
- move to a square **occupied by a Barragoon piece**. The Barragoon is thus captured (see [4.5 Capturing a Barragoon](#)). **Exception:** The **2-space tiles**   cannot move to a square occupied by a Barragoon piece with an **All Turns**  symbol **uppermost**. In other words you cannot capture it!

## 4.4 CAPTURING A TILE

If a tile lands on a square occupied by an opponent's tile during a **full move**, it captures this tile.

If Player A (e.g. white) captures a tile belonging to Player B (e.g. brown), then the relevant tile belonging to Player B is removed from the board. Player A then picks up two of the Barragoon pieces next to the board and gives one of them to Player B.

Both players keep their Barragoon pieces in their hands (to ensure they don't forget to place the Barragoon piece). Now Player B first places his Barragoon piece on his chosen square on the board (see [3.2 Placing a Barragoon](#)). Player A now also places his Barragoon piece on his chosen empty square on the board, also proceeding according to [3.2 Placing a Barragoon](#).

It is then the other player's turn.

## 4.5 CAPTURING A BARRAGOON

If a tile lands on a square occupied by a Barragoon piece during a **full move**, it captures this piece.



**Note:** The **2-space tiles**   cannot capture a Barragoon piece with the **All Turns**  symbol **uppermost!**

The captured Barragoon piece is then immediately placed by the same player on another empty square on the board (see [3.2 Placing a Barragoon](#)).

It is then the other player's turn.

## 4.6 IF YOU TOUCH IT, YOU MOVE IT

Once you have touched one of your own tiles you must move it, provided that at least one possible square is available. Once the player has let go of a tile on its square, he can no longer move it.

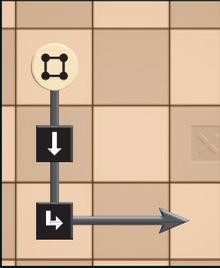
Once a Barragoon piece or an opponent's tile has been touched it must be captured, provided this is possible with the player's own tile that was first touched. If the opponent's tile or the Barragoon is touched first, it must be captured provided this is possible using any one of player's own tiles.



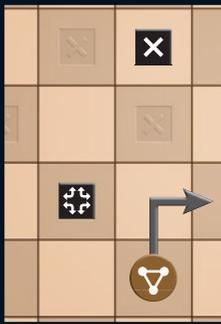
**Note:** A tile can only **move** in a **short move**, but **cannot** capture another piece.

A tile can **only** move to an **unoccupied square** in a **short move**. The square cannot be occupied by a tile, whether your own or an opponent's, or by a Barragoon piece.

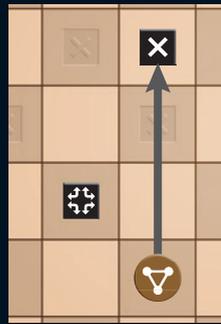
## 5. EXAMPLES



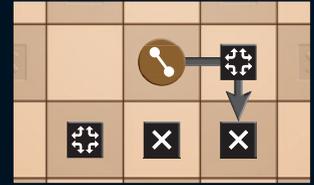
A full move with a 4-space tile



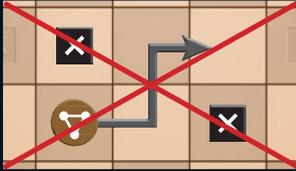
A short move with a 3-space tile



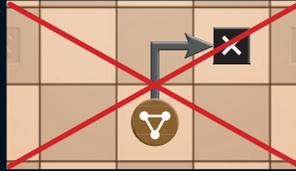
Capturing a piece with a 3-space tile



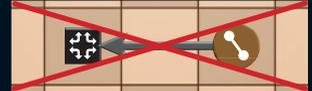
Capturing a piece with a 2-space tile



Two changes of direction are not allowed!



A piece cannot be captured in a short move!



The Barragoon piece with the **All Turns** symbol uppermost cannot be captured by 2-space tiles.

## 6. END OF THE GAME

The game is over when the player whose turn it is no longer has any tiles left or his remaining tiles cannot be moved.

### Special cases:

- If all the tiles belonging to both players have been captured or are unable to move, the player whose turn it is loses because he is unable to make a move.
- If the tiles of the two players can still move but are unable to capture a Barragoon piece or an opponent's tile in the course of the continued game, the game ends in a draw, (see Fig. right).
- If the players repeat the same pattern of moves three times, then the player whose turn it is, having completed his turn, can offer a draw. If the offer of a draw is declined, the players must choose a different sequence of moves at the earliest opportunity. Thus, as a rule, the player who declined the draw must perform the first different move. That is, unless no other move is available. If both players are unable to deviate from the repetitive sequence of moves, the game ends in a draw.



**Optional express rule:** reducing game duration in 2 stages.

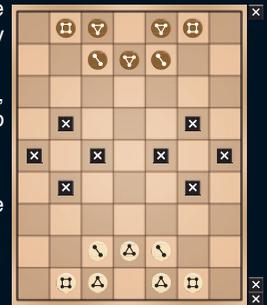
**Stage 1:** The player whose turn it is has lost the game if, **before** making his move, he only has **one single** playing piece left with which he can move. Stage 1 is indicated by a barragoon placed directly alongside the board.

**Stage 2:** The player whose turn it is has lost the game if, **before** making his move, he only has **two** playing pieces left with which he can move. Stage 2 is indicated by two barragoon placed directly alongside the board.

The express rule can also be applied to **balance out differences in playing abilities**. The weaker player plays the usual way while the stronger player plays according to the rules for stage 1 or 2 above.

Alternatively, the weaker player (brown in the example on the right) can play the stage 1 rule while the stronger player (white) plays at stage 2.

The special cases a), b) and c) apply accordingly.



## 7. VARIATIONS

As well as the normal, closed set-up, there is also the so-called open variation. In this case the Barragoon pieces are placed in their starting positions with the **All Turns** symbol uppermost.

# Shiftago

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