

NAVIA DRATP

GLOSSARY

Navia: Leader of your force and uneffected by 'Dratp' effects.

BP (Battle Piece): Refers to Masetai(MBP) and the flat red (RG) and black (BG) 'Gulled' game pieces.

MBP: Your 7 Masetai Battle Pieces (the 3D figures with a grid compass).

RG & BG Gulled: 'Harvest' GyullasPowerCrytals (Gs) from a mystic 'Gyullas Vault' into your Gyullas Pool.

Battlefield: 7x7 grid the battle takes place on - rows a-f by columns 1-7. MBPs reset compasses when removed.

Dratp / Dratping: Spend the G's indicated on the compass to use Dratp Power (rotate compass for the effect).

Invoke Dratp Ability: MBPs with Invoke can spend Gs to use ability when using that piece (same rules as dratp).

Gs (Gyullas Crystals): The economic factor of the game spent to Dratp: 1 Gold 20Gs, 5 Blue 5Gs, 11 White 1G.

Gyullas Pool: (on the right) Pool of power for storing your harvested Gs until used (return spent Gs to Vault).

Gyullas Vault : The great mystic 'cavern' Gs are harvested from (located at your right, above the Gs Pool).

Graveyard: Space to players left for your own slain BPs until they can be brought back by 'Dratp' effects or by 'Line Over'.

End-Line: The line between Battlefield and MBP Keep. A Gulled crossing an opponent's End Line performs a →

Line-Over: Gulled get a special bonus for this, while a Navia crossing the end line, 'lines over'and *wins the game*.

Note Gulled do NOT get their normal Gs additionally.

Dratp Cost/Piece Gs Value: The # on the compass is both the cost of dratping and the amount of Gs you earn for capture. RGs are worth 3Gs and BGs are worth 1G.

GRZ: Gyullas Reduction Zone (b4, c4, d4, e4, f4,) reduces Dratp/Invoke effects by half rounded up.



Summoning: INSTEAD of moving, a Navia may summon one of her seven MBPs from Keep to one of her →

Summoning Squares: a1,a2,b1,c1,e1,f1,g1,g2, and a6,a7,b7,c7,e7,f7,g6,g7 (marked with the symbol on the Battlefield).



Keep: The area behind the end-line is an extra-dimensional space where MBPs reside until they are summoned.

The spaces in the keep do not 'block' or effect play BUT own keep must be empty in order for your Navia to Line-Over

BOARD/MAT SETUP

The Navia (placed on squares d1 & d7) leads 16 BPs:

7 MBPs (placed in Keep and out of play until summoned), 7BGs (placed in each space on the 2nd & 6th rows (b2-g2 / b6-g6) and 2 RGs (placed in the same row as the Navias on b1/f1 & b7/f7). Place 17 Crystals (60Gs worth) in each Vault player's right sides (above Pool). **NOTE** the Navia Square is NOT a Summoning Square.

Make sure that your team of seven MBPs is balanced and works well together: www.naviadratp.net for suggestions.

MOVEMENT COMPASS/GRID

Movement is represented by the grid on BPs. The triangle within the grid represents your piece. You may move and 'take' ANYWHERE your YELLOW GRID SQUARES overlap pieces. This kind of movement *cannot* be blocked by other pieces 'in the way'. The Navia also has a grid, and she moves and captures just like a king in chess. Most MBPs can change their type of movement by Spending Gs to Dratp. Altered Movement (arrows, more yellow squares, special effects) is detailed under Dratp Powers. Gulled BPs have fixed movement grids. BGs move one space forward per turn, as indicated on the piece itself. Each time they move, they 'harvest' 1G from the 'Vault' which is placed in players 'Pool' for use as needed. RGs move one space forward per turn in one of three directions like #12 G-Turtle. You gain 3Gs every time your RG moves.



TAKING PIECES / GAINING Gs

When your BP lands on a square occupied by an opponent's, it is taken and placed into the enemy graveyard. The taking player gets the BPs value in Gs, which can be saved or made use of immediately if it's enough to dratp your attacking MBP. When pieces are captured their Gs value (just like Gulled harvested Gs) is automatically transferred to the Pool (from your Vault) by the Navias power. If one of your BGs captured the Olip MBP, you would gain a total of 5Gs that would be placed into your Gs Pool of Power(1Gs harvested by BG movement, and 4Gs of power sucked out of Olip also transferred from your Vault to Pool). ONLY BPs defeated in this way earn Gs: BPs removed from the battlefield due to a Dratp Effect earn NO Gs unless specifically stated by MBP text.

LINE-OVER

A Line Over occurs when a player succeeds in moving one of their GULLED BPs the length of the Battlefield and over an opponent's End Line (unaffected by MBPs in enemy keep). INSTEAD of the normal amount of Gs, they get EITHER 10Gs -- OR -- RESURRECT 1 MBP from grave to their open Summoning Squares. When a Navia Guard is resurrected by a 'line over' or by a dratp ability, it must be placed on a Summoning Square; it no longer has the initial guard ability to just appear adjacent to Navia. MBPs cannot line over and are in effect stuck (in Keeps mystic fog) when they reach the seventh rank if they have no lateral or backward movement.

NAVIA-LINE OVER: Getting your Navia across the seventh rank into the enemy keep wins you the game. Your own Keep must be empty of MBPs before your Navia can line-over (MBPs in the enemy keep do not effect play).

DRATP POWERS

DRATP by paying the number of Gs on the MBP compass; rotate compass and follow effects as stated in text. Most effects alter movement. Note: MBPs cannot Dratp/Invoke and then move. MBP effects that change the positions of other BPs CANNOT be used on themselves (#8 Olip and #6 Gundrill). Special DRATP effects are explained as follows:



ALTERED MOVEMENT GRID: The most common dratp. A new grid indicates the MBPs expanded/altered range of movement. MBPs may move to ANY yellow squares.

ARROWED GRID: Unlimited move in that direction as long as there is nothing in the way. Piece # 2 Aguniylos, for example, moves just like a king (pre-dratp); once 16Gs are spent, the compass is flipped and it now moves and takes like a 'chess' queen. It cannot hop over pieces in it's way like a dratped #9 Gilgame II can. Arrows are Blue (predratp) or Red (dratped).



BOUNCE: Same as Arrowed above, but this MBP grid has BENT Arrows which indicate that it can bounce in an unobstructed path off the edge the Battlefield. A dratped #23 Hansa may "bounce" by continuing movement along any diagonal path from her center (single bounce/diagonal).



JUMP: Indicated by DASHED arrows, works just like regular Arrowed Movement, save the MBP can ignore the first (be it yours or theirs) intervening BP as if it were not there.

SACRIFICE: (skull) Follow directions, then send your own sacrificed MBP to the graveyard. Note that no Gs are earned by either side from the sacrificed MBP unless noted specifically (like #1 Troll).

INVOKE : Allows player to activate a certain effect by paying Gs. MBPs with this effect are marked with arrowed circle. The number inside the symbol are the Gs paid to activate effect. Cannot use on the turn you dratp. Otherwise it works exactly like dratping: half cost when in the GRZ ; you can move and then Invoke, or just Invoke instead of etc... (May not invoke, then move).



IMMORTALITY : Prevents MBP from being taken normally. It CAN be slain by certain dratp effects (like *Sacrific*).

CONTINUOUS : Effect that continues until the MBP with that effect is removed from the Battlefield (reset compass).

DRATP NOTES: You may NOT Dratp/Invoke MBPs just moved by another MBPs power. After power is used, move is done. CANNOT move one BP then Dratp another. You may move MBP/capture and then Dratp it with newly gain Gs. You may use Dratp/Invoke on one MBP *INSTEAD* of moving (still counts as your full move). Gulled CANNOT be 'PUSHED' into a LINE-OVER. MBPs may NOT 'undratp' unless a specific ability allows/forces it too.

NAVIA DRATP

Your Navia can Dratp by paying the 60Gs.

The GRZ does not effect her (30Gs isn't a Navia Dratp).

Remember, the Navia CANNOT Dratp if she was just in CHECK, nor may she move into check and then Dratp.

CHECKS

A player must declare 'Check' when placing their opponent in a situation in which they could capture the Navia on their next move. It serves as a warning that you can win the game on your next turn. Navias have a defensive sense when anticipating direct attacks on themselves. But if they were to move their own Navia into check, you do NOT have to tell them, and may take their Navia, for the win on your turn. The Navia in effect let her guard down when she (or one of her BPs let her down by moving away) and walked into a deadly check. A Navia that was just checked cannot Dratp.

A Navia 'checked' on the enemy seventh rank may still LINE OVER to win the game (as long as her own Keep is empty).

DRAW

When both players are "stuck" in a repetitive movement pattern without variation (and no MBPs are summoned by either player) for three consecutive moves, it's a DRAW. BUT if this pattern is created by one player *checking* the other, the CHECKING player LOOSES!

NAVIA EXCEPTIONS:

The Navia is IMMUNE to Dratp powers/effects weather good or bad: Kiggoshi does not blow her up, Midrah blows up everything in his column EXCEPT a Navia. Wishborn does NOT shield the Navia. Tagu/Olip/Gundrill cannot move her etc... She is the leader and NOT referred to as a BP/MBP.

NAVIA GAURD MBPs:

#1 Troll, #8 Olip, #15 Schmidt, #16 Matogayu, #30 Chakrabat, #31 Papilonia. They may only be summoned to one of the eight (unoccupied) spaces adjacent the Navia. She CANNOT summon a guard to a Summoning Square unless it's next to her.

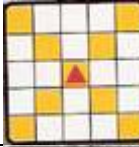
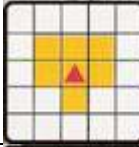
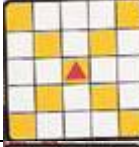
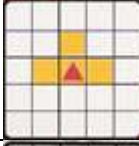
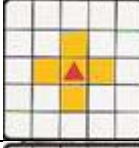
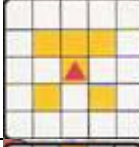
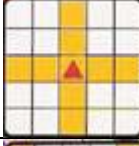
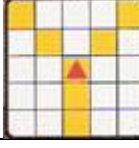
PLAY: On your turn (provided space/power to) you may either-

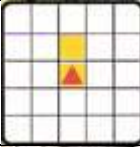
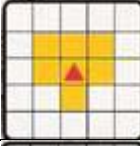
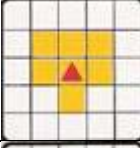
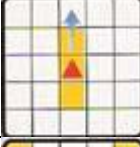
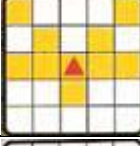
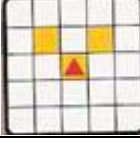
- Move your Navia
- Move a Gulled to earn Gs (1G for BG or 3G's RG).
- Summon MBP to your open Summoning Square (or Navia Guard MBP ADJACENT to Navia).
- Move MBP according to the movement grid.
- Dratp/Invoke MBP - OR - Move *then* Dratp(or Invoke) that same MBP. Cannot Dratp/Invoke, then move.

WIN THE GAME BY

Slaying Navia OR making a 'Checkmate' position (basically forcing surrender) OR **Economic Victory by Navia Dratp** (must have 60G's and cannot have been in check).

OR **Navia Line-Over** (your own Keep must be empty).

#1 TROLL <i>Navia Guard</i> Earn 10 Gs when enemy effect or attack sends Troll to Graveyard.		
#2 AGUNILYOS		
#3 HAMULUS GARUDA		
#4 GARRISON JUMP (dotted arrow): May ignore the first BP in his way as if it was not there.		
#5 NETOL Return MBP from your graveyard to your open summoning square. Netol to graveyard.		
#6 GUNDRILL 4 Gs to Invoke: move one BP to any open space marked with dot.		
#7 TINY KIGGOSHI BP of your choice (even your own) to their Graveyard(s) and Tiny K to his own.		
#8 OLIP <i>Navia Guard</i> On the turn you dratp, switch the position of two of your own battle pieces on the battlefield (not olip).		
#9 GILGAME II		
#10 MOSES		
#11 NEBGUARD		

#12 GYULLAS TURTLE Earn 6 Gs per turn when GYULLAS TURTLE moves.		
#13 KAPINAH On the turn you Dratp, immediately move to any open space.		
#14 KOMA Send any (even your own) MBP from Battlefield to their keep. Koma to your graveyard.		
#15 SCHMIDT <i>Navia Guard</i> Invoke 2 Gs to move to any open space adjacent your Navia.		
#16 MATOGAYU <i>Navia Guard</i> Earn double Gs from every BP MATOGAYU takes.		
#17 MIDRAH Blast every BP in his column. to their Graveyards.		
#18 KANABA Choose BP to freeze (even your own) on Battlefield. Move/Dratp effects are banned, while KANABA is on b-field.		
#19 SUNGYULLAS Your opponent loses 15 Gs and your piece is sent to graveyard.		
#20 TANHOIZER Summon one MBP (if you don't move) from your Keep to an open space marked with dot.		
#21 KANIMISO		
#22 BILLPENTOD 3Gs to Invoke: Move all your BGs (that can move) up one space. Earn Gs ONLY from BPs taken.		

#23 HANSA Follow arrows from center to edges of Battlefield. BOUNCE at right angle once where arrows hit the edges.		
#24 KAPINAHS Move to any open space on the Battlefield.		
#25 ODD Place BGs from your Graveyard onto empty spaces on your 2 nd row. Odd to Graveyard.		
#26 COYDROCOMP Cannot be taken by your opponent.		
#27 NEMCHANT Reset ALL other MBPs compasses to their original, pre-Dratp positions.		
#28 LORD KIGGOSHI Blast 3x3 area of battlefield, sending all BPs (even your own) to their graveyards. LK to Graveyard too.		
#29 CHUGYULLAS Earn 1Gs anytime you MOVE a BP: BGs now earn 2Gs, RGs 4Gs and MBPs 1G (7 Drapted G-Turtle).		
#30 CHAKRABAT <i>Navia Guard</i> Invoke 2 Gs to reduce your opponents Gs by 4.		
#31 PAPILLONERA <i>Navia Guard</i> BP which takes you is sent to their graveyard (after completing turn).		
#32 TAGU Move two more BPs and send TAGU to grave. Moved MBPs cannot do additional actions this turn.		
#33 VISKUNMATEUS Invoke 2Gs to reset own compass to pre-Dratp position.		
#34 LAYNARD Earn 10Gs from draptng. (still only costs half in the GRZ).		
#35 NERGALMESH Jump: May ignore first piece in your path while moving.		
#36 KAIRAS On the turn you Dratp, KAIRAS returns to your Keep.		
#37 GHORAMEDUSA		
#38 GYULLASBON Earn G's equal to # of BPs in both graveyards. G'Bon to Grave.		
#39 WISHBORN BPs on dotted squares may not be taken normally.		
#40 PEOJIN Move any one of your BPS on Battlefield to ANY open spot. Peojin to his graveyard.		
#41 NESO Any one BP from enemy graveyard to your open s-square. Serves till returned. Neso G-yard.		
#43 GILGAME III		
#43 ORIONDOBER Move to open enemy summoning square. Dot bans summoning (minus N'Guards). Immortal.		
#44 SABAGEO		

We've got a good jump on this comprehensive rulebook, compiled by the ND community and FAQs. Special Thanks to Naviadtratp.net, NaviadtratpEnthusiasts(yahoo group), NaviaDrat ShogiVariant(facebook), Spielefreun.de/naviadtratp(in German), jc-designs.net/navia/, and of course everyone from the BGG = <http://boardgamegeek.com/thread/506615/navia-dratp-comprehensive-rulebook-by-all-of-us>. Please add any terms or edits that y'all may think are needed. This is for all of us and future players as well. This is the Beta copy chock full of small bugs... if you see some please let us know ☺