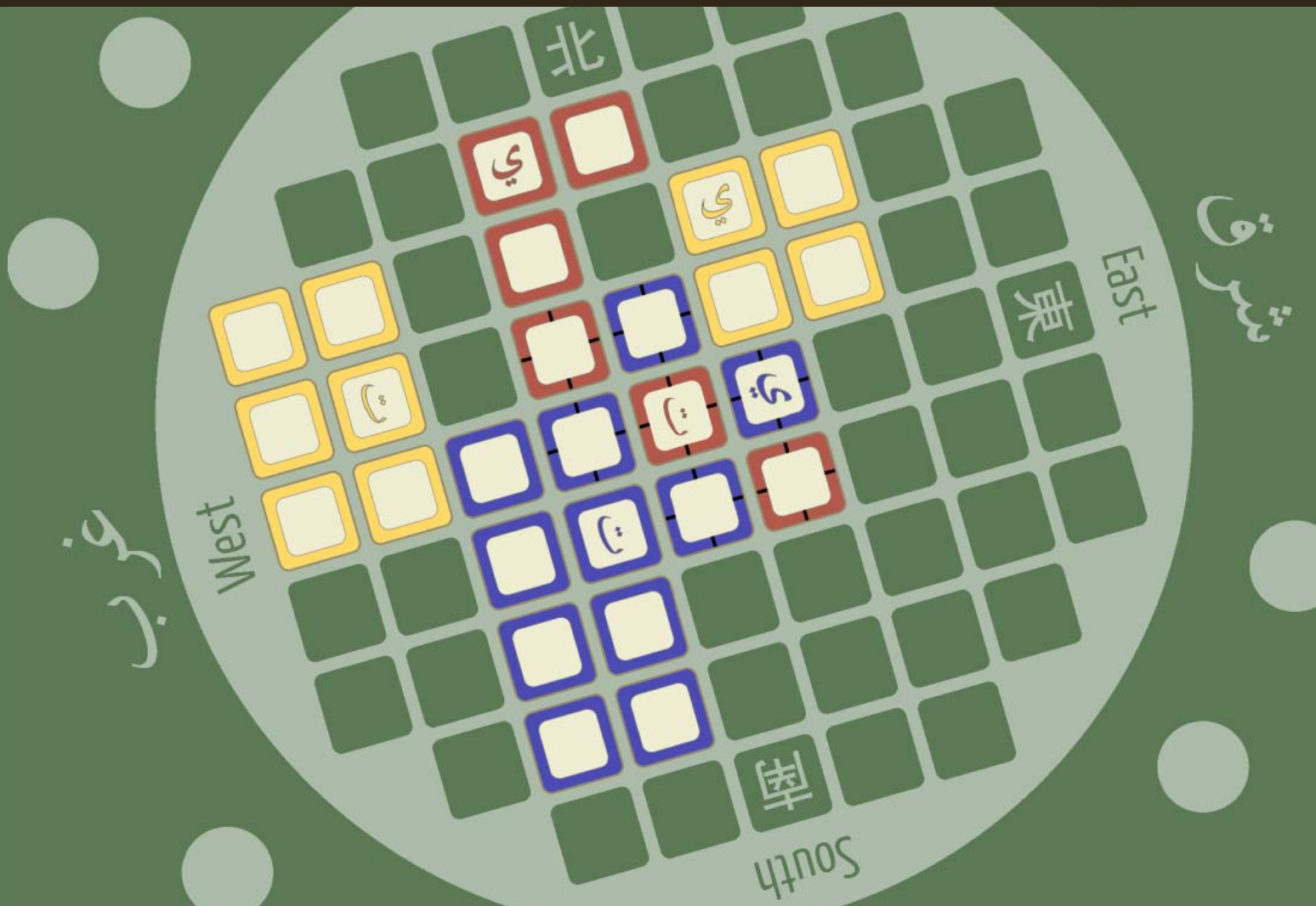


# Unitar

Get started in eight pages

## Short Rulebook

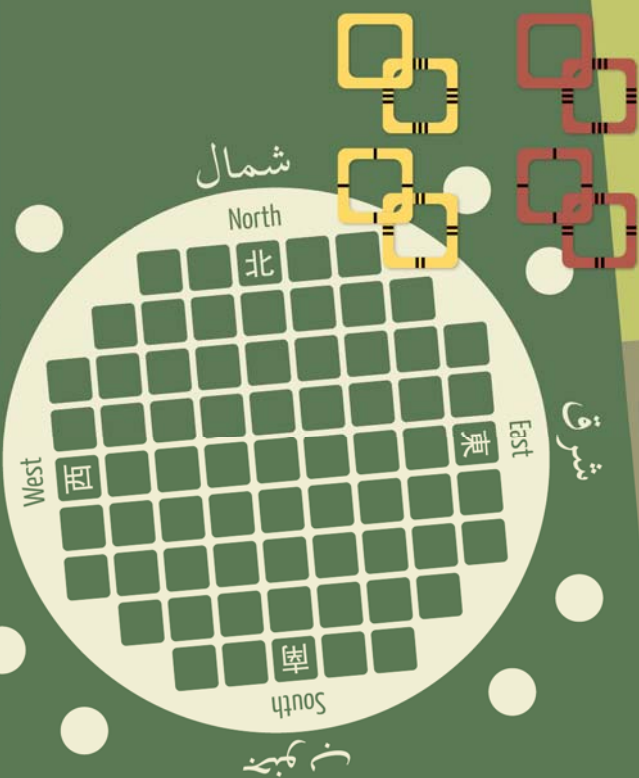


# I Game Set

1

- Field: One textile **playing field** with rounds counter stone.
- Boards: Three **Intention Boards**, one for each player, with **position markers** and **intention markers**.
- Stones: **33 stones** with **33 basic colour frames** and **63 colour frames** for unified playing stones.

## Unitar



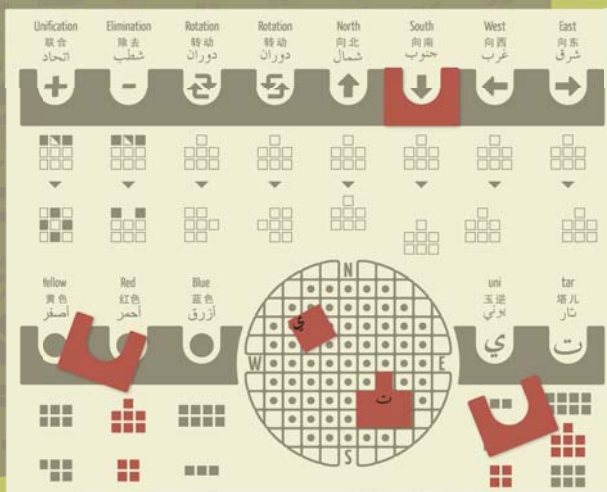
Every stone wears a frame on top.  
There are two types of frames for every colour.



Stones with frames to be grouped in blocks.



Every colour gets two Captain Stones:  
One Uni, one Tar. They are in the middle of every block.



Every player gets an **Intention Board** with 3 intention markers and 2 position markers.

Intention Board shows how to group your two blocks made of 11 stones.

Playing Field

# II Setup

2



Secretly

Each player draws a game color. **Yellow, Red or Blue.**

Public

Each player marks positions of 2 blocks on Intention Board.

Example

Each Player places 2 blocks consisting of several play stones on the Playing Field according to secret choice.

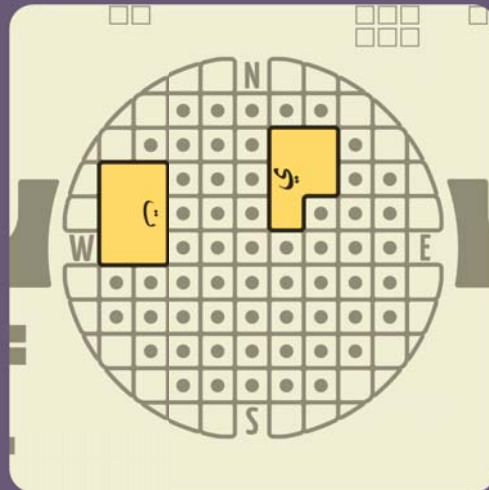
Martin draws **Yellow**. He places **Yellow Tar** to the far West and **Yellow Uni** on a North-East position.

Uni  
Tar  
ي ت

secretly

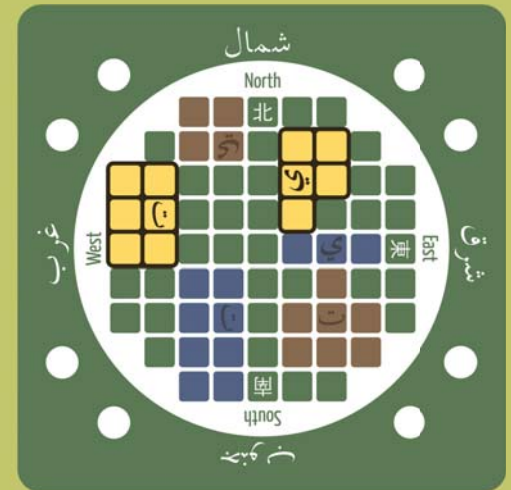


Position marker



Intention Board

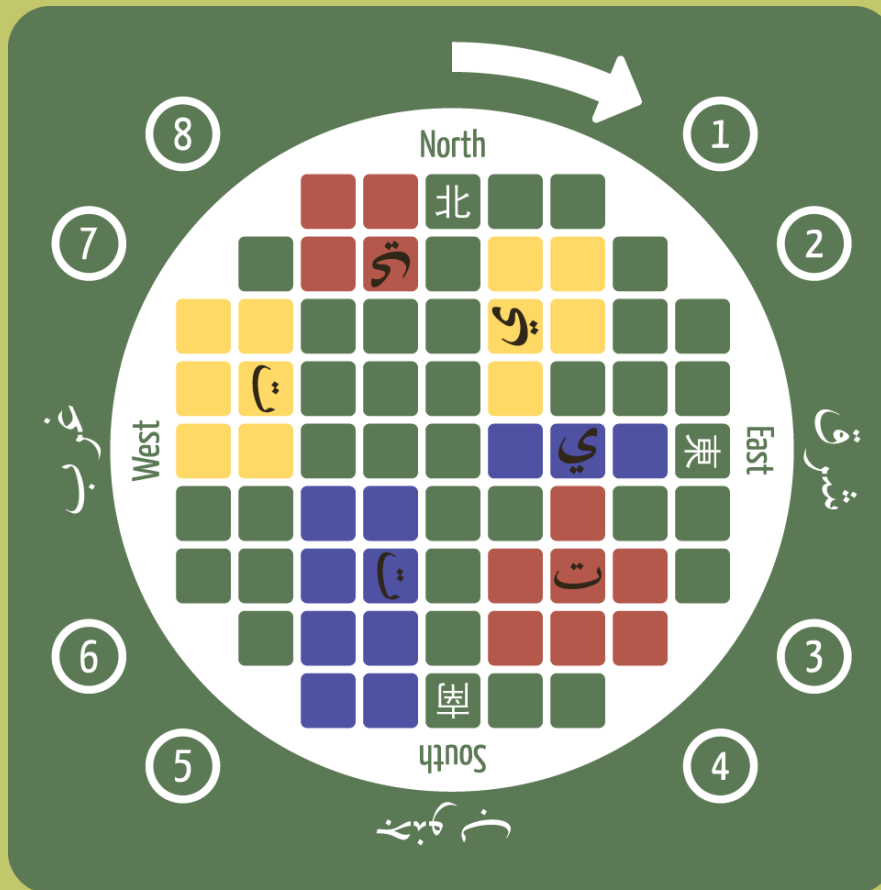
public



Playing Field

# III Round run-down

**Round stone.** Count the 8 rounds of the game with the white stone on the white fields. After a round is finished, set the stone one field ahead. You start North-East.



Playing Field

# III Round run-down

Secret  
Example

**Intention.** Each player marks a **Colour**, a **Symbol** and an **Action**.

Martin chooses Yellow, Tar & Anti-Clock Rotation. Yellow and Tar intend for the block with six playing stones turn anti-clockwise around Yellow-Tar.

The Intention Board is divided into several sections:

- Top Row (Actions):** Unification (联合 اتحاد), Elimination (除去 شطب), Rotation (转动 دوران), Rotation (转动 دوران), North (向北 شمال), South (向南 جنوب), West (向西 غرب), East (向东 شرق).
- Second Row:** A row of icons representing different stone patterns or actions, with the 'Action' button highlighted in yellow.
- Third Row:** A row of stone patterns corresponding to the actions above.
- Bottom Row (Colors and Symbols):** Yellow (黄色 أصفر), Red (红色 أحمر), Blue (蓝色 أزرق), uni (uni يوني), tar (tar تار).
- Central Board:** A circular board with a grid. A yellow block is highlighted, and a line connects it to the 'Action' button.

YELLOW TAR ROTATION

▶ ● ت

# III Round run-down










5

Public

**Comparison.** To approve the intention a Player requires min. one **agreement in two** out of Colour/Symbol/Action with the players.

Example  
Note

Sami and Martin choose Tar. Sami and Lin chose Red. Sami's intention is **approved** ✓  
If all player's intention is not approved, then all players have to re-choose their intention!

PLAYER		COLOUR	UNI / TAR	ACTION
MARTIN	✗			
LIN	✗			
SAMI	✓			

Sami's intention is approved — because he agrees not only on Colour with Lin but also on Uni/Tar with Martin.

# III Round run-down

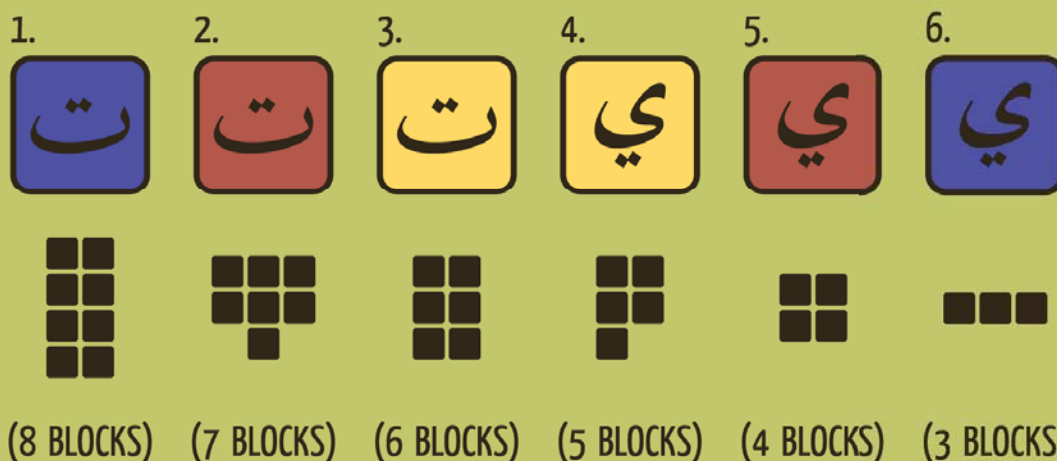
**Ranking of approved Intentions.** More than one intention is approved? Which intention will be carried out first?

Note The Intentions Ranking is first of all only related to the Actions. If actions are the same, then the bigger original block ranks higher and will be carried first.

## RANKING — BY ACTION



## RANKING — BY ORIGINAL BLOCK SIZE



Ranking by original block size means that even after losing stones by Unification or Elimination during the game, Blue-Tar stays on top. What matters is the size at the beginning of the game (= number of stones in the block at setup).



# III Round run-down

7

Public

**Carry out Actions: Rotations and Directions** are happening in relation to one block only which is defined in the approved intention. Players intend these actions in order to get blocks in the position for score changing actions **Unification** and **Elimination**!

**Directions**

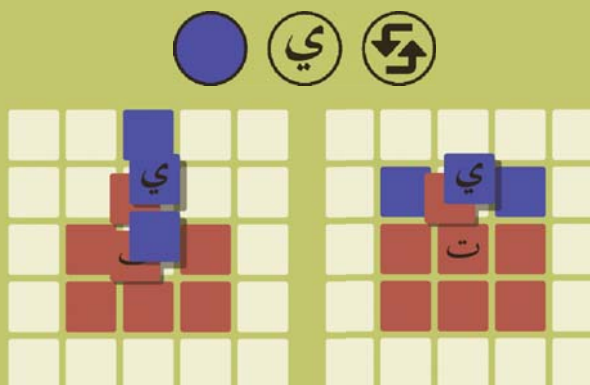
North/Souths/West/East make a block move one field into the chosen direction.

**Rotations**

Turn the block around the captain playing stone defined by Symbol and Colour.

## ROTATION EXAMPLE

FRAMES COUNT BEFORE

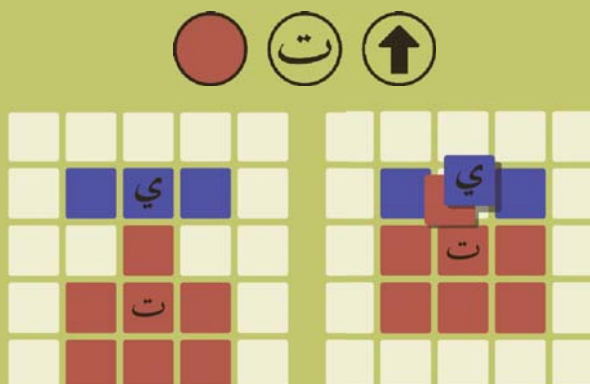


FRAMES COUNT AFTER



## DIRECTION EXAMPLE

FRAMES COUNT BEFORE



FRAMES COUNT AFTER





# III Round run-down

8

Public

**Carry out Actions: (+) and (-)** are called **Unification** and **Elimination** and happen between 2 blocks, require an overlap and are the only actions to change the score. The balanced initial score is 11/11/11. The 1st of the 2 blocks is defined in the approved intention.

**Unification**

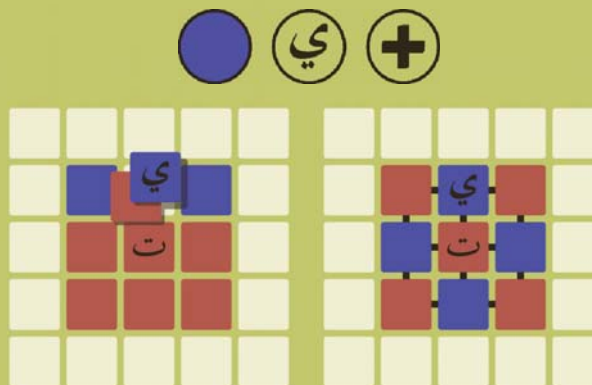
2 blocks become 1 sharing frames 50/50. The 2nd block is the **smallest** overlapping one which overlaps with the 1st block.

**Elimination**

makes both blocks lose the overlapping playing stone. The 2nd block is the **biggest** overlapping block.

## UNIFICATION EXAMPLE

FRAMES COUNT BEFORE

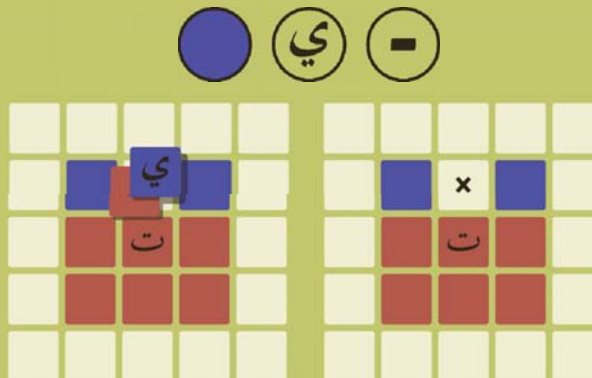


FRAMES COUNT AFTER



## ELIMINATION EXAMPLE

FRAMES COUNT BEFORE



FRAMES COUNT AFTER



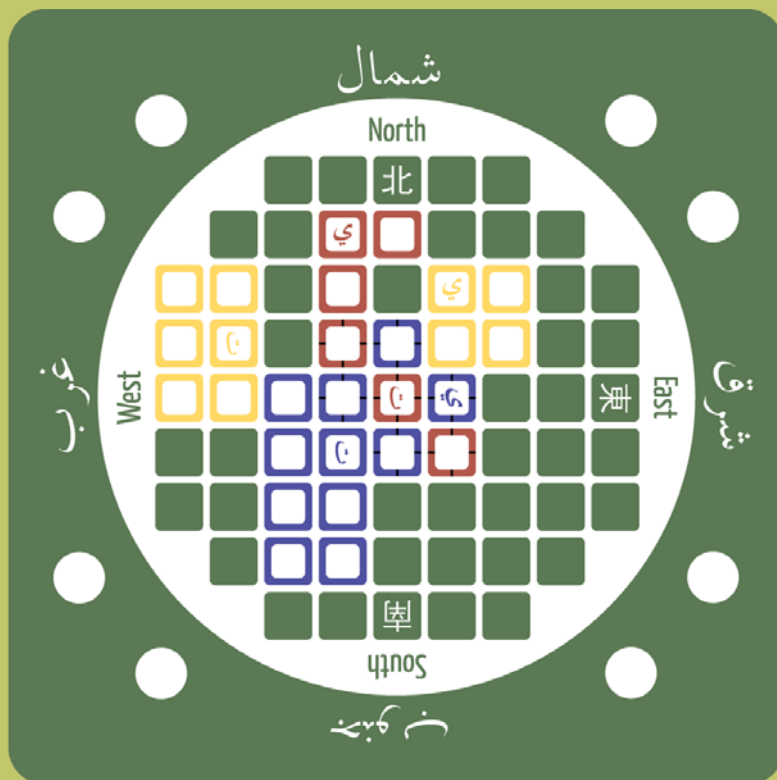
# IV End and target of the game

9

After 8 rounds the game colour covering with most of the playing stones wins, in other words the game colour with the **highest number of frames** on the playing field.

Example

Martin is second with 10 frames, Lin ends up with 6 frames and Sami wins with 11 frames.



EXAMPLE RESULT

10

6

11

FRAMES COUNT

# Unitar

A Truel in eight rounds

## Strategy Poker

Need more help?

[howto@unitar-game.com](mailto:howto@unitar-game.com)

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the game, distribu-  
tion or get to know  
where to play

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شمال

North

北

