

# KAHMATÉ RULES

## THE GAME

With KAHMATE, you are the captain of a rugby team. You are the leader of a group of six players in a match against an opposing side. In order to win, you have to cross the goal line with the ball.

## THE SET

The set box contains

- a game board
- two sets of six players, each set a different colour
- one ball
- two packs of six Fitness cards numbered 1 to 6.

## THE PLAYERS

The six players for each side are :  
1 Strong man, 1 Tough man, 1 Fast man, 1 Clever man and 2 Ordinary men.

Each piece has two sides. On one side the man is shown as active, on the other face, as passive.

- The Ordinary Men :  
they move along 3 squares.  
They get no bonus-points or minus-points.
- The Strong Man :  
he moves along 2 squares.  
He gets 2 bonus-points when attacking and 1 bonus-point when defending.



- The Tough Man :  
he moves along 3 squares.  
He gets 1 bonus-point when attacking.
- The Fast Man :  
he moves along 4 squares.  
He gets 1 minus-point when attacking and 1 minus-point when defending.
- The Clever Man :  
he moves along 3 squares  
and gets 1 bonus-point when defending.



## THE FITNESS CARDS

The Fitness cards show what state of fitness the men are in : card no.6 indicates peak-form, and card no. 1 means very low form.

The game players will use these Fitness Cards as explained further on.



## BEFORE PLAYING

Each captain chooses a colour and takes the corresponding players as well as a pack of six Fitness cards numbered 1 to 6. Before the game begins, the captains set out their players as they wish along the first two lines on their side of the field. The ball is placed on the midfield line, on any one of the 6 numbered squares, as shown in diagram 1.



Diagram 1 - Once the players are in position, a Fitness card is drawn. The number on the card indicates the square where the ball will be positioned. The first man to cross that square gets the ball.

## HOW TO PLAY

The captains decide who will move first. Then they take it in turns. During his turn, a captain may

- Move two players along part, or all of its allowed number of squares. He may do so in one go or not, in any direction except diagonally.
- Pass the ball from a player to another as many times he wants. One same player may receive the ball several times during a turn.

- Tackle an opponent. This option puts an end to any move from that player.
- Kick the ball forward. This option counts as a pass, not a move.
- Score a try. This ends the match.

## THE MOVES

When it is his turn, a captain may move either one or two players.

A player may move forward, backward or sideways, but never diagonally (cf. diagram 2). A player may change direction at any time while he is moving, or retrace his steps.

A player may move as many squares he is allowed to, or fewer. He may also be moved over several goes.

*For example, player A may be moved one square and player B, as many squares as he can.*

*The captain performs passes, then completes the possible moves of player A.*

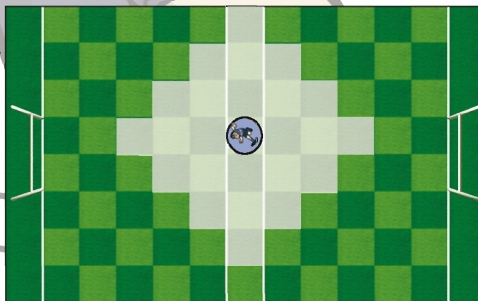


Diagram 2 - The possible moves of a 3-square man.

Beware, there cannot be two players on the same square at the same moment, even during a move. Thus, a player on the move is always blocked by another player (cf. diagram 3) whether that player is a partner or an opponent, active or passive. The only exception to this rule is forcing one's way through.

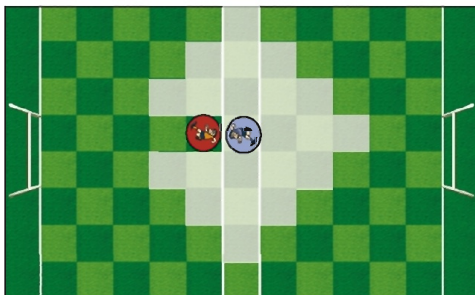


Diagram 3 - Blue player's move is blocked by the red one.

## FORCING ONE'S WAY THROUGH

When player A has the ball and faces player B, he can try to force his way through (cf. diagram 4). If player A fails, then the piece is turned face down and may not move during the next turn. The ball is positioned on the square immediately behind player A. Resisting the charge, player B may move along normally when his turn comes. If player A's move is successful, he may move onto the square where player B is standing as if it were empty (this only counts as one move point). Player B is turned face down, and may not move for its next turn.

If player A has only one move point left, or if an opponent is positioned behind player B, player A may not force his way through. Because there cannot be two players on the same square at the same moment, even during a move.

## PASSING

A captain can make the player holding the ball pass it to another man. This can only be done backwards. A player cannot pass the ball to a partner positioned ahead of him or on the same line. The receiving player must be positioned one or two squares away from the ball-bearer, along a straight line, or diagonally (cf. diagram 5).

A captain may pass the ball as many times he wants as long as the rules are respected (see above). Therefore, a player may get the ball several times during one turn.

*Example: at the beginning of the turn, player A has the ball and passes it to player B who is behind him. B is therefore moved ahead of A and can pass the ball back to him. A is again moved ahead of B and can pass the ball back to him again.*



Diagram 4 - The possible moves of a man that forces his way through successfully.

## INTERCEPTING

When a captain passes the ball from one player to another and there is an opponent in-between (cf. diagram 5) the latter may decide to intercept the ball. He is then considered to be defending.

Whatever the result of this action, no player is turned face down.

The player who has just had his ball intercepted may continue playing (he can therefore try to tackle the man that has just recovered the ball, for example).



*Diagram 5 - In grey, the possible squares for a pass.  
The pass marked by a yellow arrow is the only one which is secure.  
The two others can be intercepted.*

## TACKLING

A captain can send one or two players to tackle an opponent who has the ball.

A player that does not have the ball cannot be tackled.

- For a tackle to be successful, A must be able, with his move, to reach the square B is standing on.
- At this stage, it is important to note which square was the last that A was on before moving onto B's. Indeed, whatever the result of the tackling action,

A will be positioned on that last square.

- If the tackle fails, B remains in place with the ball. He will be able to move along and act normally when his next turn comes.

A is to be considered having crashed lamentably on the ground ; he is turned face down (knocked out) and will not be able to move nor act during the next turn.

- If the tackle is successful, then B is knocked out. He is to be turned face down and will not be able to move nor act when his next turn comes.
- But, as he has been well trained, he is able to protect the ball as he falls to the ground. The ball is placed on the square immediately behind him, between him and the deploying zone on his side of the field (cf. diagram 6).

If a player is tackled just before his goal-line, he protects the ball by placing it on an adjacent square away from the attacking opponent, but never in the in-goal zone.



*Diagram 6 - One of the blue players has successfully tackled the red one. The ball is placed on the square immediately behind him, facing his in-goal zone.*



A man that finds himself on the square where the ball lands after a tackle, will take the ball. Otherwise the ball is left on that square and will be picked up by the first man to move onto that square.

## A PERFECT TACKLE

A perfect tackle occurs when A (defending) successfully tackles B with a gain of two points over B. The ball is then placed not behind B, but directly on A who performed a perfect tackle (cf. diagram 7).

## KICKING

A captain can kick with any of his players that has the ball. That is the only way to send the ball forward.

In order to kick forward, a player must be positioned ahead of, or on the same line as, all his partners. Kicking is not allowed if a partner is positioned ahead of the ball-bearer (cf. diagram 8). Kicking sends the ball one to three squares away, straight ahead or diagonally, but always forward, on an empty square (cf. diagram 8).

The ball is then left on the empty square where it landed, to be recovered by the first player to pass on that square.

## DECIDING ON THE ACTION

To resolve an action (tackling, forcing one's way or intercepting), the players must determine who is attacking and who is defending.

- **Tackling.** A player attempting a tackle is attacking, the ball-bearer is defending.

- **Forcing one's way.** A player forcing his way through is attacking, the player that resists is defending.
- **Intercepting.** A player attempting an interception is defending, the player lob-passing the ball is attacking.

Once established who is attacking and who is defending, both captains put a Fitness card in front of them, face down.

The cards are then turned over. The captains add together the number on the card and the bonus/minus points attached to the player involved in the action. The highest number wins. In case of a tie, the captains turn up a second Fitness card. If there is still another tie, it is the defending captain who wins the action. The used cards are discarded.

When the last card has been played, the contestants take their six cards back and the game is resumed.

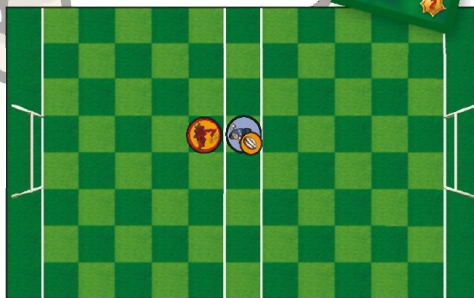
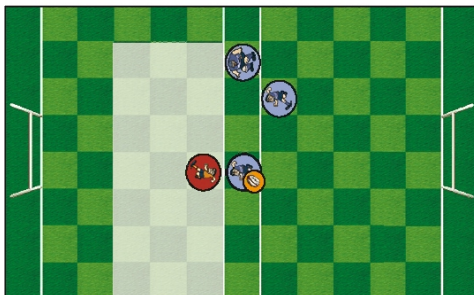


Diagram 7 - A perfect tackle! Blue player recovers the ball. He may not move, but can pass or kick forward.

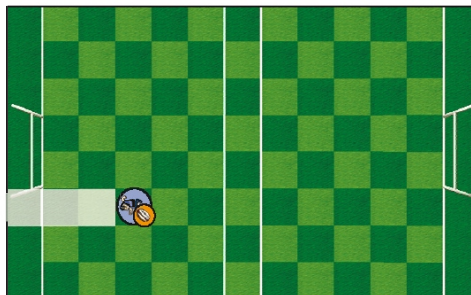


*Diagram 8 - In grey, the squares where the ball can be kicked onto.*

## THE TRY

A try is scored when one of the player, while holding the ball, finishes his move beyond the first deploying line of his opponents, i.e. in the in-goal zone (cf. diagram 9) A try means the end of the match . Should the captains decide to continue, they re-position their players and the ball is placed randomly on one of the six kick-off squares at the centre of the board.

Enjoy your game!



*Diagram 9 - It's the blue captain's turn to play. One of his players has the ball, and his move has him end up within the opponents' in-goal zone. It's a try ! It's the end of the match.*

*But, captains can decide to continue. They re-position their men and the captain who has been scored against begins play. Two tries win the match... or three if you're up to it!*

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EDITIONS

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