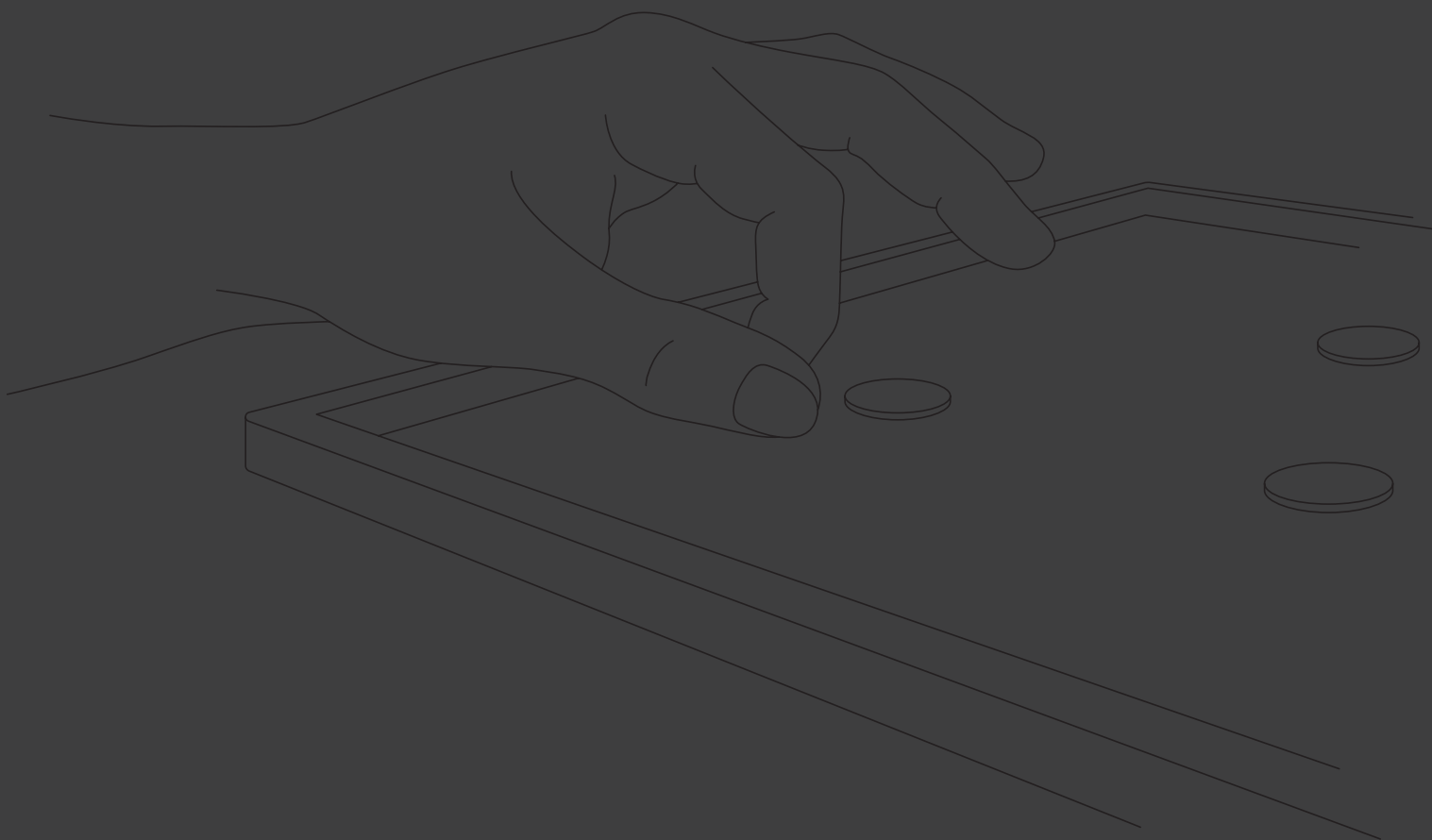


WKENIKE

Board Game Console



360° degree rotatable | Sliding game pieces | Elastic edges | 5 games

The Game Concept

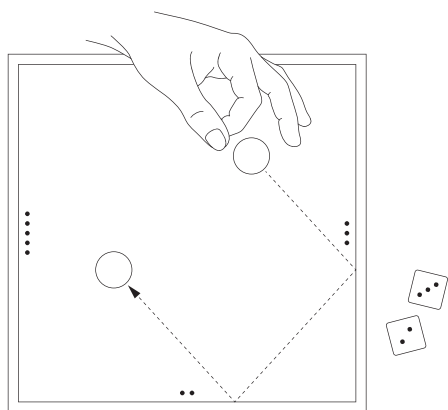
In UKENIKE games, pieces are shot by the flick of a finger in order to hit opposing pieces or to reach target squares. **White dice** determine the path a piece must take (i.e., the edges it must touch) before hitting its target.

☐ Shoot piece via any edge

☐-☐ Shoot piece via the edge the die determines

☐☐ Shoot via no edge (direct shot)

Example: If you roll a three and a two (☐+☐), the piece must be shot in such a way that it first touches the edges that are labeled with two and with three dots before hitting the target.



The **number of dice** determines the level of difficulty: The more dice you use, the more edges have to be touched before hitting the target. The difficulty of each game can be increased by using more dice than suggested.

If multiple **dice turn up on the same side**, e.g., ☐+☐, the edge marked with three dots must be touched only once. Similarly, if multiple dice turn up on side "one" (☐), the edge of the player's choice must be touched only once.

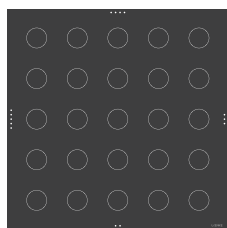
The **order in which the piece touches the edges** is insignificant, and the piece can also touch other edges, i.e., ones that weren't determined by the dice.

Hint

To practice, players can agree that each player can try two or three when flicking pieces.

The games

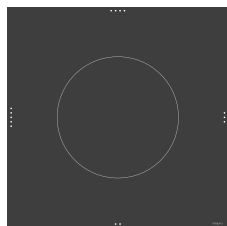
UKENIKE is a board game for two to four players. If played in teams, even more players can participate. Currently, the board game console UKENIKE includes five games. UKENIKE offers something for everyone.



Ukenike 2 players

- The game of kings. Dexterity, tactics, and strategy determine who wins and who loses.
- The pieces are moved like chess pieces, but they must be flicked with a finger (as in Carrom) to capture opposing pieces.
- The player who captures the opponent's king wins.

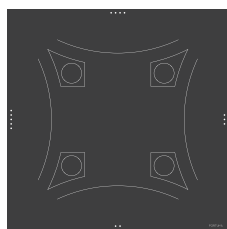
Complexity: ██████████ Dexterity: ██████████ Strategy: ██████████



Makaki 2-4 players

- Makaki means "scaredy pants" in Romansh and is ideal to get acquainted with the UKENIKE world.
- Each player receives three lives. The goal is to hit the player to the right. If an attempt fails, the player loses a life.

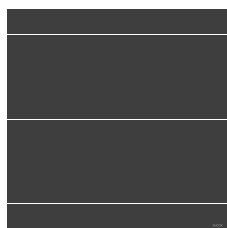
Complexity: ██████████ Dexterity: ██████████ Strategy: ██████████



Fortuna 2 players or in teams

- Fortuna puts your shooting abilities to the test.
- A black die determines from which launching platform the piece must be shot. The first player to occupy all four target area wins.
- A great game to play in teams of two.

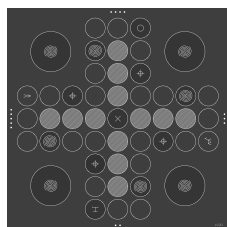
Complexity: ██████████ Dexterity: ██████████ Strategy: ██████████



Snook 2 players or in teams

- Snook is the simplest game of the set. It doesn't require a die. Simple rules – huge fun!
- Whoever places more pieces in the opponent's half wins. But beware! If a piece lands in the opponent's ditch, it's lost – if it lands in your own ditch, it can be used again.

Complexity: ██████████ Dexterity: ██████████ Strategy: ██████████

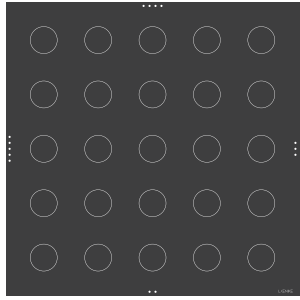


Ludo 2-4 players

- Ukenike's Ludo is a new interpretation of the popular game, and it's even more entertaining than the original.
- The opponent's pieces can be shot from the crosshair squares, and teleporters shorten the path.
- Ludo is the ideal parlor game for three to four people.

Complexity: ██████████ Dexterity: ██████████ Strategy: ██████████

Warning! Keep away from children under the age of 36 months; there are small parts such as dice, etc.



Ukenike

2 players

Concept

- The playing field consists of 25 circles ("squares").
- First, all pieces are handed out: Each player receives 12 pieces of the same color.
- Two white dice are used; beginners can start with just one die.
- The symbols on the pieces represent the chess pieces and can be moved according to the chess rules (see Details).
- The goal of the game is to capture the opponent's king.
- The players move alternately.

Opening

- At the beginning, there are no pieces on the board.
- Both players roll a die – the player who reaches the higher number starts.
- The player who starts places any piece on the square of his choice.
- The other player then places any piece on any square that is not occupied.

Moves

Each turn, a player can make one of the following moves:

- **Place new piece on the board:** If there are less than four pieces on the board, the player can place another piece on any vacant square.
- **Move a piece:** If a piece is on the board, it can be moved by hand to a vacant square according to the chess rules (see Details).
- **Capture opposing piece:** If a player wants to capture one of the opponent's pieces, the white dice come into play. The player's own piece is flicked with a finger and must touch the edges determined by the dice before hitting the opponent's piece. Pieces can only be captured according to the chess rules (see Details).
 - Before flicking the piece, the player may move own pieces out of the way, but they must still touch the circular lines of their squares.
 - If the shot moves own or opposing pieces (that cannot be captured) out of their squares, it's a foul: After all pieces have been moved back to their prior positions, it's the opponent's turn.
 - Opposing pieces can only be captured according to the chess rules (see „Details“).

Details

- There can be no more than four pieces of each player present on the board.

- How to move pieces:



The **king** can move in any direction (horizontal, vertical, and diagonal) but only one square at a time.



The **queen** can move in any direction, any number of squares.



The **rook** can move horizontally and vertically, any number of squares.



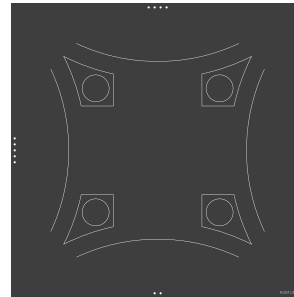
The **bishop** can move diagonally, any number of squares.



In contrast to all other pieces, the **knight** can leap over other pieces. He can move two squares horizontally plus one field vertically or two squares vertically plus one square horizontally.



The **pawn** can move horizontally and vertically, one square at a time. Like in chess, pawns can only capture opposing pieces diagonally.



Fortuna

2 players or in teams

Concept

- The playing field consists of four launching platforms (arcs) and four target areas (kites).
- One black die and two white dice are used.
- The goal is to flick your own piece to one of the four kites; touching the line is sufficient.
- If a shot is successful, the piece is placed in the circle of the respective kite, and the player (or team) can shoot again. If a shot fails, it's the other player's turn. Pieces that have been positioned successfully stay on the board, the other ones are removed.
- The player who manages to occupy all four kites first wins the round. All pieces are removed from the board, and the loser begins the next round.
- The player who wins a predetermined number of rounds wins the game.

Opening

- When starting the game, the board is empty.
- Both players roll a die – the player who reaches the higher number starts.

Moves

- Each turn, three dice are rolled, two white and one black.
- The black die's number determines from which of the four launching platforms (arcs) the piece must be shot.

☐ Bad luck, it's the opponent's turn!

☐-☐ Shoot from the launching platform that corresponds to

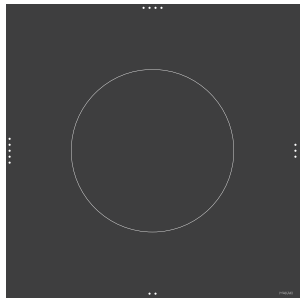
the number of pips on the die.

 Shoot from any launching platform.

- The white dice indicate which edges must be touched before reaching one of the target areas (kites).

Details

- If a kite is occupied by an opposing piece, this piece can be pushed away.
- Only one piece at a time can occupy a kite. If multiple pieces touch a kite, the one that's closest to the circle's center wins, the others are removed from the board.
- If the specified edges are not touched, it's a foul. The specified edges must be touched before the piece pushes away pieces that occupy a target area (kite). In the event of a foul, all pieces are moved back to their prior positions.
- If a piece is pushed out of a kite, it must be removed from the board (no matter whether the piece that pushed it away was successful in occupying the kite or not), and it's the opponent's turn.



Makaki

2-4 players

Concept

- Each player receives three pieces of the same symbol, the color being irrelevant.
- Each player places one piece on the board and tries to hit the piece of the opponent to his right. The white die determines the edges the piece must touch before hitting the opponent's piece. If the attempt fails, the player loses a life (i.e., one of the pieces he received at the beginning).
- The goal of the game is to "stay alive" as long as possible. The player who survives the longest wins.
- The game is played in rounds. In case of a failed attempt, the player loses a life by the end of the round and only if at least one other player was successful. In other words, if all attempts fail in a round, no player loses a life.

Opening

- Each player places his piece anywhere on the circle.
- All players roll a die – the player who reaches the highest number starts.
- The player rolls a white die and tries to hit the piece of the opponent to his right after touching the edges determined by the die.
- Since one's own piece is placed on the circle, it can be moved along the circle's line before the shot.

Moves

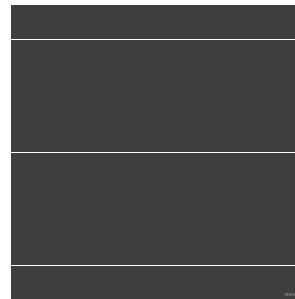
- A round ends as soon as every player has played once.
- The pieces are not moved. They stay where they are, regard-

less of whether the shot was successful or not.

- In the first round, one white die is used, in the second round, two white dice, and from the third on, three. However, the number of dice is only increased if all players were successful.
- Starting a new round: The player who has lost the last round starts the new round. He may place his piece anywhere on the circle. The other pieces remain where they are.
- If multiple players have failed to make a correct move, the player who failed last starts.

Details

- If a player has lost two lives, he has one left (the piece on the board). If he fails again, he loses the game and his piece is removed from the board.
- If it's your turn and your own piece touches the circle line, it can be moved along the line before you shoot.
- Before shooting a piece, you can move it by a thumb's width from the edge.



Snook

2 players or in teams

Concept

- Each player (or team) receives seven pieces of the same color.
- The goal is to shoot as many pieces as possible from the launching platform (i.e., the first line after the edge) to the opponent's half of the board.
- Players shoot alternately. If one player is out of pieces, the other player continues to play until he has used up all of his pieces.
- Players receive points for each piece that is located in the opponent's half at the end of a round. Pieces that touch a line do not score points (see Details).
- The player who has scored the most points after six rounds wins the game.

Opening

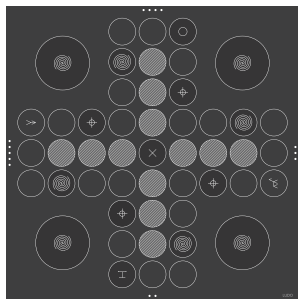
- All players (or teams) roll a die – the one who reaches the highest number starts the game.
- The player who starts tries to shoot his piece from the launching platform (i.e., the first line after the edge) into the opponent's half. For the shot, the piece can be placed anywhere on the line. The piece must be shot forward!
- Players start the rounds alternately. In the end, both players have started three rounds.

Moves

- It's allowed to shoot directly or indirectly (i.e., by touching edges first). No white dice are used. The players (or teams) play alternately.
- One round lasts until no players have any pieces left.

Details

- In order to score a point, a piece must be placed completely in the opponent's half. If it touches the midline, no point is scored. If it touches one of the lines near the edges, the piece landed in the respective ditch.
- **Your own piece in your own ditch:** Your own ditch is the area between the edge and your launching platform (i.e., the line nearest to you). If one of your own pieces ends up in your own ditch (touching the line is sufficient), it must be removed and can be used again as soon as it's your turn again.
- **Your piece in the opponent's ditch:** If one of your pieces ends up in the opponent's ditch, it must be removed. The piece is lost for this round and may no longer be used.



Ludo 2-4 players

UKENIKE's Ludo is even better than the original.

Concept

- Each player receives three pieces of the same symbol, the color being irrelevant. You can also use four pieces; then, the game will take longer.
- The goal is to bring all pieces to the center of the board. In order to reach this area, a piece must complete the circuit without being captured by opposing pieces.
- The game is played clockwise.

Opening

- All players roll a die – the one who reaches the highest number starts.
- To place a piece on the board, the player must roll a **one or a six**. He can then place one of his pieces on a square where the symbol corresponds to the symbol of the piece. He can roll the die again, and advance the piece by the number he rolled.
- If the player rolls a one or six again, he can either introduce another piece to the board and stack it on top of the existing one (see Details) or move the piece that's on the board forward in clockwise direction.
- If the player fails to roll a one or a six, it's the next player's turn.

Moves

- Pieces can leap over other pieces.
- If a piece gets to a square that's occupied by an opponent's piece, the opponent's piece is captured and must be removed from the board; it can return if a one or a six is rolled.
- If a player moves forward with a piece instead of introducing a new piece to the board, he must roll a die again after moving the piece forward.
- Once a piece has completed a circuit, it must move into the center. The player must throw the exact number in order to advance to the finish, i.e., the center of the board.
- Pieces that are located in the finish area (i.e., the last three squares) can't be captured.

Details

The UKENIKE version of Ludo features two special squares.

The crosshair (capture opposing piece)



If a piece lands on the crosshair square, the player can capture any opposing piece in the UKENIKE manner (i.e., by flicking his own piece with a finger and touching the opponent's piece after touching the necessary edge, see The Game Concept). After the shot, the player's piece is placed back on the crosshair square.

The teleporter (advance forward)



If a piece lands on the teleporter square (spiral), it may advance to the next teleporter square. However, it must be shot to the target square after touching the necessary edge. The target square is the next big circle in clockwise direction (touching the line is sufficient).

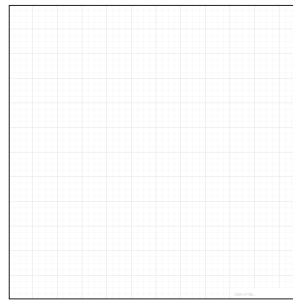
Stacking pieces

If a player reaches a square that is already occupied one of his own pieces, these pieces can be stacked on top of each other. It's also possible to create stacks of three pieces. The player can then advance either with the entire stack or with an individual piece. When a stack is captured, all pieces are captured and must be removed from the board. The crosshair and the teleporter cannot be used by stacks of pieces.

Future games and self-created games

The UKENIKE console can be expanded with your own creations and future games.

Invent your own games



The UKENIKE game console was designed to be expanded with future games. There's an empty game board included. Go ahead and create your own game!

If you have created a game and would like to share it with the UKENIKE community, please contact us. If your game convinces us, we might even add it to the official UKENIKE collection.

Future games

We're already developing new games for UKENIKE. As soon as they are ready, we will publish another UKENIKE collection. Visit our website and follow us on social media to stay informed.

ukenike.info

Autoren: Curdin Friberg, Roman Flepp
Vertrieb: Freizeitfabrik, contact@ukenike.info