



MASTER MOVE™

Board game · Official rules

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Version	1.1
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This document is a translation of the official rules of the board game «**Master Move™**», an original work created by **Bruni Raffaele**. The Italian original, which prevails, was sent by certified email (PEC) to establish authorship and date. All rights reserved. No reproduction, even in part, without the author's permission.

1. The pitch

The pitch is a board of **9 rows (A–I) × 16 columns (1–16)**, split in half by a centre line. Each square is named by letter and number (e.g. E8). At each end there is a goal of three squares (D, E, F): the yellow goal in column 1, the blue goal in column 16. In front of each goal is the white area.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
A	A1	A2	A3	A4	A5	A6	A7	A8	A9	A10	A11	A12	A13	A14	A15	A16
B	B1	B2	B3	B4	B5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16
C	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12	C13	C14	C15	C16
D	D1	D2	D3	D4	D5	D6	D7	D8	D9	D10	D11	D12	D13	D14	D15	D16
E	E1	E2	E3	E4	E5	E6	E7	E8	E9	E10	E11	E12	E13	E14	E15	E16
F	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11	F12	F13	F14	F15	F16
G	G1	G2	G3	G4	G5	G6	G7	G8	G9	G10	G11	G12	G13	G14	G15	G16
H	H1	H2	H3	H4	H5	H6	H7	H8	H9	H10	H11	H12	H13	H14	H15	H16
I	I1	I2	I3	I4	I5	I6	I7	I8	I9	I10	I11	I12	I13	I14	I15	I16

 grass (alternating light and dark squares)  white area: nobody stops  yellow goal  blue goal

White area

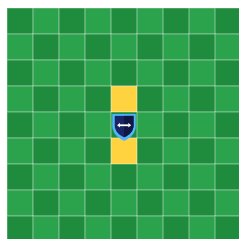
No piece may stop on the squares of the white area. Sliding pieces (winger, runner, joker) may cross it if their move takes them beyond.

The goals

Only your own keeper may stand in goal, moving between its three squares. Other pieces enter the opponent's goal only to score.

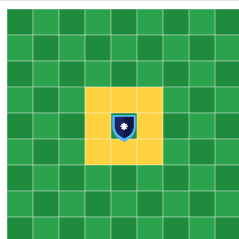
2. The pieces

Each team has **11 pieces** shaped like shields, in two colours (yellow and navy). The symbol on the shield shows how the piece moves; the tip of the shield points at the goal to attack. In the diagrams the yellow squares are those reachable in one move (with no obstacles).



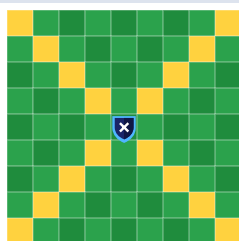
Keeper
1 per team

1 square along the goal line, always staying within its three goal squares.



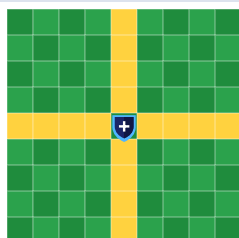
Defender
2 per team

1 square in any direction (horizontal, vertical, diagonal).



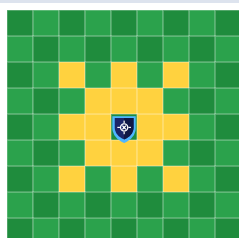
Winger
3 per team

Diagonally, up to 4 squares. Always stays on the grass colour it starts on.



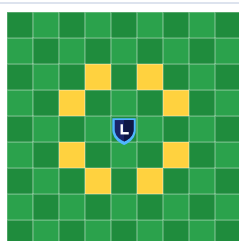
Runner
2 per team

Horizontally or vertically, up to 4 squares.



Joker
1 per team

In any direction, up to 2 squares.



Raider
2 per team

In an L, like the knight in chess (2 squares in one direction and 1 sideways). It is the only piece that jumps over the others.

Line-up: 1 keeper, 2 defenders, 3 wingers, 2 runners, 1 joker, 2 raiders.

Italian names: Portiere (keeper), Difensore (defender), Ala (winger), Mediano (runner), Jolly (joker), Incursore (raider).

3. Rules

Aim of the game

Get one of your pieces into the opponent's goal. Every time you do, you score a **Move!**, the point of Master Move. The first to reach **3 Moves wins the game**.

The turn

- One piece moves per turn, turns alternate.
- Pieces are never captured: an occupied square is closed to everyone.
- No piece jumps over the others; only the raider jumps.
- A winger always stays on the grass colour it starts on.

The Move (the point)

- A piece scores a Move by entering a **free** square of the opponent's goal, following its own way of moving.
- You cannot score a Move on the square where the keeper stands.
- The keeper cannot score a Move.

Line-up

- At the start each player places the pieces freely in their own half (the keeper in goal, no piece in the white area).

After a Move

- The pieces return to the line-up of the last kick-off.
- Each team may move **just one** piece (a free move, not bound to the piece's way of moving).
- Changes add up from restart to restart: at most 4 in a game (at 2-2).
- The side that conceded the Move restarts play.

Anti-stalemate rule

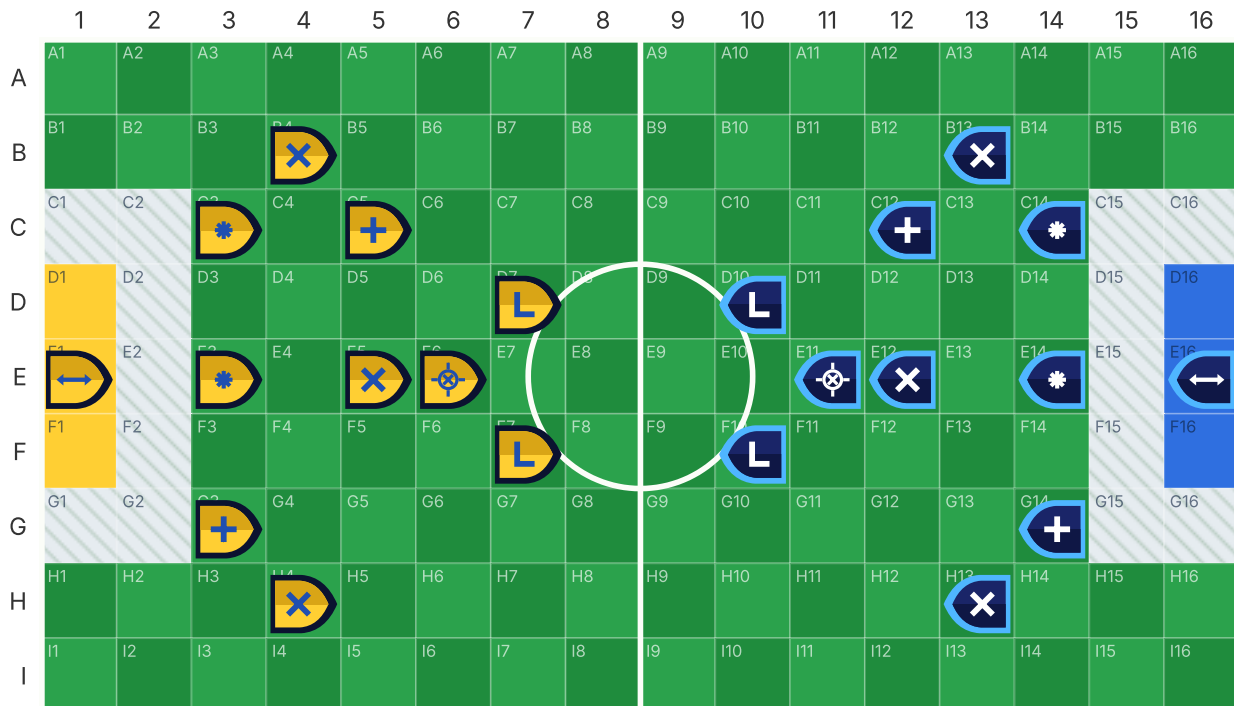
- Between one kick-off and the next, a piece may go back and forth between the same two squares at most **2 times**: the third time there is not allowed.
- The keeper is exempt from this rule.

Quitting

Whoever quits a game loses it **0-3 by forfeit**.

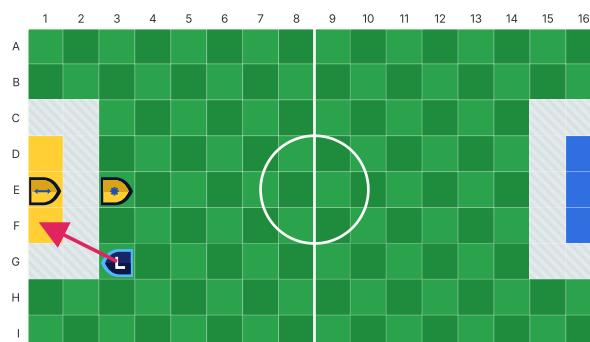
4. Example line-up

A possible starting line-up for both teams (each is free to set up differently in its own half).



Example of a Move

The blue raider on G3 moves in an L and enters F1, a free square of the yellow goal: it is a **Move!**



5. Tournament rules

- Games follow these rules; the first to score 3 Moves wins the game.
- **Shirts:** if both teams have the same colours, the team playing **away wears the white shirt**.
- If the home team is already in white, the away team keeps its colours; if these too are white or light and could cause confusion, the away team plays **in black**.
- Whoever quits a game loses it 0-3 by forfeit.
- Formats: **round robin** (a win is worth 3 points; on equal points, Move difference counts first, then Moves scored), **knockout**, **round robin with a final** between the top two.

6. Digital version

Master Move also exists as a 3D digital game for the browser, published on **mastermove.it**, with stadium, crowd and sound. You can play:

- against the artificial opponent «**The Master**», at four levels (**Kid, Base, Over, Top**): whoever beats The Master at Top level becomes a *Master Move*;
- two players on the same device;
- **remotely against a friend** («Challenge a friend»), through a link to share, with chat and rematch;
- in **tournaments between friends** of 3 to 8 players, with the format chosen by the organiser.

The game can be installed on the phone's home screen as an app.

7. Name and logo



Official logo

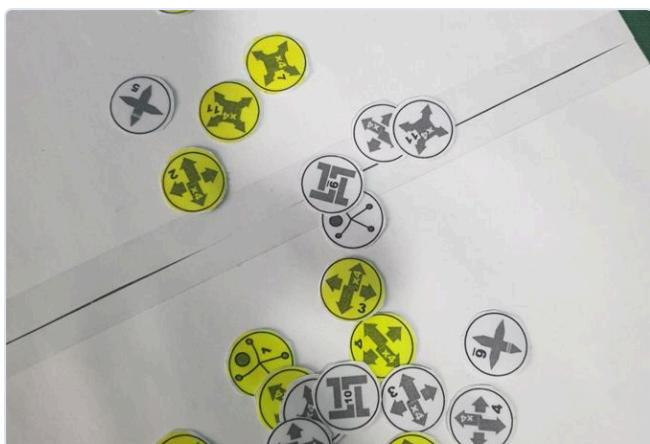


Icon: the two M's on either side of the team shield

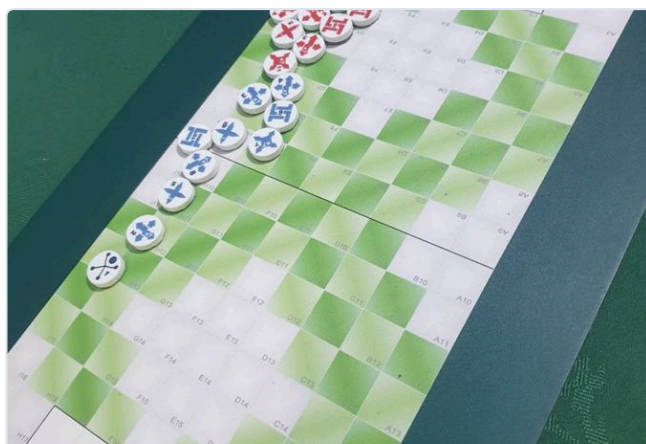
8. Origins and prototypes

Master Move was created by Bruni Raffaele in **2019**, with the aim of creating a game of skill rather than luck, with no dice or cards and no time limit per move: a bit football and a bit chess.

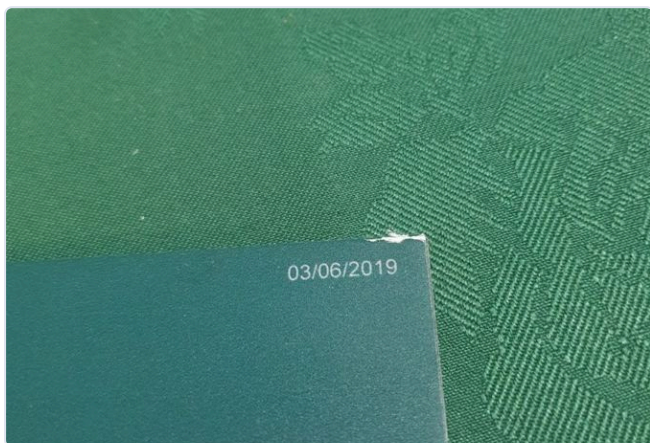
- May 2019** First prototype: pitch printed in colour on an A4 sheet, pieces cut out by hand.
- 3 June 2019** Magnetic board printed in colour with magnetic pieces, 9 × 18 pitch (date printed on the corner of the board).
- 2019 – 2025** Play-testing and fine-tuning of the rules; pitch reduced to 9 × 16 squares.
- October 2026** 3D digital version, trademark, logo and the mastermove.it website.



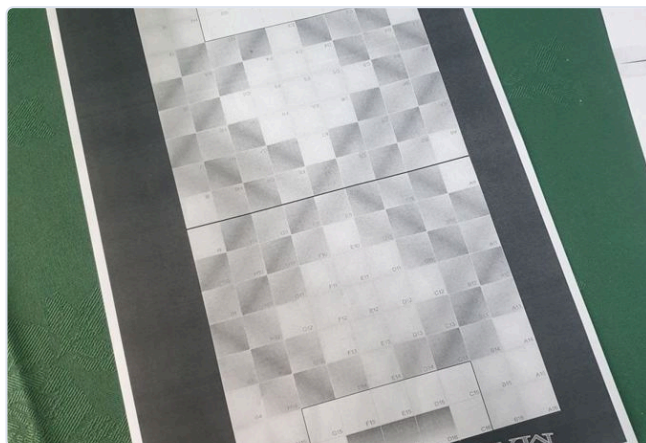
May 2019: the first paper pieces



The magnetic board with the 9 × 18 pitch



The date 03/06/2019 printed on the board



Test print of the 9 × 16 pitch