

**NOTE:**

Avesta can be played with chess pieces substituting for the original Avesta pieces:

Spirit = King  
High Priest = Bishop  
Preceptors = Knights  
Varzas = Rooks  
Acolytes = Pawns

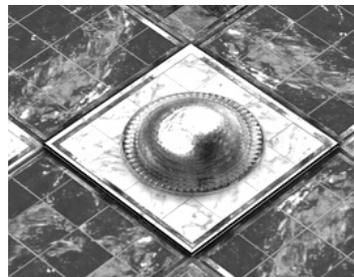


2 Players  
Ages 10 to adult  
30 Minutes  
Strategic Competition

***Avesta is the name of the sacred texts of Zoroaster (Zarathustra). In the pantheon of Zoroastrianism, the events taking place in our Universe reflect the struggles of two powerful gods: Ahriman is the evil, hateful god whose activities are manifest in the world as chaos, death, corruption, madness, suffering, and greed. Ormazd (also called Ahura Mazda) is the good, loving god, whose activities result in tranquility, life, purity, bliss, happiness, and compassion. According to the sacred texts, Ormazd created humankind as allies in his struggle with Ahriman, but of course, Ahriman persuades these frail, susceptible creatures to help his own wicked efforts.***

The game is played on a board of 49 squares. The center space is called the Vortex (see detail below) and represents a unique passageway between the “holy” and “evil” sides of the board. In the two opposing corners are the Altars (“A” in the photo on the following page) and surrounding them are three spaces (“B” and “C”) which represent the Temples - one of Ormazd and one of Ahriman. The five squares surrounding the Temples represent the courtyards of the two temples (squares “D” and “E”).

In the descriptions that follow of the playing pieces and their movement, the letter following the names of the piece indicates the square(s) where they are set up to begin the game. Captures are made



by displacement (as in Chess), and movement for all pieces is stopped when an obstacle is encountered (friendly piece or edge of board) or a piece is captured. Be sure to note the special restrictions on movement into and through the the Vortex square.

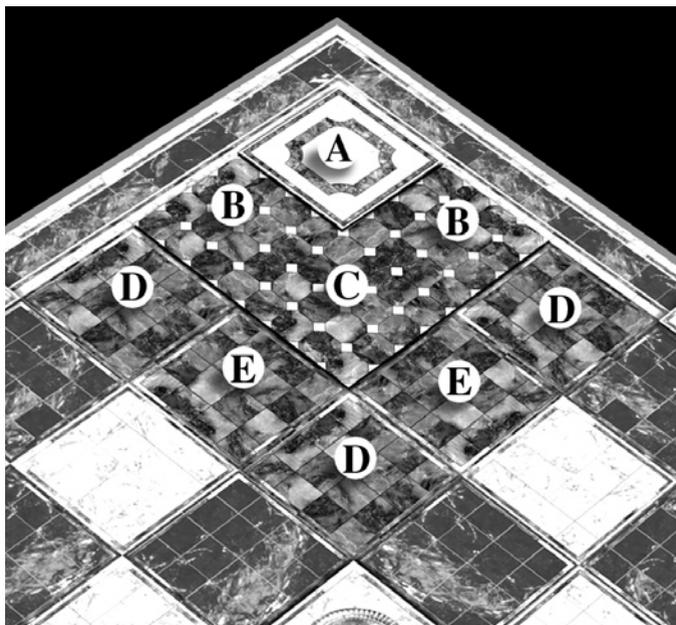
*The Vortex at the center of the board.*

NewVenture Games  
3890 Potters Road  
Ionia, MI 48846

info@newventuregames.com

[www.newventuregames.com](http://www.newventuregames.com)





**The Spirit (A):** The most important piece on either side, the Spirit cannot be captured by any other piece, though it can capture, and moves the same as a Chess Queen - any number of squares in a straight line either diagonal or rank-and-file. It cannot move through the Vortex.

**The High Priest (B):** This piece can capture and be captured. It's move is in a straight line diagonal or rank-and-file, but is limited to 4 spaces or less per move. The High Priest is the only piece that can move through the Vortex at the center of the board.

**The Preceptors (C):** These pieces move the same as a Chess Rook - any number of spaces rank-and-file. They capture and can be captured; they cannot pass through the Vortex. If the High Priest is captured and a Preceptor remains, the player may immediately promote one remaining Preceptor to High Priest, exchanging the pieces on the board to reflect the promotion.

**The Acolytes (D):** These three pieces move 1 or 2 spaces rank-and-file or a diagonal. They can capture or be captured; they cannot move through the Vortex, nor can they enter the Temples of either Spirit.

**The Varzas (E):** These two pieces move as the Spirit moves - any number of spaces in a straight line diagonal or rank-and-file - but they can neither capture nor be captured. They, too, cannot pass through the

Vortex, nor can they enter into either Temple. They are used as blocking pieces to protect the Temple and aid in attack strategies.

As with similar games of abstract strategy, players determine randomly which will go first, and turns alternate one move per player. The winner is determined in one of two ways: A) If all of the opponent's capturable pieces have been removed from play, leaving only the Talismans and Spirit, or B) If the Spirit, High Priest, or Preceptor of one player has "defiled" the Altar of the other by occupying that space for one full turn. Stalemates are possible, and draws can be reached by equally skilled players.

As you enjoy the game of Avesta! remember... the fate of humankind is in your hands!

