



Resume:

- Initial setup: Divide the board into four symmetrical quadrants. Fill in each quadrant with blocks of the same colour. Each quadrant needs to be in lateral contact with two other of different colour (*fig. 1*).
- Block means the unit, and piece means a single block or a set of blocks.
- On each turn, a player moves just one piece of the colour he chose, alternating his moves with the opponent's moves.
- Each **Movement** or step that a piece walks is counted laterally from house to house, never diagonally or by the vertexes.
- The number of steps a piece moves in a turn must be equal to the number of blocks that forms it (for example, four blocks, four steps).
- During a turn, each step must be perpendicular to the previous step, so that two following steps form a right angle (*fig. 2*).
- The path taken by any piece must be completely unoccupied, that is, it is not allowed to step over any piece between the starting house and the arrival house or terminal (*fig. 3*).
- The terminal house of a piece may be:
 - Occupied by another piece of the same colour, as long as this does not create a piece of more than four blocks (**Union**). "**Sacrifice**" of pieces may occur;
 - Unoccupied or empty, which forces it to split into two smaller pieces. The bottom part of its blocks remains in this terminal house and the other part is moved to an adjacent empty house (**Division** - *fig.4*).
 - Occupied by an opponent piece, as long as this opponent piece is smaller than the piece that has been moved (**Capture** - *fig.5*);
- If a captured opponent piece contains trapped blocks of the active player's colour underneath, it is mandatory to release those captive blocks, removing the group of blocks formed by the piece we moved plus the opponent piece that prevents it from being on top, and moving it into an adjacent empty house (**Release** - *fig.6*).
- The goal of each player will be the **Blockade** of all the opponent pieces movements. The winner is the player that makes the last move of the game.
- All these rules relate to the piece on top of each set of blocks, so it is not allowed to leave more than four blocks of the same colour in a row on top of any set (*fig.7*).

Detailed Rules

The game is composed by a board with forty houses, and forty blocks or pieces, half of them dark and the other half light.

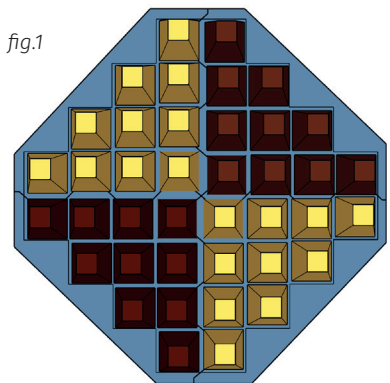
By definition, a block is the forming unit; a piece may be a single block or a set of blocks. Please note that a piece can be formed by a single block.

The match is disputed by two players that start by choosing the colour of the blocks they will play with. To determine who starts playing, they can either choose randomly or use any other method accepted by both.

The initial disposition of the blocks on the board must be done as to occupy all houses, dividing the board in four symmetric parts; each symmetric part is filled with blocks of the same colour. Each of these resultant quadrants cannot be in contact with the other one of the same colour laterally: it has to be in contact with the two other quadrants of different colour (*fig. 1*).

The game starts when one of the players moves any of his pieces. A player can only move one piece of the colour he chose in each turn. Each player's turn is followed by the opponent's turn, so that one dark piece moves after one light and vice-versa.

fig.1



Union - When the game starts, all houses are occupied by single block pieces. To move a piece, you must place it in a house already occupied by a block of the same colour. By doing so, a piece of two blocks is formed. This process can be repeated throughout the game, causing pieces to grow in height each time the terminal house is occupied by another piece of the same colour.

This union of blocks of the same colour stacked on top of each other cannot exceed more than four blocks. Thus, there can only be four different types of pieces: those formed by one, two, three or four blocks.

Sacrifice - If a piece moving on top of another one of the same colour should have opponent blocks underneath it (see **Capture** process) it would sacrifice or turn captured that piece of the same colour that is in the terminal house, since opponent blocks will be present between them. This sacrifice is allowed because it will never form a piece of more than four blocks. It could be mandatory if only this movement is allowed.

Movement - The same rules of movement applied to pieces of different sizes result in different trajectories:

- All steps have to be made towards houses that are in contact with the previous one by its sides, never by the vertexes of their square forms (fig. 2A).
- The number of blocks that form a piece determines the number of houses or steps that the piece can and must walk during a turn. It can walk neither more, nor less.
- No piece formed by more than one block can move two steps in the same direction, so in each turn and after the first step all following steps must be in the perpendicular direction in relation to the previous step, thus drawing right angles with the respective trajectories:
- The trajectory of a piece formed by two blocks resembles the shape of an "L" (fig.2B).
- The trajectory of a piece formed by three blocks resembles the shape of a "C" or an "S" (fig.2C). The movement option in shape of a "C" made

by pieces formed by three blocks results in the same move made by single block pieces, but only if following a trajectory of three houses.

- The trajectory of a piece formed by four blocks resembles the shape of an "M", an "O" or a "P" (fig.2D). The movement option in shape of an "O" has as mandatory consequence the division of the piece formed by four blocks that is moved, since by force it will end its movement in an empty house, which is the one where the piece was located before the movement started (see **Division** process).

- During its movement, a piece is never allowed to override another; all its steps must be made through empty houses. This means there cannot be any pieces between the initial and terminal houses; regardless of the colour or size they have (fig.3).

fig.2

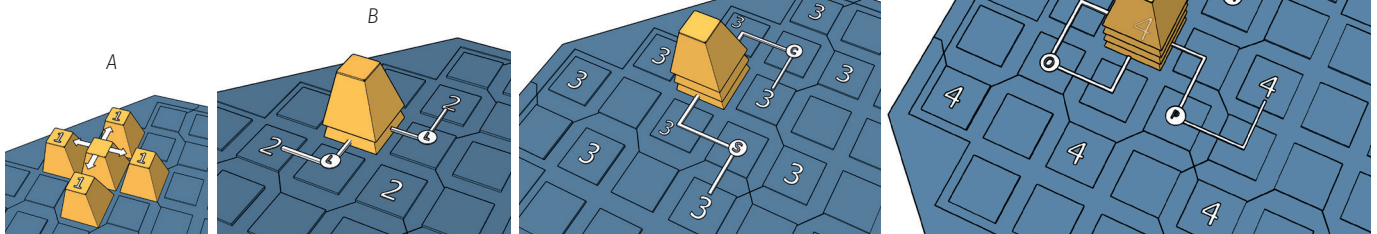
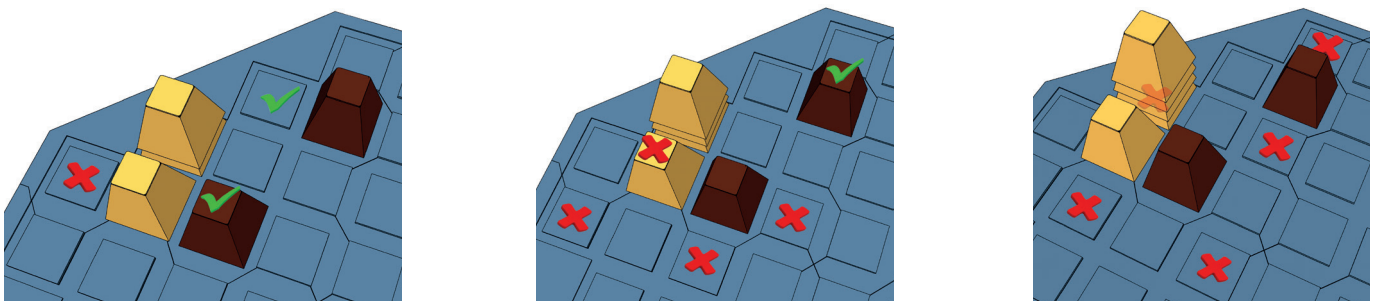


fig.3



Division - If a piece ends its movement in an empty house, it must be divided into two smaller ones. One of those remains in the house where the movement was finished or terminal house and the other is placed in one of the empty houses laterally adjacent to that terminal house (*fig.4*).

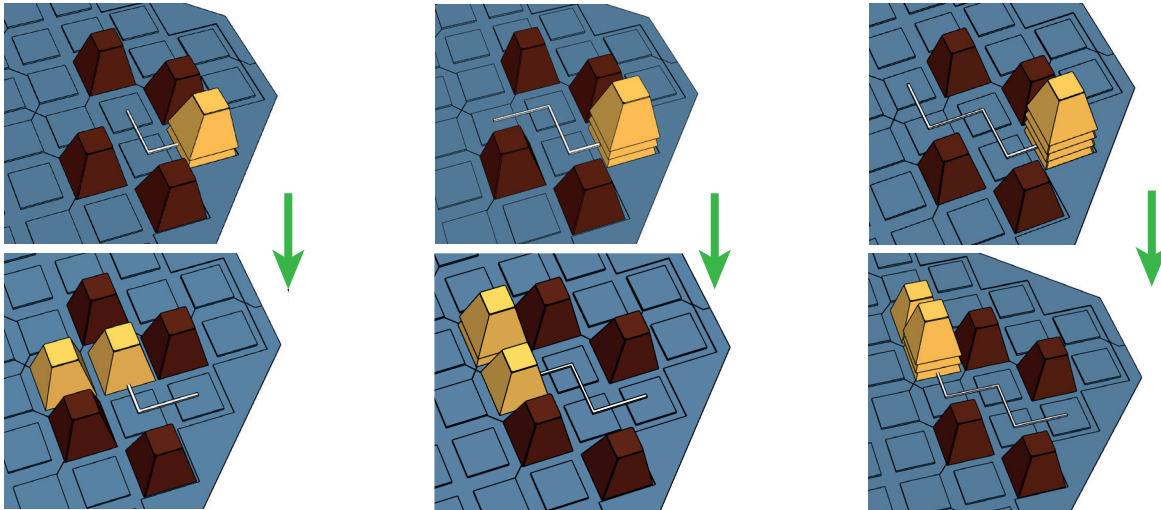
The way how to distribute the blocks by those two resulting pieces remains to the criteria of the player who made the movement:

- A piece formed by four blocks can originate one of three and one of one, or two of two blocks, any of these can remain in the terminal house;

- A piece formed by three blocks can originate one of two and one of one, either can remain as well in the terminal house;
- A piece formed by two blocks divides in two of a single block each;
- Finally, and as a consequence of the rule of division, it is not allowed for a piece formed by a single block to move into an empty house, since it cannot be divided in two.

If the piece to be divided contains opponent blocks underneath it, they must be kept under the resulting piece that remains in the terminal house.

fig.4



Capture - Pieces can finish their movement in houses already occupied by other pieces of different colour. This procedure is called capture of an opponent piece.

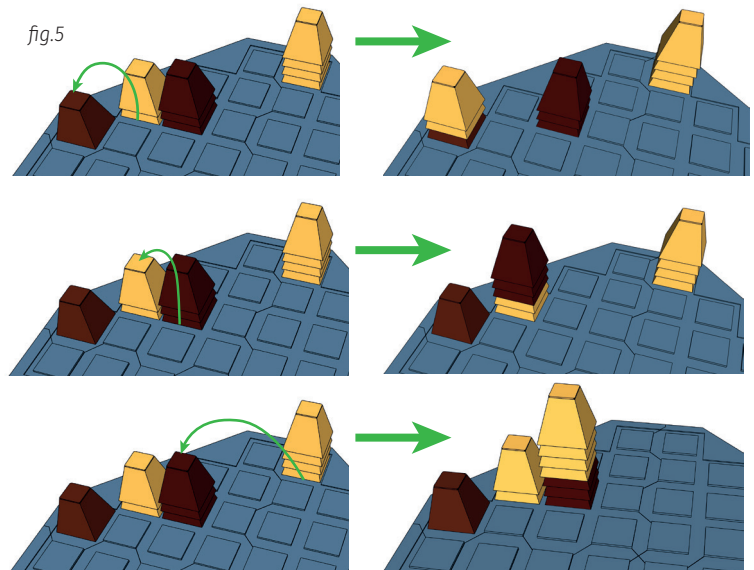
The goal of capturing a piece is to make the opponent lose control of it, making it inactive underneath the piece that captured it.

The piece that makes the capture must always be formed by a superior number of blocks than the one that is captured:

- A piece formed by four blocks cannot be captured since there's no bigger pieces to do so, but it can continuously capture pieces of three, two or one block;
- A piece formed by three blocks captures as well pieces of two or one block;
- A piece formed by two only captures single block pieces;
- Finally, the pieces formed by a single block are inhibited of capturing other pieces due to the fact that they are the smallest in play.

(fig.5)

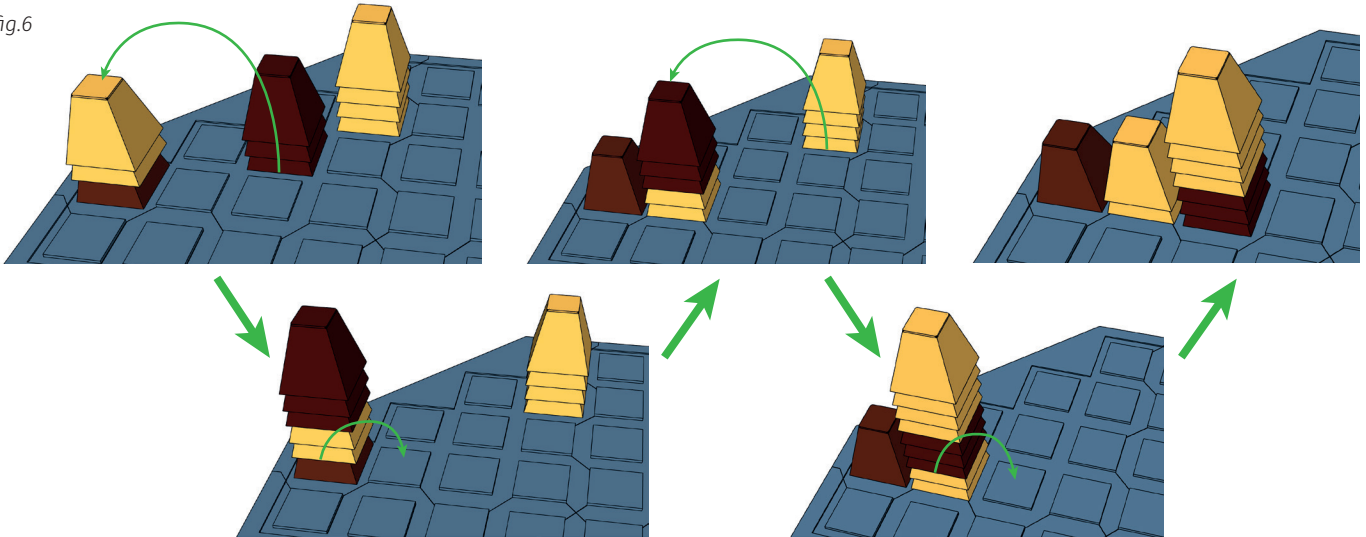
fig.5



Release - Any captured piece can be released if the piece preventing it from having an active role in the game is captured as well:

The player, while capturing an opponent piece that also contains blocks of their own captured underneath, must take the set formed by the blocks that he moved and those just captured, that were on top of the piece to be released, and place it in an empty house that is laterally adjacent to the terminal house. That way, the opponent loses control not only of the piece that was captured, but also of the piece that is released, as well of the whole set of blocks that it has underneath.

fig.6



Since it can happen that several colours are intercalated in a piece, the player that does the capture with release must choose which of his pieces he will release, given that:

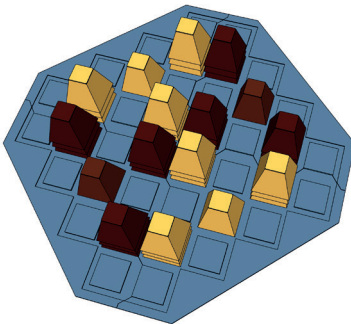
- It is not allowed to leave more than four blocks of the same colour on top of the set that will occupy the terminal house;
- He can only release a piece that has been underneath the opponent piece captured in this process.

(fig.6)

Blockade - The game ends when all pieces of one given colour have all their possible movements completely blocked, thus preventing the respective player of being able to play, causing him to lose the match.

In short, the goal of each player is to block the movements of all the opponent pieces, by capturing pieces, obstructing trajectories, isolating single block pieces, occupying terminal houses by pieces that prevent captures, and all sorts of strategies that inhibit the opponent from moving blocks.

If during the last move all pieces of both colours become blocked, which can suggest a tie, the player that made the last move wins the match.



All the rules are applied onto the pieces above every pile of blocks, that is, onto each set of one to four blocks of the same colour in a row on top of any pile, regardless of its size or complexity of the colour intercalation reached by successive processes of Union, Division, Capture and Release (fig.7).

fig.7

