

Táctica”S”

Táctica”S” contains 8 white and 8 black playing pieces. The game is played on a 8x8 board.

Objective of the game is to capture or block all pieces of your opponent. Winner is the player who reaches this objective first.

Playing time is unlimited unless agreed otherwise before the game. If the agreed time has passed and there is still no winner, the player who has captured the most opponents pieces wins

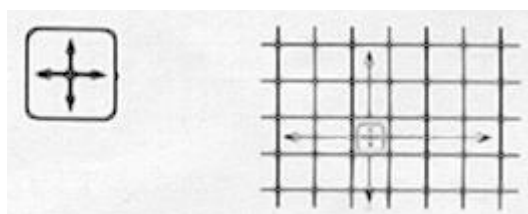
PLAYING PIECES



Every piece shows an “S” on its back. Front and back have different colours.

MOVES

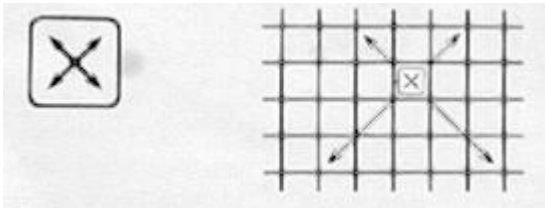
The **CROSS** (like Tower in chess)



The cross can move orthogonally in one of four directions: forward, backward, left or right.

It is an important piece because there are four of these. It is the base of the game.

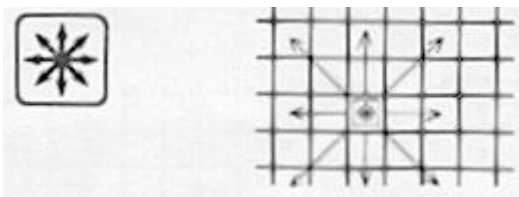
The **HORSE** (like Bishop in chess)



The horse can move diagonally in one of four directions: front left, front right, back left, back right.

This move is complementary to that of the cross.

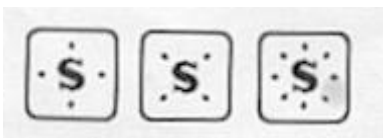
The **STAR** (like Queen in chess)



The Queen can move in any direction.

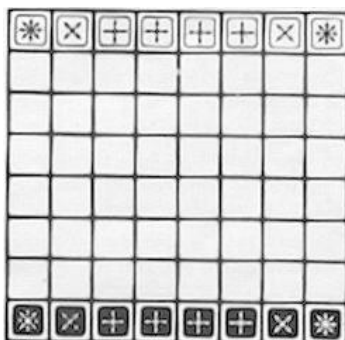
This piece combines the strength of the cross and the horse. It is the strongest piece in the game because of the many possibilities to move.

The **STOP**



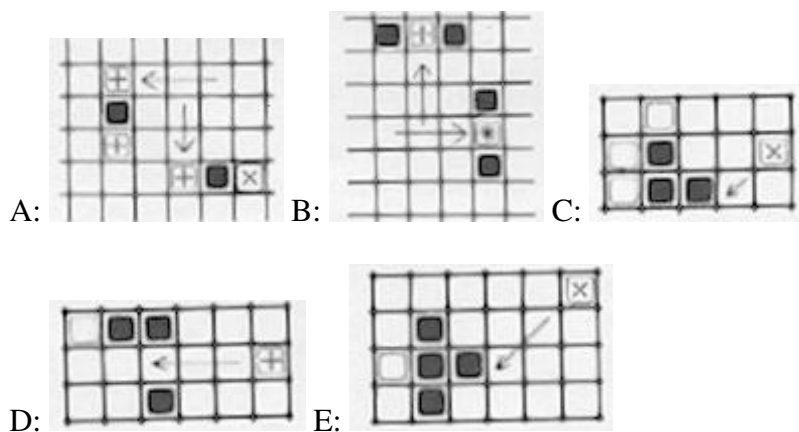
If a piece is captured it is flipped to the S-side in the same square it is captured. It stays there and cannot move. The dots next to the "S" show which piece was originally on top.

STARTING POSITION



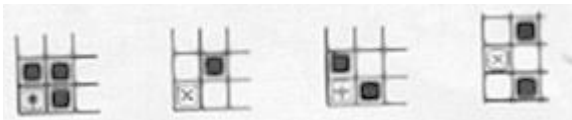
RULES

1. Black plays first.
2. On his turn a player moves one of his pieces one or more squares in a straight line in a direction allowed for that piece to a free square without jumping over any other piece.
3. A piece can capture in two ways if it has been moved:
 - a. If one or more opponents pieces become surrounded by the move, these are captured. This is only allowed in orthogonal direction (horizontal, vertical, see examples A, C and E).
 - b. If the piece is placed in between two of your opponents pieces, these are both captured (see examples B and D).
4. When pieces are captured, these are turn over to their reverse side and converted to Stop-pieces. That way these become allies, to be used later in the game to assist in capturing other pieces.
5. A Stop-piece of your opponent can be released by capturing it again. As a result it is flipped to its original side again.



BLOCKING

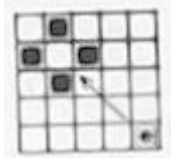
A piece is considered blocked if it cannot move in any direction (see examples).



SPECIAL CAPTURES

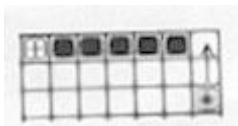
1. Four at once

If you succeed in placing your piece in the center of this formation all four pieces are captured and flipped (see example).



2. Lots in a row.

It is possible to capture more than one piece at a time. All surrounded pieces are captured and flipped (see example).



ILLEGAL PLAYS

In the examples below white prevents any attack from black, repeating its own moves. That is an illegal play. White has to think of another move or otherwise loses the game.

