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Tom Delahaye

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2 15 8+

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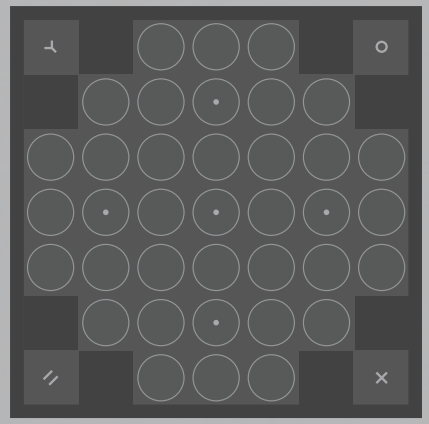
(2 players, from 8 years old)

MATERIAL

1 board with 37 squares



18 «White» pieces with values 1,2,3,4



5x1 5x2 5x3 3x4

18 «Red» pieces with values 1,2,3,4



5x1 5x2 5x3 3x4

1 «Totem» piece



GAME PURPOSE

To encircle the Totem and get more points than your opponent in the final count.

SET UP

Place the board between the two players and place the Totem on the center square. Players choose 18 pieces of one color and place them in front of them.

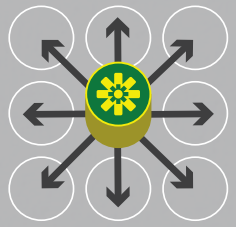
HOW TO PLAY

The player with the white pieces plays first.

Players take turns moving the Totem on the board and then placing one of their pieces around it until it is completely surrounded and immobilized.

MOVING WITH THE TOTEM

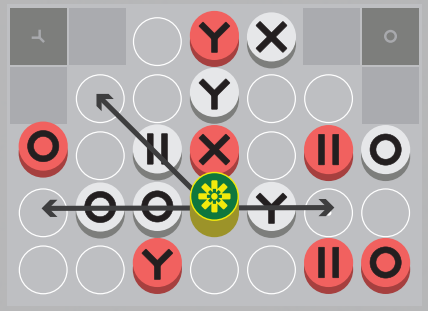
Each player in turn moves the Totem one square directly around it in any direction as long as the destination square is free.



Then they place one of their pieces on another free square around the new position of the Totem before handing over to the opponent. Palyers can move the Totem several squares by jumping over their own pieces, only if they form a continuous line (diagonal or orthogonal) leading to a free square (it is therefore also possible to jump over only one piece further if it leads to a free square).

It is forbidden to jump over the pieces of the opponent's color.

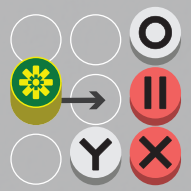
(White moves the totem)



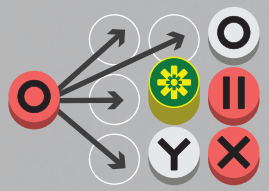
POSITIONING OF PIECES

Each time a player has moved the Totem, they must place one of their pieces (of any value) on one of the free squares directly around it (8 squares maximum).

(Red moves the totem)



(Red moves his piece)

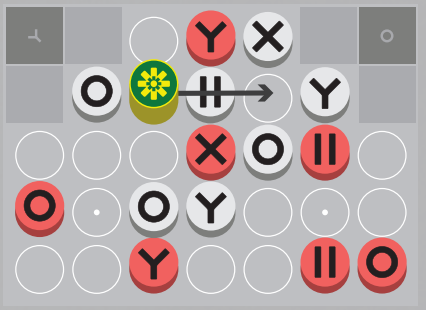


The value of the pieces played is chosen by the players according to the strategy they choose to adopt.

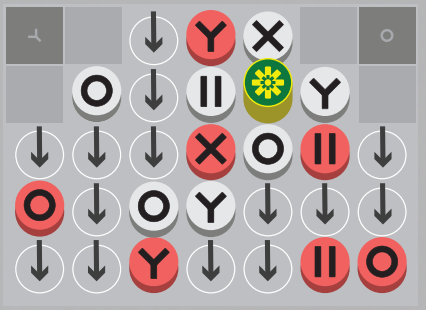
SPECIAL CASE

When a player has just moved the Totem and all the squares around it are occupied, they must play one of their pieces on any other available square of the board.

(White moves the totem)



(White moves his piece)



END OF THE GAME

The game ends when a player can no longer move the Totem (at this point, the Totem must be encircled). Each player then calculates the total value of the pieces surrounding the Totem (8 pieces in total). The player with the most points wins the game.

GAME ENDS IN A TIE

If both players have the same score when the Totem is encircled, the player with the most pawns of his color wins the game.
If both score and colors are equal, the game ends in a tie.