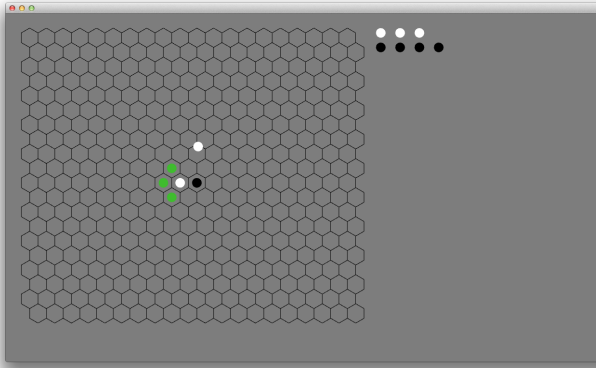


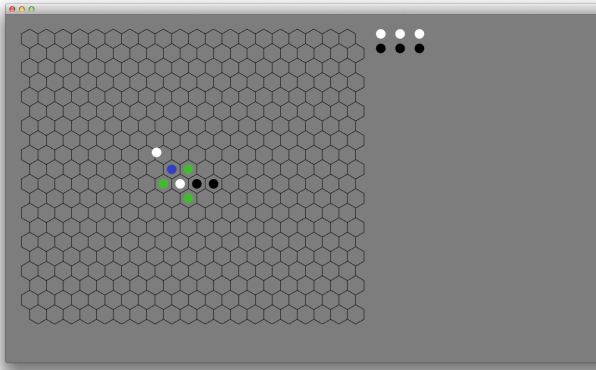
Rules - VISE

On your turn you must either:

- 1) Take one piece from your store, and place it on the board

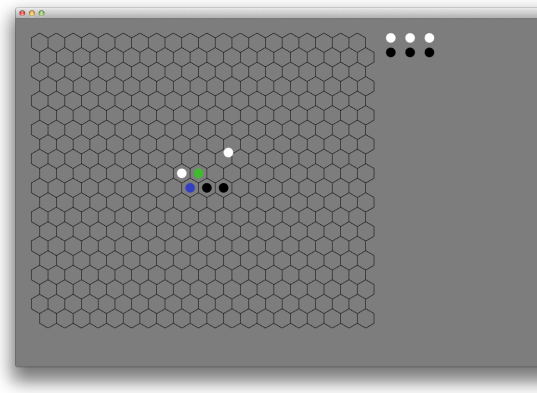


- a. Must be placed adjacent to one of existing pieces
 - b. Cannot be adjacent to any enemy piece
- 2) Take one of your pieces that is already on the board, and move it to a new place on the board



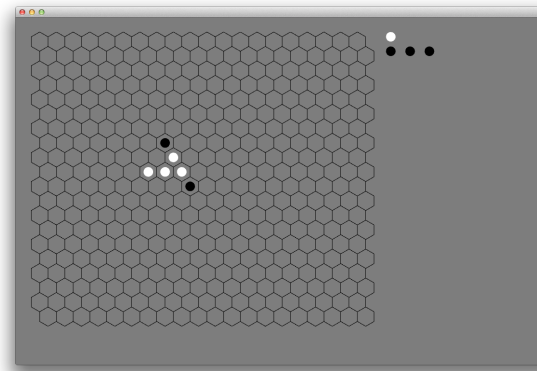
- a. May move to any empty adjacent hex
- b. May hop over one piece into the empty hex on the other side
- c. You cannot move a piece in such a way that causes the board to be

disconnected

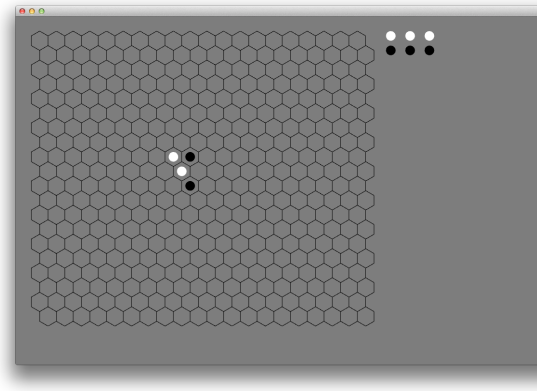


After you move:

- 1) Check for any piece that is “caught in a vise.” This means the piece is caught in a line between two enemy pieces. Remove all such pieces from play.
 - a. The following examples are NOT caught in a vise

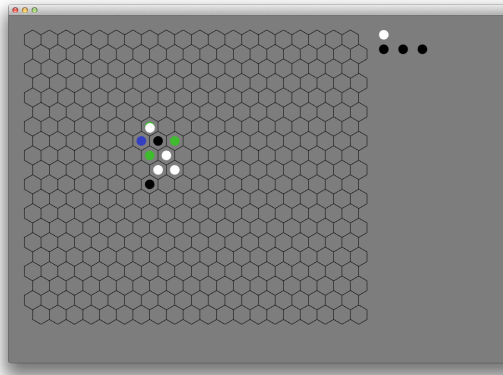


To be “in a vise” the piece must be immediately adjacent to the two enemy pieces. So these white pieces are safe.

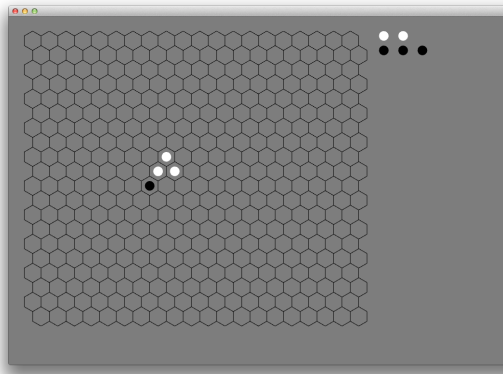


The white piece is safe because the two black pieces are not in a line.

- b. The white player is catching a black piece in a vise



- 2) If this results in a disconnected board, keep the largest group of pieces that contains pieces for both players. The remaining pieces should be placed back into the store to be re-used.
 - a. Deleting the black piece (in the previous example) disconnected the board. The lonely white piece is moved back to the white player's supply.



- b. If there is not any group of pieces that contains both players, then someone has won the game – If there are any pieces left on the board belonging to the player that just moved, she wins. If not, she loses.

Ways to win/lose:

- 1) If you have only one piece left between the board and the supply, you lose.
- 2) If it is your turn, and you have no valid moves, you lose.
- 3) If you have no pieces left on the board, you lose.