



S T R I X

The Rules of the Game

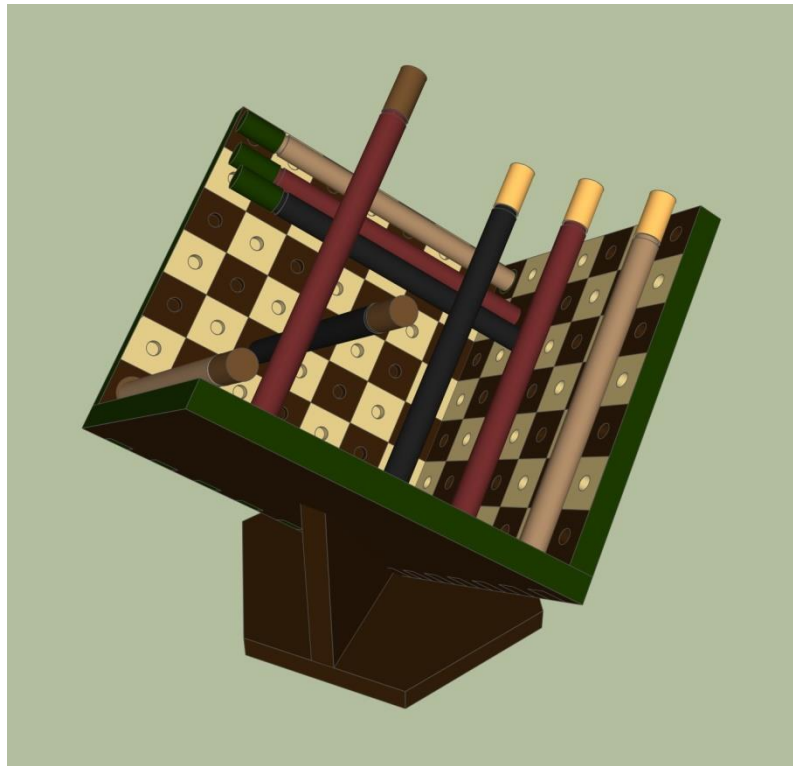
THE RULES OF STRIX

Introduction

STRIX is a game for three players, played in three dimensions.

Inspired by the aerial agility of birds, the STRIX board and pieces represent a forest, dense but criss-crossed with sunlit glades, through which three teams of birds, each comprising an Owl, a Kite and a Raven vie to reach the Owl's nest in the centre.

Each player – Brown, Yellow and Green – starts the game with three pieces – an 'Owl', a 'Kite' and a 'Raven' – and aims to move the Owl to the board's centre – the 'Owl's Nest' - while gathering the greatest number of points.



Simple to learn and with only three pieces for each player to control, STRIX surprises in the speed with which positions of startling tactical and diplomatic complexity arise

Does your Owl have the vision and wisdom to win?

The Game

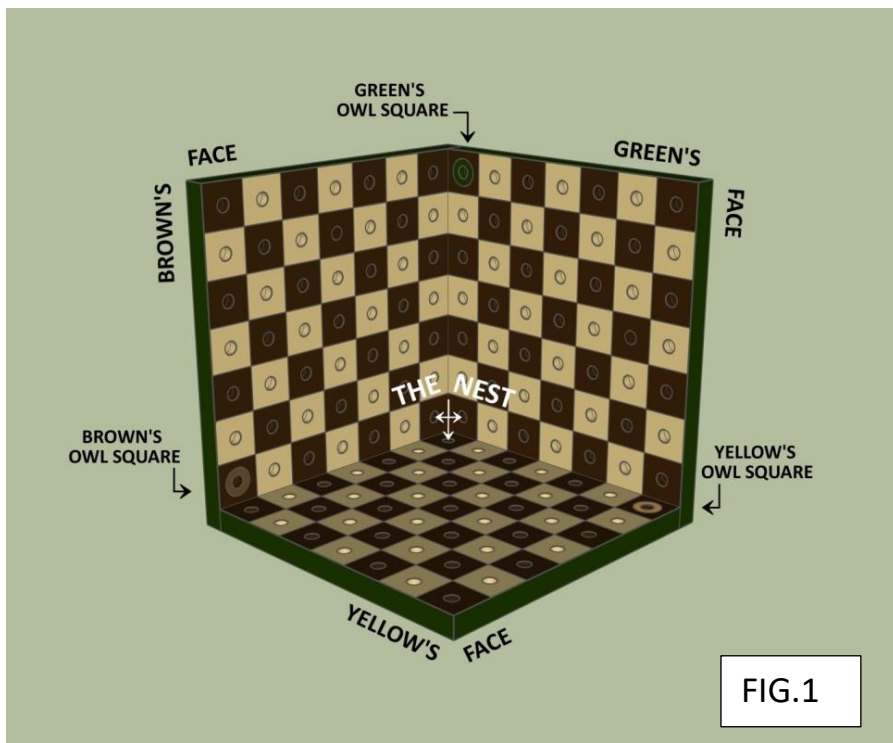
STRIX consists of a three-dimensional Board and three sets of three Pieces. The Board rests on a stand from which it may be removed for ease of viewing.

The Board

The STRIX board consists of three 7 x 7 chequer boards joined at right angles.

One corner square on each face is marked with a coloured circle – brown on Brown's starting face, yellow on Yellow's and green on Green's.

These are the Owl Squares; they mark the positions of the three Owls when a game begins. The faces and Owl Squares are shown in Fig.1.



The Pieces

Each player – Brown, Yellow and Green – has three pieces: an Owl, a Kite and a Raven. These are distinguished by their coloured bodies: an Owl's body is a tawny brown, a Kite's is red and a Raven's black. Pieces' heads reflect their team colours – Brown, Yellow or Green.

Pieces stand head outward, with their feet pressed into the sockets in the board. Fig. 2 shows a complete set of Strix pieces, arranged into their teams.



FIG.2

FUNDAMENTALS

IN THE FOLLOWING RULES, "STANDARD STRIX" REFERS TO THE RECOMMENDED VERSION OF THE GAME IN THOSE SITUATIONS WHERE THERE IS A CHOICE OF OPTIONS.

RULE 1: THE OBJECT OF THE GAME

A player wins by gathering the greatest number of points in the attempt to move his or her Owl, the chief piece of the team, into any of the three central black squares that make up the Nest (marked in purple in Fig.3). The game ends when an Owl gains the Nest; or if there is only one Owl left standing on the board; or if there is a draw or stalemate (as defined later in these Rules).

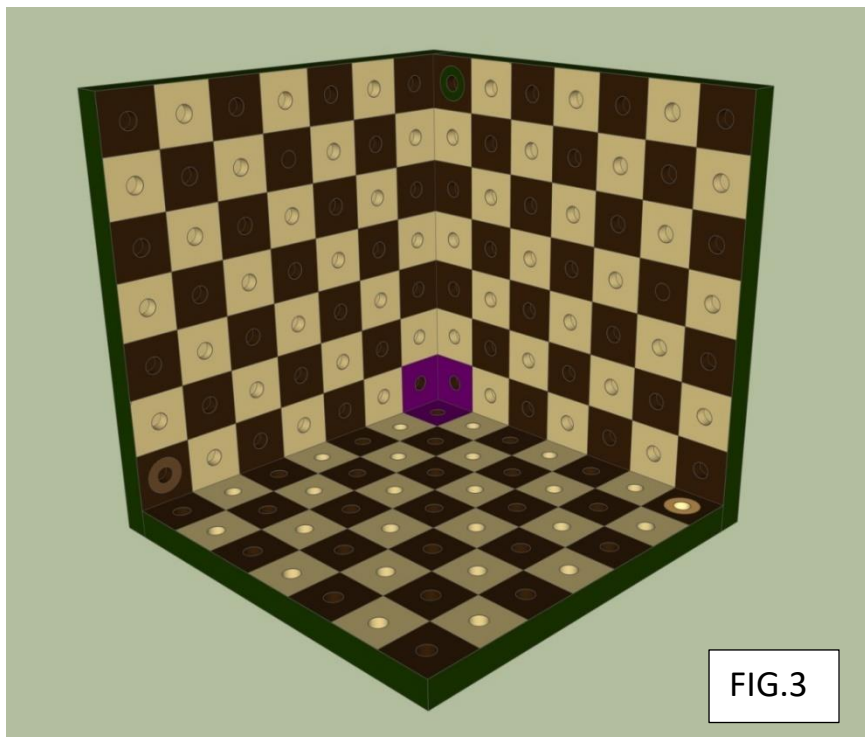


FIG.3

RULE 2: STARTING POSITION

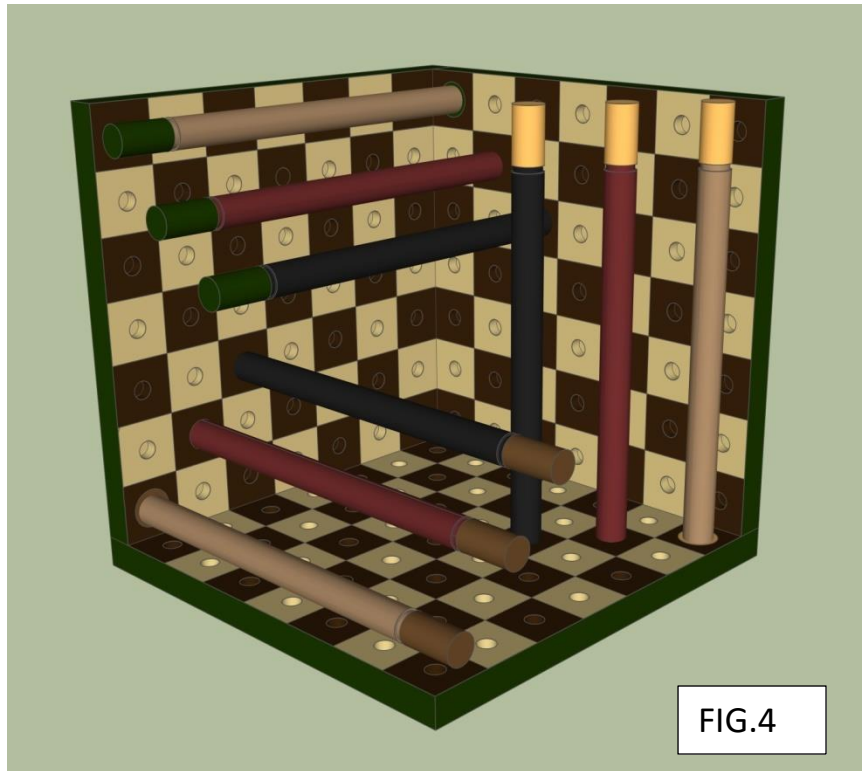
Each player starts the game with all three pieces on his or her own Starting Face (as defined by the colour of its Owl Square).

The Owl starts in the Owl Square, the Kite in the black square diagonally adjacent to it, and the Raven one square or along the same diagonal.

The set-up is shown in Fig.4.

RULE 3: ORDER OF PLAY

Brown, Yellow, Green, Brown, Yellow, Green etc.



MOVES

A player's turn consists in moving one of his or her pieces to a new square on the Board's three faces. All pieces travel orthogonally (i.e. like Rooks in Chess); their different powers are explained in detail later.

The next two rules set limits on where a moving piece can stop.

RULE 4: THE NEST

Only an Owl can stop in the Nest, in the act of ending the game. Owls, therefore, never need to pass through the Nest, but Kites and Ravens may pass through it on the way to other squares.

RULE 5: SHADOWING – THE FUNDAMENTAL RULE OF STRIX

Pieces must be able to stand freely upright in their squares.

This fundamental rule means that for every piece standing on a particular face there is a row of unavailable squares on each of the other faces. These squares are said to be “SHADOWED”.

Fig.5 shows the Shadowed squares for Yellow's Owl shaded in blue, and an illegal position for Green's Owl. With respect to a piece wishing to cross a row of shadowed squares, like those in Fig. 5, Yellow's Owl is called a “CROSSPIECE”.

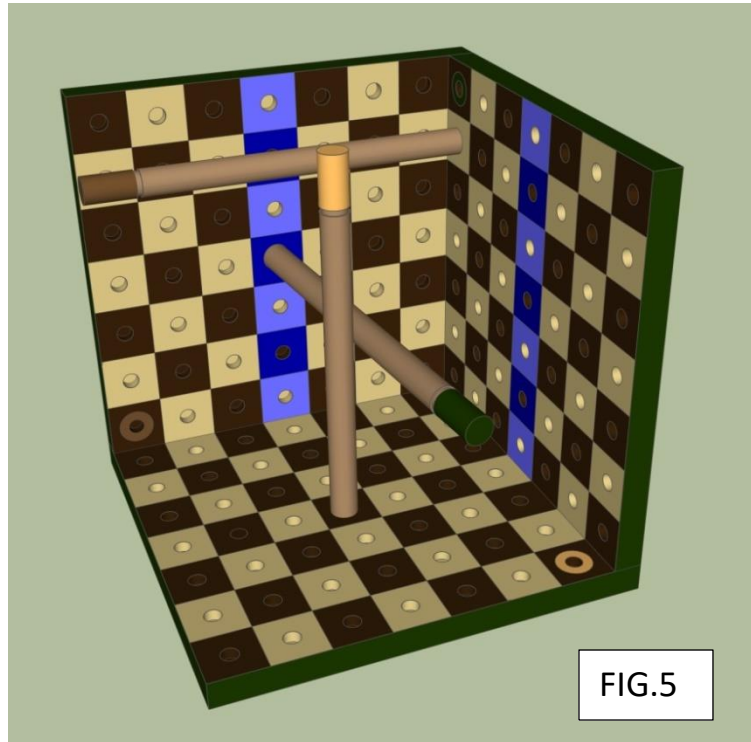
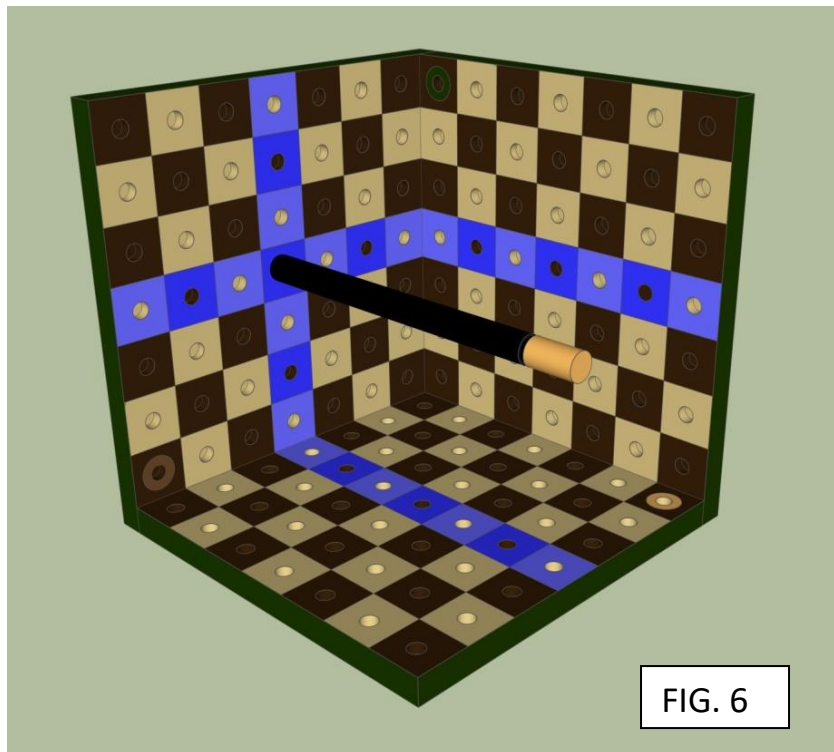


FIG.5

PATHWAYS

Like Rooks in Chess, all pieces in Strix can move orthogonally; their feet follow orthogonal paths across the board. They may follow paths onto a new face.

Fig. 6 shows the paths radiating from a typical square for a Raven (shown) or a Kite. Owls (see below, Rule 7) follow the same paths but may only move one square at a time.



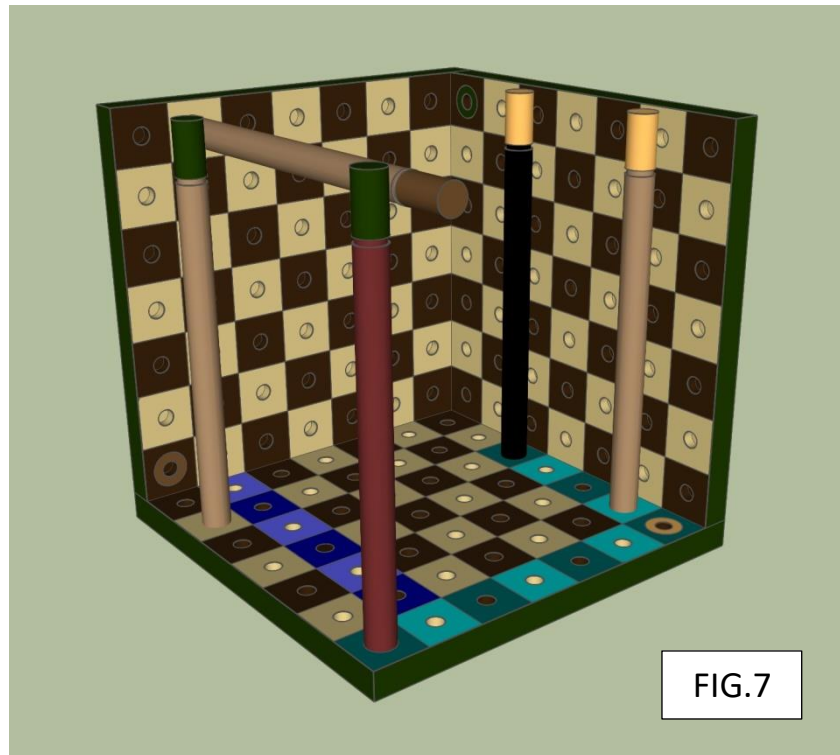
RULE 6: KITES' AND RAVENS' MOVES

Kites and Ravens may travel orthogonally through any number of unoccupied squares.

They cannot cross squares other pieces are standing in. But they can cross squares other pieces are merely 'shadowing'. In other words, Kites and Ravens can pass through crosspieces.

So, as far as Green's Kite is concerned in the position shown here, Fig. 7, Brown's Owl is a crosspiece, through which it may pass.

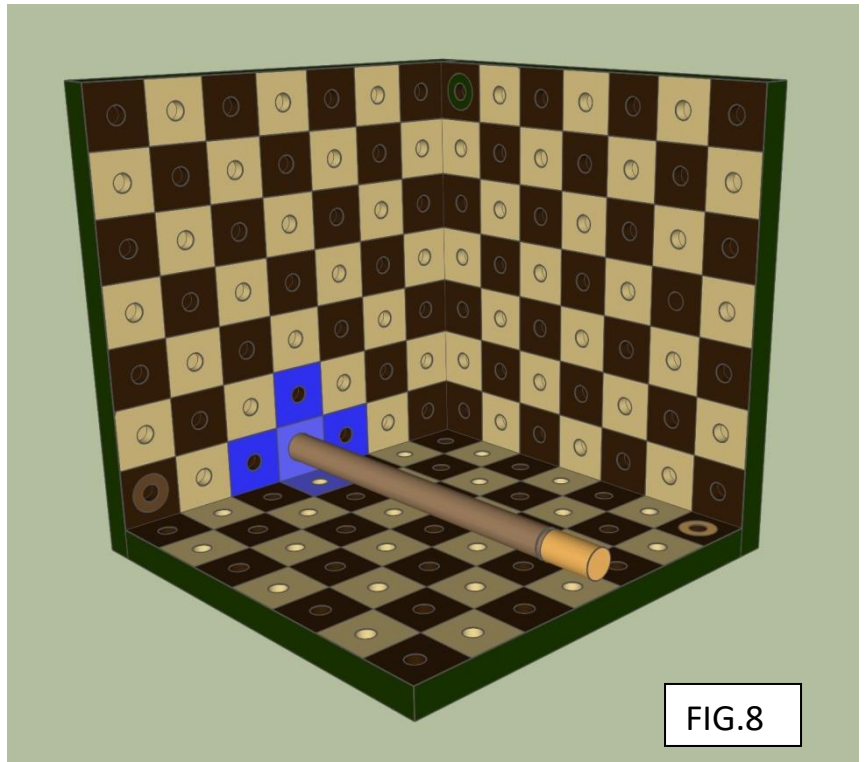
In Fig. 7, Green's Kite can reach Yellow's Owl Square (marked with the yellow circle, next to where Yellow's Owl is actually standing), even though its path (shown in turquoise) crosses the line of squares shadowed by Brown's Owl (shown as the deeper blue squares). However, Yellow's Raven cannot reach Yellow's owl square, as its path (also shown in turquoise) is blocked by the foot of Yellow's Owl.



RULE 7: OWLS' MOVES (i)

In general, an Owl moves one square at a time orthogonally.

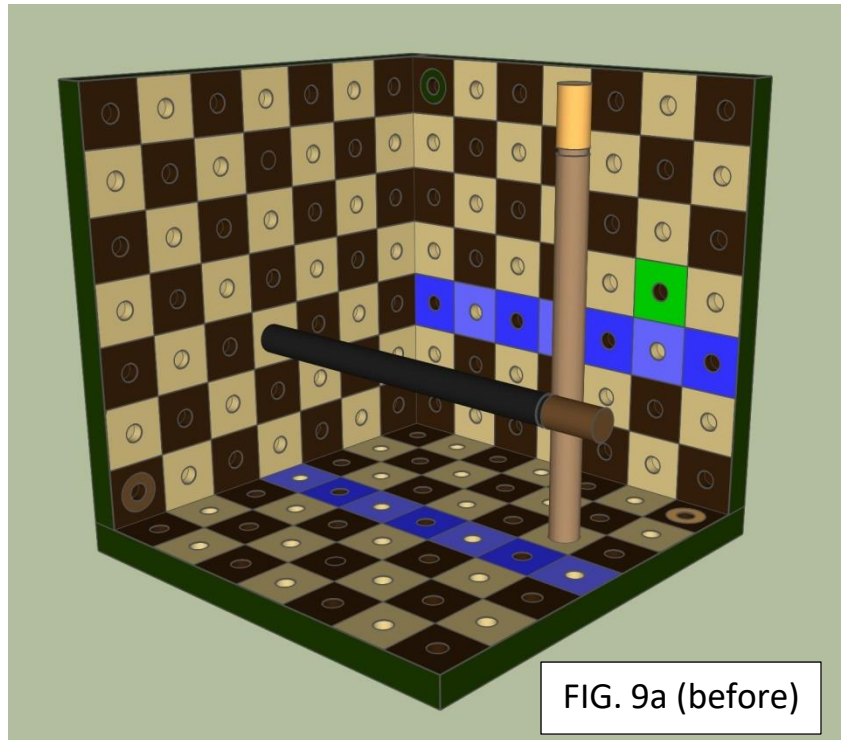
An Owl, as shown in Fig.8, could move to any of the four orthogonally adjacent squares. Notice that, because the Owl is standing adjacent to another face, one of the adjacent squares is located on the second face, so that to reach it will entail the Owl moving "around the corner" onto that face.



RULE 8: OWLS' MOVES (ii) - GHOSTING

Rather than move to an adjacent square, an Owl, as if flying silently through the trees, may be able to 'GHOST' onto one of the other two faces of the board.

To Ghost, the Owl must first be standing next to a crosspiece (Owl, Kite or Raven, from any team) so that their shafts almost touch, but are at right angles, as in Fig. 9a. When in this position they are described as being "CROSS-ADJACENT".



Then, using this crosspiece as a sort of axle, the Owl pivots so that it ends up at right angles to its old position, still cross-adjacent to the crosspiece, with its foot in a square on the third face next to the row of squares shadowed by the crosspiece. The Owl's foot must travel through unoccupied squares.

The final position is shown in Fig. 9b

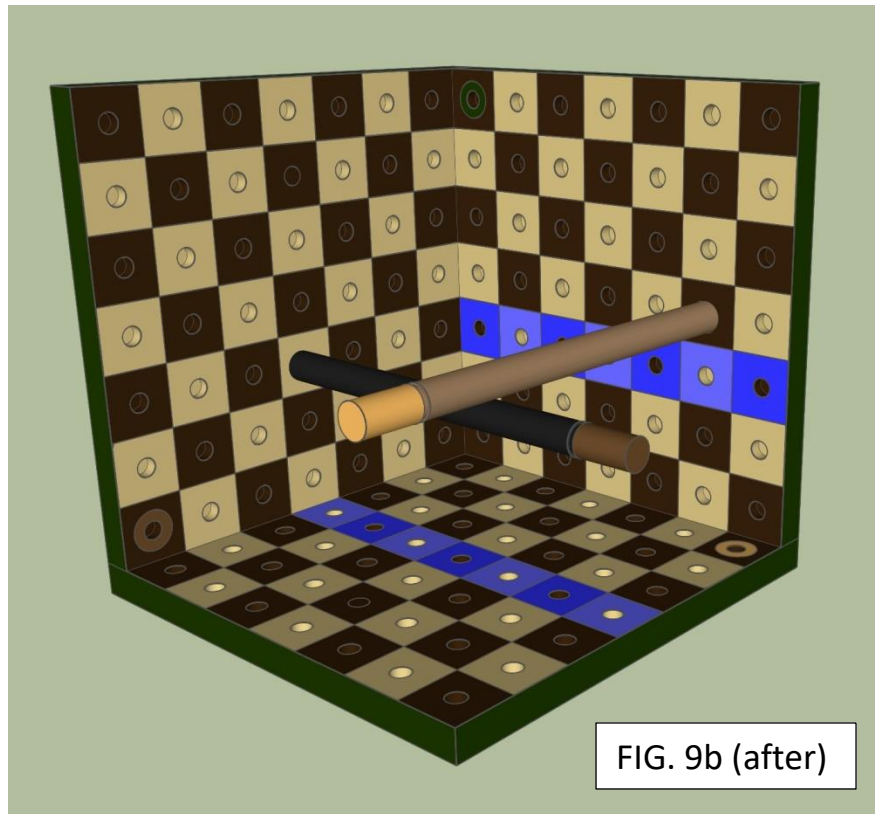


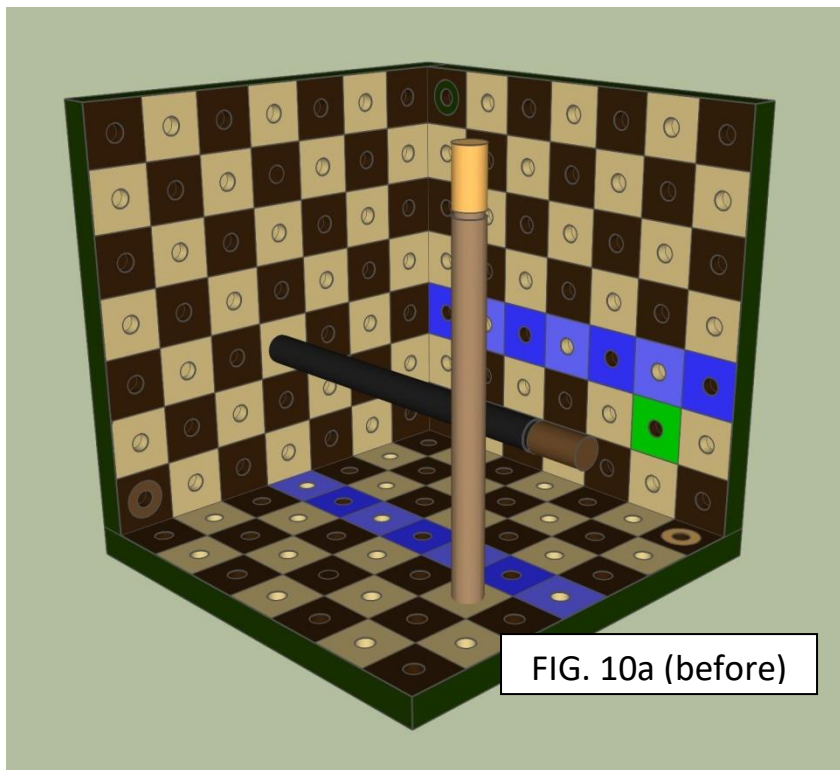
FIG. 9b (after)

Figs. 9 a,b show the before and after positions of Yellow's Owl ghosting round Brown's Raven. The rows of squares shadowed by the Raven are shaded in blue, and the target position of Yellow's Owl is marked in bright green.

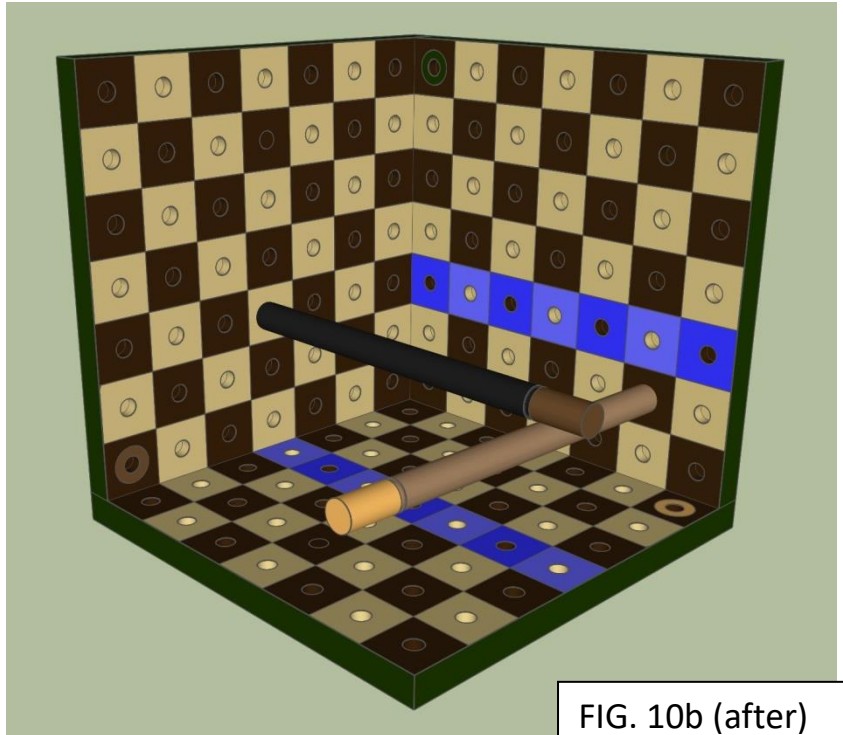
In Figs. 9 a,b the Owl ghosts “outwards”, meaning that it moves from in between the pair of shadowed rows of squares to a square outside them.

An Owl may also – in fact, a more common move - ghost “inwards”

Figs. 10 a,b show the before and after positions of Yellow’s Owl ghosting “inwards” around Brown’s Raven. Notice that the Owl moves from outside the pair of shadowed rows of squares to a square in between them.



Inward ghosting is one of the most direct ways for Owls to reach the Nest.



TAKING

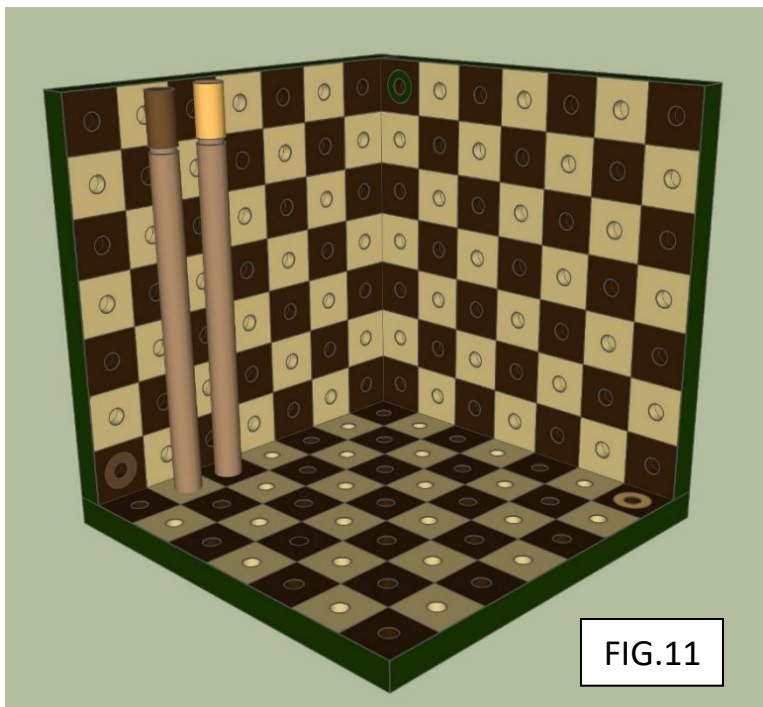
All pieces can capture others; and all pieces – including Owls – can be captured. When a piece is captured, it is removed from the board and plays no further part in the game.

RULE 9: HOW OWLS CAPTURE

Owls capture by moving into a victim's square. In practice this means an Owl can only take a piece standing next to it; the geometry of the board stops Owls from taking by Ghosting or from face to face.

In Fig. 11 Brown's Owl could capture Yellow's, and vice versa

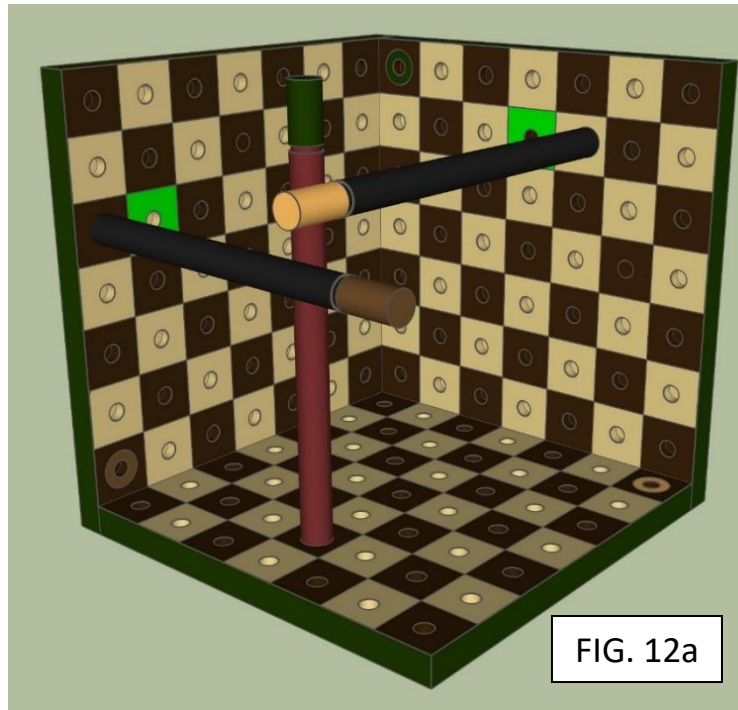
Notice that Yellow's Owl, standing on a black square, is only vulnerable to attacks by other Owls, as explained in Rule 15.



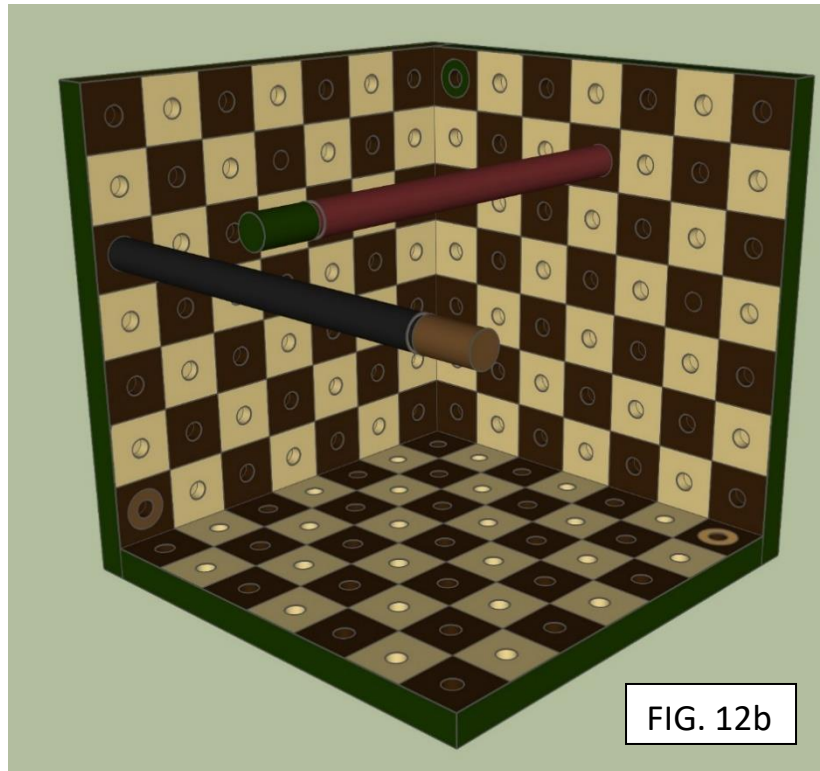
RULE 10: HOW KITES CAPTURE

Following real kites, the Kites in Strix capture by 'SWOOPING' down beside their target and snatching the piece they have landed beside. The Kite does not occupy the square of the captured piece but remains where it landed, beside the now vacant square.

In Fig. 12a, Green's Kite has a choice of capturing Brown's or Yellow's Raven, by landing on one of the squares marked in bright green.



In Fig.12b Green's Kite has made its choice and has captured Yellow's Raven. Notice that the Kite remains where it "landed" and does not occupy the Raven's former square.



RULE 11: KITES CHOICE OF CAPTURE

Sometimes a Kite moves so that it lands between two opponent pieces. In this case the Kite can choose which of the pieces to capture, but cannot capture both. In Fig. 13, Green's Kite can choose whether to capture Brown's Kite or Yellow's Raven.

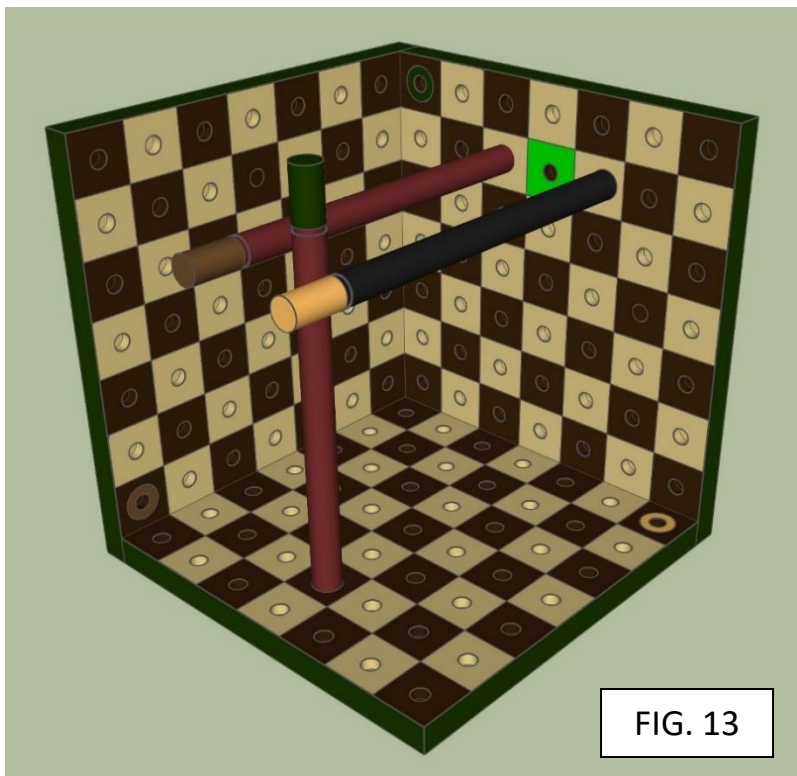


FIG. 13

RULE 12: HOW RAVENS CAPTURE

Ravens capture in pairs, by 'MOBBING' another piece: they must sandwich it between them in the way shown in Fig.14 (a-c). Ravens cannot Mob a piece on the same face as themselves. They must be parallel to each other and cross-adjacent to their victim, on opposite sides of a square shadowed by it.

A Raven cannot capture single-handed. It must have the passive aid of a second Raven already standing cross-adjacent to the piece under attack. To take the piece, the attacking Raven also moves cross-adjacent to it, directly across it from the passive Raven.

In Fig. 14a, if Brown's Raven moves to the square marked in bright green, it can enlist the support of Green's Raven to mob Yellow's Kite.

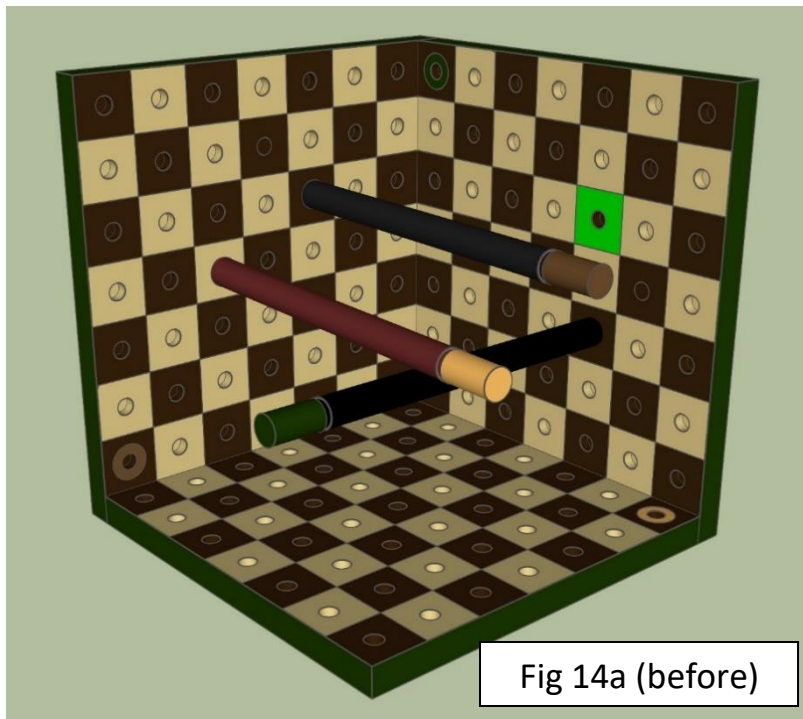
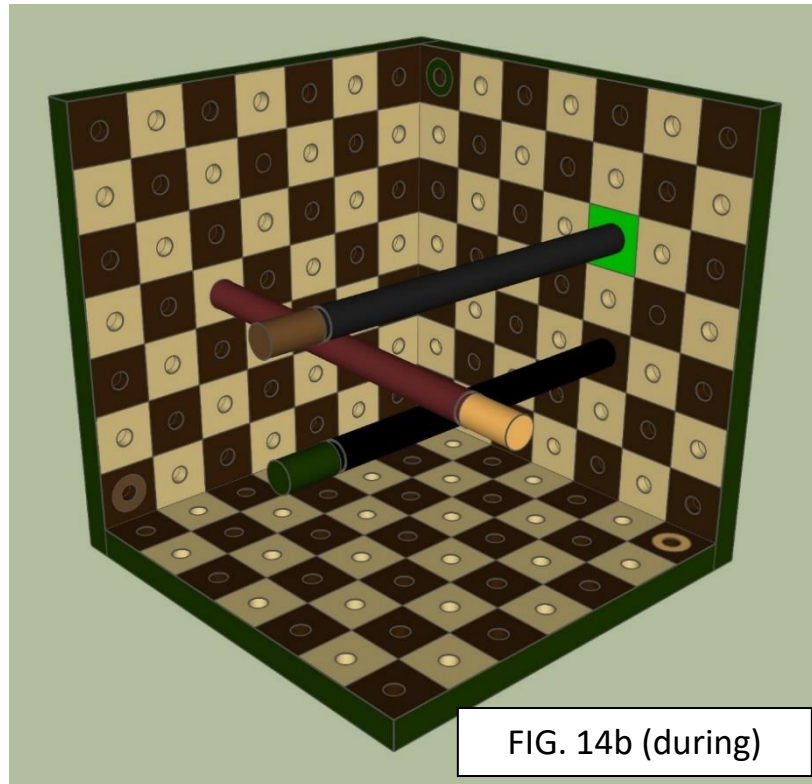
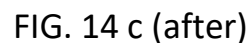


Fig. 14b shows the intermediate position, as the two Ravens trap the Kite, as between pincers.



Note that any Raven can play the passive role in Mobbing, even one belonging to the victim's team or one which is no longer active, its Owl having been captured earlier in the game (See Rule 16).



RULE 13: ATTACKER'S CHOICE IN MOBBING

An attacking Raven that finds itself mobbing a number of pieces at once may take as many of them as it likes: all, some or none. The same principle applies when only one piece is being mobbed: the attacking Raven can choose whether or not to take it.

RULE 14: STOPPING BETWEEN TWO RAVENS

Mobbing captures take place when a Raven arrives in the square opposite its partner. If the Ravens are in place already, a piece that stops in a mobbed position is not committing suicide: taking it would require a separate act of mobbing by the Ravens.

RULE 15: OWLS' SAFETY ON BLACK SQUARES

Just as at night the owl reigns supreme and is invulnerable to attacks from other birds, so in Strix, when an Owl is standing on a black square, it cannot be taken by a Kite or mobbed by Ravens. It can, however, be taken by another Owl.

RULE 16: WHEN OWLS ARE TAKEN

When a player's Owl is taken it is removed from play. Without the Owl, the team's chief piece, that player may take no further moves.

In all other ways, the game then continues as before. The Owl-less player's remaining pieces stay on the board as debris, paralysed, but blocking or facilitating the remaining players' moves as normal: paralysed pieces can still be taken, or used passively for ghosting or (in a Raven's case) mobbing. The two survivors meanwhile fight on, making moves alternately.

The Owl-less player, though taking no active part, retains any points accumulated by captures (see Rule 17) and participates in the final tallying-up of points (see Rule 24).

If two players have lost their Owls and have so dropped out, the game ends.

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SCORING DURING PLAY

RULE 17: POINTS FOR CAPTURE

During play, points are awarded for the capture of other players's pieces. In Standard Strix, the values of such captures are as follows.

For the capture of an Owl – 8 points

For the capture of a Kite - 4 points

For the capture of a Raven – 2 points

Points from captures by a Raven are shared, unless the passive Raven is of the victim's team.

FOUL PLAY

RULE 18: “PREPARING THE ENEMY’S WAY”

“PREPARING THE ENEMY’S WAY” is the name given to the most serious foul in Strix.

Called “PREPARATION” for short, a foul of this type occurs when one player is unfairly offered the opportunity to reach the Nest, and win, by one of the other players, usually through lack of foresight, leaving the third player a helpless bystander, when another move was available that did not offer victory in this way.

Understanding this rule is central to the game of Strix.

The players’ roles:

In a foul of Preparation, all three players take part. Their roles are:

THE COMMITTER OF THE FOUL, “the Committer”

THE CALLER OF THE FOUL, “the Caller”

THE GAINER BY THE FOUL, “the Gainer”

If a foul of Preparation has been committed, the player standing to suffer by it – that is, lose the game by the victory of another player– may call “Preparation!” This call stops play while the game is analysed. The player who calls Preparation must make the case, naming the Committer and the Gainer and showing the sequence of moves leading to the Gainer’s unfair victory.

An example is the best way to understand the type of circumstance when a foul of Preparation arises.

Fig. 15 (a,b) shows a typical example of a foul of Preparation in progress.

Here, in Fig.15a, Brown (to move), having failed to notice that Green's Owl, by its previous move, has opened a path for Yellow's Owl to ghost into the nest, determines to capture Yellow's Kite with the Brown Kite.

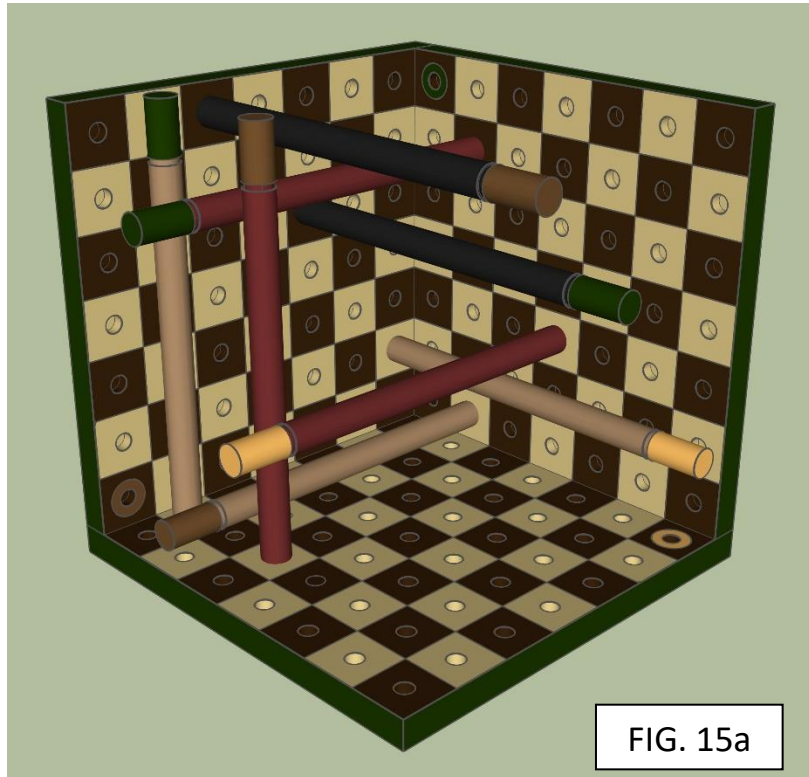
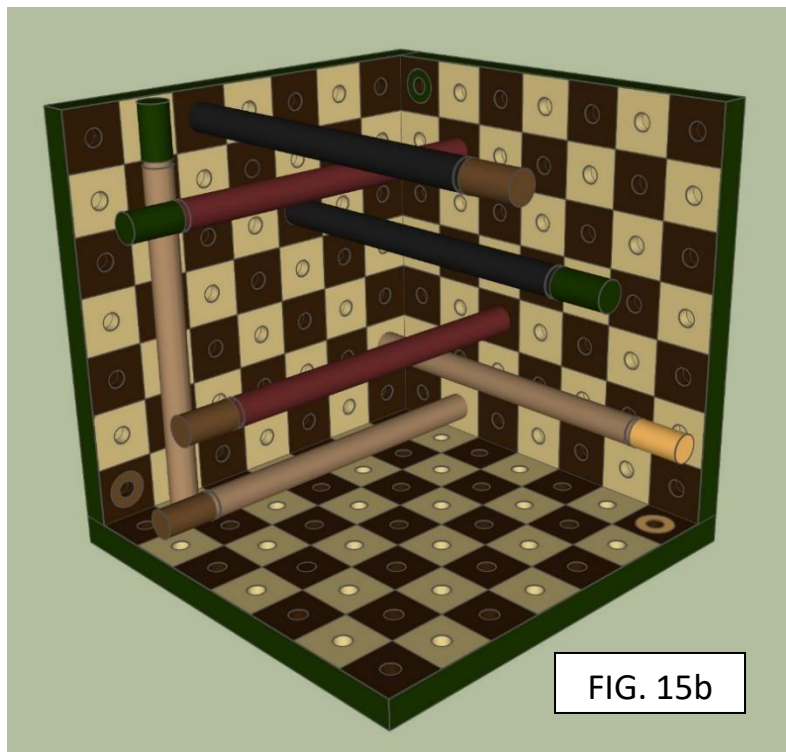


Fig. 15b, shows the situation after Brown's capture of Yellow's Kite.

Green, seeing that Yellow's Owl has only to ghost around Brown's Owl to gain the Nest, and win, calls "Preparation!".



RULE 18 (i): CALLER'S TIME TO THINK

From the moment of calling "Preparation!" the Caller has an allotted span of time before confirming the call. In Standard Strix, this time is one minute. At the expiration of the time, the Caller must confirm or rescind the call.

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Once the foul has been confirmed, either by agreement of the three players or by an independent referee, the foul move is withdrawn and the remedy for the foul is applied.

RULE 18 (ii): REMEDY FOR PREPARATION

In Standard Strix, the remedy for the foul of Preparation is the awarding to the non-offending players, that is the Caller and the Gainer, of two points each. The same applies in each instance of such a foul.

Additionally, the following sub-rules apply:

RULE 18 (iii) : “THE THICKET”

Before the game players should establish how many turns into the future they deem foreseeable (a quantity called “the Thicket”) for the purposes of Preparation, given the skill and experience of the players.

This is measured by how many moves into the future it will be until the Gainer wins.

In Standard Strix, it is recommended that the Thicket should be two turns. In other words, a foul of Preparation occurs when the Caller sees that victory for the Gainer will occur on the Gainer’s next move or next-but-one move.

RULE 18 (iv): THE NEED TO CALL

It is for the Caller to call the foul. If no foul is called, play proceeds to its conclusion.

RULE 18 (v): REMEDY FOR FALSE CALLING

In the case of a baseless call of Preparation, the two non-Calling players are awarded a remedy. In Standard Strix this award is of two points each.

RULE 18 (vi): PROTECTION OF OWL INSUFFICIENT JUSTIFICATION

A player's protection of their own Owl is not sufficient justification for committing a foul of Preparation.

RULE 18 (vi): CONCERNING THE CALLER'S OWL

The normal rules concerning Preparation apply even if the Committer's move is one that takes the Caller's Owl.

RULE 18 (vii): FORCED PREPARATION

If a situation arises where a player's move, including no move at all (see Rule 19, below) must result in a foul of Preparation, that player is deemed to be the loser and the remaining two players the joint winners in a two-way draw (see Rule 22, below).

The exception to this is the case where every move leads to the same player gaining the Nest, in which case that player is deemed to have gained the Nest, and the game ends.

RULE 18 (viii): PREPARATION ONLY APPLIES TO WINS BY REACHING THE NEST

Preparation only applies when the Gainer will win the game by reaching the Nest. If the disposition of points is such that reaching the Nest will not ensure victory; or in the very rare case that victory will be achieved by having the last surviving Owl after the double capture of Owls by Mobbing, then Preparation does not apply.

FURTHER RULES

RULE 19: MISSED TURNS

Two situations may arise in Strix that result in a player missing a turn.

The first is when all of a players' pieces are blocked, making movement impossible. If a move is possible, however unwelcome, it must be taken, except as in the second situation below.

The second is when a player finds that any move will lead to a foul of Preparation. In this case, rather than be forced to commit the foul, the player must instead miss a turn. Note that this differs from the situation in Rule 18 (viii), where even no move leads to a foul of Preparation.

RULE 20. RESIGNATION

When all three players are still active, a player wishing to resign should give a round's notice. In other words, they should announce that their current move is their penultimate one. The pieces belonging to the resigned player remain on the table, and he or she retains any points accumulated (and so may still win).

In a situation where a player's position appears hopeless – for example, if avoidance of Preparation means that the player's Owl is left *en prise* – etiquette requires that the player moves as if the *coup de grace* might not fall (as indeed it might not, depending on the tactical thinking of the other players).

If victory is inevitable for one player, and no foul of Preparation is detected, the two remaining players may jointly resign.

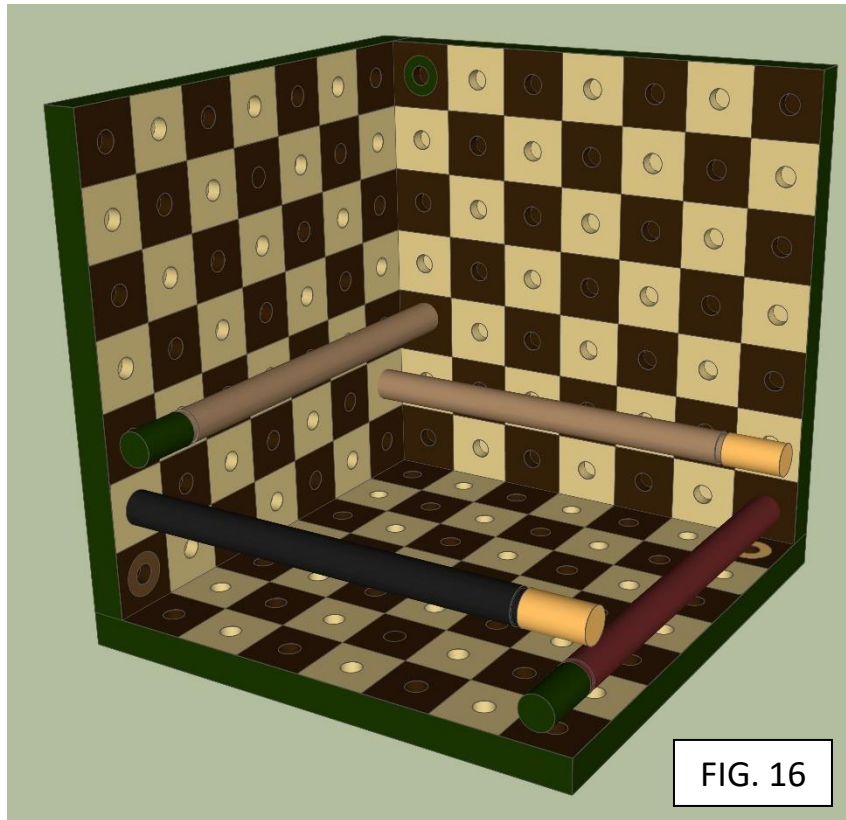
If a player has been eliminated already, and one of the remaining two players finds his or her position hopeless, he or she may resign at any point.

If only two players remain, and one resigns, the score attributable to gaining the Nest (8 points in the case of Standard Strix – see Rule 23) is awarded to the sole remaining player.

RULE 21. STALEMATE

Sometimes a situation arises where it is to the benefit of no player to deviate from a repeated set of moves. If the same series of moves is repeated three times, stalemate is declared, meaning that the game has no winner or losers.

Fig. 16 shows an example of such a situation. All Brown's pieces have been taken, leaving Yellow with an Owl and a Raven and Green with an Owl and a Kite. It is Green's turn to play. A number of moves are possible, but all lead back to the position illustrated.



RULE 22. DRAWN GAMES

In Standard Strix are two types of drawn games.

The first is the “THREE-WAY DRAW” . This occurs when a stalemate is declared, or at the agreement of all three players. No points are allocated.

The second is the “TWO-WAY DRAW” . This can occur in two situations.

The first is when one player has dropped out after loss of his or her Owl, and the remaining two players agree that neither is going to win.

The second situation is when a player finds himself or herself unable to make a move that does not lead to a foul of Preparation and is also unable to avoid the foul by missing a turn, as described in Rule 19. In this case the game is declared a two-way draw with the player caught in this impossible situation as the loser.

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SCORING AT CONCLUSION OF PLAY

RULE 23. POINTS AT CONCLUSION OF PLAY

At the conclusion of play, extra points are allotted as follows:

For gaining the Nest – 8 points

For being the last Owl standing – 6 points

For each player participating in a two-way draw – 4 points

RULE 24. WINNING

The winner is declared as the player with the greatest number of points after the points for capture, the points at conclusion of play, and any points for remedies for Preparation are added together.

TOURNEYS

For players intending to play more than a single game of STRIX it is recommended that they play a 'TOURNEY' of three games. In a Tourney, each player takes his or her turn at each of the team colours. Initial selection for the first game can be made by one player (or a referee) holding three Owls in a bunch so that the coloured tops cannot be seen and then asking the players to pick one each. The team colours taken in the subsequent two games follow the standard order: brown, yellow, green.

For three players of markedly unequal experience, it may be preferred to play a "DOUBLE TOURNEY". In a Double Tourney, the players play one Tourney as above, and then a second with two players' positions reversed (for example, Brown may swap seats with Yellow). This ensures that no player always follows the weakest player.

COLLABORATION

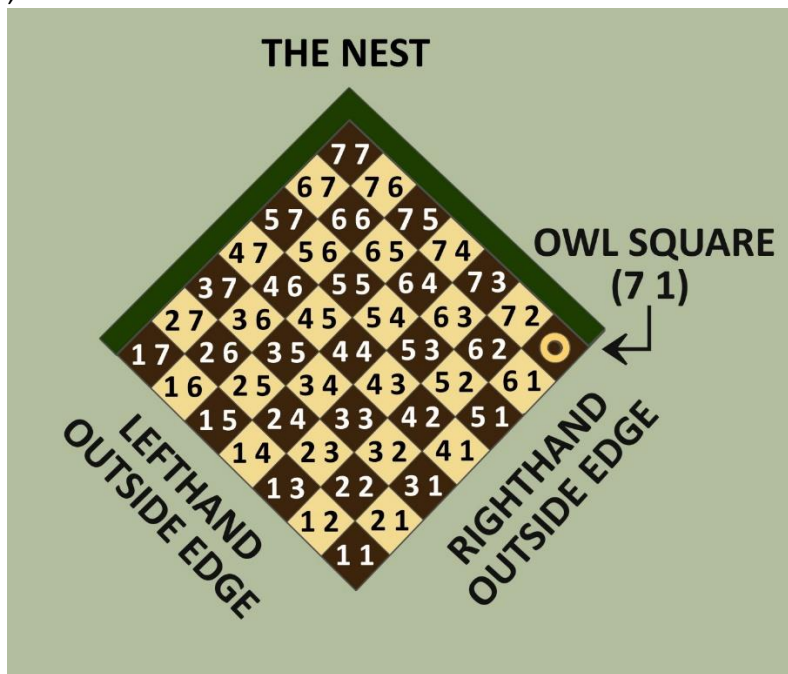
There is nothing in the rules of Standard Strix to forbid collaboration between players. However, all offers of collaboration should be made exclusively through moves in the game, and not verbally.

APPENDIX I : STRIX NOTATION

This section explains how to record moves and positions in STRIX

PIECES are denoted by their initial letters: O for Owl, K for Kite, and R for Raven. These letters are written as capitals; when we need to specify which team a piece belongs to, we precede that capital with a lower-case b (for Brown), y (for Yellow) or g (for Green): 'gK' would mean 'Green's Kite'.

SQUARES are identified by a lower-case letter (b, y or g) and two numbers. The letter tells you the starting face the square is on (b for Brown's, y for Yellow's, g for Green's). The numbers give the squares 'grid reference' on that face in relation to the face's two outside edges: the first gives the square's distance from the face's 'lefthand' outside edge (the one opposite the Owl Square), and the second its distance from the face's 'righthand' outside edge (the one touching the Owl Square). Thus Yellow's Owl Square would be 'y71': it lies on Yellow's starting face, in the seventh row of squares counting from the lefthand outside edge, and in the first row counting in from the righthand outside edge.



The diagram shows how the squares would be numbered on a typical face, here Yellow's. The Nest is shown at the top of the picture and the Owl Square on the right.

A move is recorded by identifying first the piece being moved and second the square it moves to. Thus, if Brown's Owl moves one square towards the Nest from its Owl Square, we record the fact as "bO-b72".

Three other symbols are used for commentary and explanation; 'x' indicates taking, '?' questionability and '!' a good move.

APPENDIX II TWO PLAYER STRIX

Strix was conceived and is best played as a game for three players. But several two-player variants of the game exist. The best of these is described briefly below; it is also the one that approximates most clearly to the three-player game described before.

The starting position is the same as for three-player Strix; so are the powers of the pieces, the object of the game, and the rules for the Nest and blocking.

The one new restriction is that Green's Owl may not be moved into the Nest.

In two-player Strix, Brown and Yellow move alternately. Brown plays first. A player can move any of his or her own pieces, or may instead choose to move one of Green's pieces: these are effectively common property. However, if a player makes a move with one of Green's pieces, neither player can use that piece in his or her next turn.

APPENDIX III: SAMPLE GAMES

Sample Game 1. Played under Standard Strix rules.

1.1 bR-y31

This prevents 1.2. yK – g25, making a pivot for yO to ghost around, as 2.1 bR-y51 would mob yK from the board.

1.2 yR-g31

Yellow deploys the same opening move, with similar thinking, but with respect to Green.

1.3 gR-b31

For Green the move is less powerful, as the threat of mobbing the succeeding player's Kite in the same way as Brown and Yellow did is no longer available. However, it does prevent Brown's Owl heading for the nest with 2.1 bO–b72,

This opening type is called "All Ravens to the Forest Edge".

2.1 bR-y32

Brown wishes to dislodge gR, but to do so would entail a two-move operation with bK, moving bK first to a square on Yellow's face and then back to b32. However, moving bK from its position would allow 2.2 yK-g26, giving sight of the nest to Yellow's Owl. To forestall this, Brown moves bR one square to block yK.

2.2 yR-g32

Although there is no immediate cause for moving to this square, Yellow deems it prudent for yR to be blocking any future move by gK to b26, which would give nest sight to gO.

2.3 gO-g72

Green anticipates 3.3 gR-b35, providing an axle for gO to ghost around. This might appear dangerous, as gR-b35 would leave gR *en prise* from yR, but Green calculates that Yellow will have more things to worry about by then.

3.1 bR-b13!

Brown spots that moving his Raven to this square will give him a choice of mobbing gO or gK, nudging Green to move his Raven away from its threatening position.

3.2 yK-g25? Yellow makes its move, calculating that the headstart it will gain by this will offset the probable loss of its Raven by 3.3 gR-b33xyR. A risky move.

3.3 gR-b33 xyR

As predicted, Green takes Yellow's Raven, scoring **1 point for Green and 1 point for Brown**, as the two Ravens share the points. Green notes that Brown can stop Yellow reaching the Nest by first making making a pivot with 4.1 bK-y25 and then ghosting inwards, interposing Brown's Owl between Yellow's Owl and the nest. This absolves Green of the obligation to block Yellow's approach to the nest.

4.1 bK-y25

The move is forced, anticipating 4.2 bO-g67. There is no other way to block Yellow gaining the nest. This puts bK *en prise* to gK on Green's next move, but Green cannot in fact take bK as it would allow bO to ghost into the nest- or would constitute Preparation if Yellow called it out.

4.2 yO-b67

Yellow has sight of the nest.

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4.3 gR-b35

Green cannot stop Yellow, but sees that Brown must stop Yellow's move into the nest, so takes advantage by making a pivot for his Owl.

5.1 bO-g67

Brown's Owl ghosts into this square, blocking yO and gaining sight of the nest.

5.2 yK- g45

Yellow cannot stop bO so leaves it to Green. In the meantime Yellow decides to cause as much damage as possible, attacking bK.

5.3 gO-y27

Green has two ghosting options, inwards and outwards. The former leads to an immediate victory by Brown. This second, less obvious option keeps bO away from the nest without the risk of it ghosting into the nest.

6.1 (a). bK-g55xyK?

It looks like Yellow miscalculated, losing yK; but Brown did not notice that with gO ghosted away, Yellow can ghost to victory.

Green calls Preparation on Brown.

Green calls Preparation on Brown for letting Yellow win. It is a straightforward blunder and is acknowledged by all.

Brown undoes the last move. Green and Yellow are both awarded 2 points.

Brown makes a replacement move.

6.1b bR-b17. This blocks yO's ghost into the nest.

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6.2 yK-b53

Yellow could take Brown's Raven, heaping further punishment on Brown for the foul of Preparation, but decides to attack gO, thinking that after gO moves, Yellow will still be able to take bK, and from a better square, that will also threaten bO the move after.

6.3 gK-b23

Green must defend the Owl from yK and the Kite from bR; this move accomplishes both.

7.1 bK-y65

Brown moves the Kite out of danger from yK, and threatens yO.

7.2 yK-b51

Yellow cannot defend the Owl, so threatens gO, hoping that Brown – for some reason - will not take yO on Brown's next turn.

7.3 gK-b21

Green must defend the Owl, but cannot move or bO will walk into the Nest. This is the only option.

8.1 bK-b66 x yO

Brown takes Yellow's Owl. Brown is awarded **8 points**. Yellow's Kite can no longer make moves.

8.2 gR-b36

Green would like to make a pivot, but more urgently must stop Brown doing the same.

9.1 bR-b16

Brown wants to give the Owl two ways to enter the Nest, and still has eyes for gO.

9.2 gR-b37

Green sees the most immediate threat is bO-y76, and blocks it.

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10.1 bK-b65

Brown must get the Kite and Raven on different files, to be able to make a pivot.

10.2 gO-y27

Green can see no good move with the Kite, so moves the Owl to safety.

11.1 bR-y67

Brown is making a pivot for the Owl

11.2 gR-y73

Green's Raven blocks bO's ghosting into the Nest.

12.1 bO-y76

Brown's Owl is one away from the Nest

12.2 gR-y72

Green affords Brown the courtesy of gaining the Nest, rather than resigning.

13.1 bO-y77 Nests

The tally of points is as follows:

Brown: 1 point for a shared Raven capture

8 points for an Owl capture

8 points for gaining the Nest.

Total: 17 points

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Yellow: 2 points for Brown's foul of Preparation.

Total: 2 points

**Green: 1 point for a shared Raven capture.
2 points for Brown's foul of Preparation.**

Total: 3 points.

Brown is declared the winner.