



CONTENT :



- A wooden board
- 5 elephants
- 5 rhinoceroses
- 3 rocks
- 5 pieces of felt to stick under the board, 1 in the centre and 1 under each corner.
- Rules of the game

We are in the realm of SIAM which once upon a time was heaven on earth, a vast country where elephants and rhinoceroses had been living in peace for centuries. Once, the earth started to shake and SIAM was reduced to three regions surrounded by gigantic mountains. Since then, elephants and rhinoceroses don't have enough space to live. These two incredibly strong species shall now struggle mercilessly to rule over two territories.

AIM OF THE GAME

After having chosen your animal, be the first player who pushes a rock out of the board.

HOW TO PLAY?

Each player chooses their animal. Players play in turn. At the beginning of the game, animals are placed outside of the board and the 3 rocks in the centre of the board (fig. 1). The white elephants, sacred animals in the realm of SIAM, start the game. During each round, players may play only one of their animals and make one of the 5 following actions:

- Put an animal on the board
- Move to a free space
- Change the orientation of one's animal without moving
- Bring out one of your animals and place it on an outside space
- Move and push other pieces on the board

Put an animal on the board

You can enter one of your animals by one of the outside spaces (red spaces on fig. 2)

There are two possibilities:

- There's a free space; in this case, you can place your animal and orientate it to the direction of your choice
- The space is occupied and you can (under certain conditions) enter the board and push (see chapter "move and push")

Move to a free space

You can move only from space to space and orthogonally (moves along the diagonal are forbidden).

The orientation of your animal doesn't have any influence on the direction of your move.

You can change the orientation of your animal as you while moving

Change the orientation of one's animal without moving

You can change the orientation of one of your animals on its space. This is considered as a game turn.

Bring out one of animal and place it on an outside space

At every moment, you can bring out one of your animals from an outside space (red spaces on fig. 2). This is considered as a game turn. This animal can be reused later and come back to the board at every moment.

Move and push other pieces on the board

When the space to which you wish to move is occupied by another piece (elephant, rhino or rock), you can push it under certain conditions:

* You can push only by moving your animal forward. (Fig. 3a, 3b)

* An animal can push a rock, two animals oriented to the right direction can push two rocks and three animals oriented to the right direction can push three rocks. (Fig. 4a, b, c)

* An animal can't push another animal facing it (no matter to whom it belongs).

As a matter of fact, rhinos and elephants have the same pushing strength; in order to push, there must be a majority of animals pushing to the same direction.

Point: one of your animals can prevent other from pushing, an animal of your opponent can help you to push. (Fig. 5a, 5b, 5c)

* An animal can push as many animals as possible if these aren't orientated to the opposite direction. (Fig. 6a, 6b)

* You can push while bringing a piece to the board. (Fig. 7a, 7b)

* In order to solve more complicated pushing actions, you simply have to consider animals which are neutralising each other and see if the remaining ones are enough to push rocks. (Fig. 8a, 8b, 8c)

* When a rock is pushed out, the game is won but beware: the winner is the player who's the closest to the rock and to the same pushing direction. (Fig. 9a, 9b, 9c)

* An animal which is pushed out isn't eliminated and can be reused at every moment.

* No animal can change of direction while pushing.

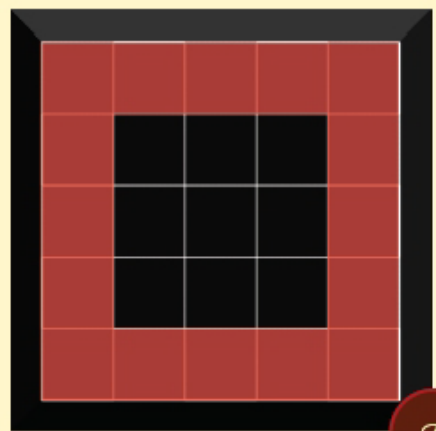
VARIATIONS

* None of the 2 players will be able to play one of its animals on the space indicated by a cross to the fig. 10 at the time of their first two turns.

* You can limit to once by player and per game the exit of an animal from an outside space (red spaces on fig. 2)

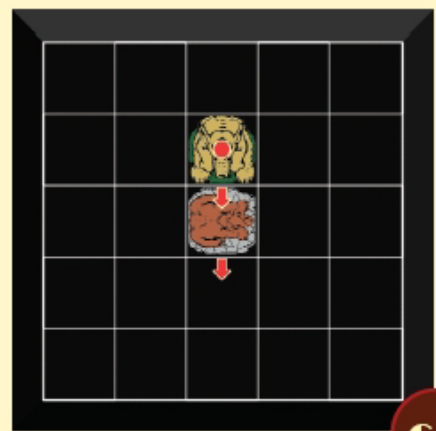


1

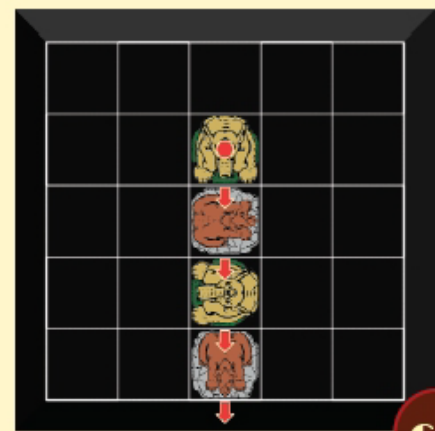


2

Siam



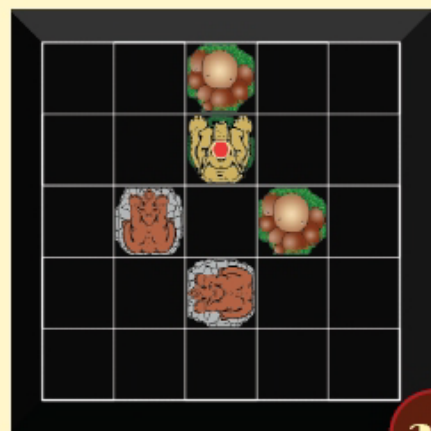
6a



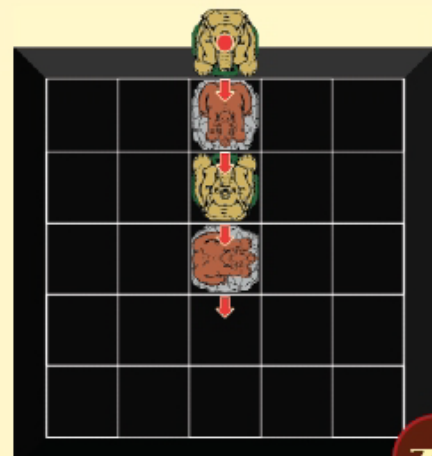
6b



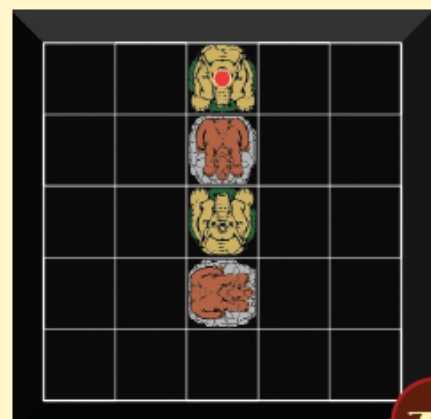
3a



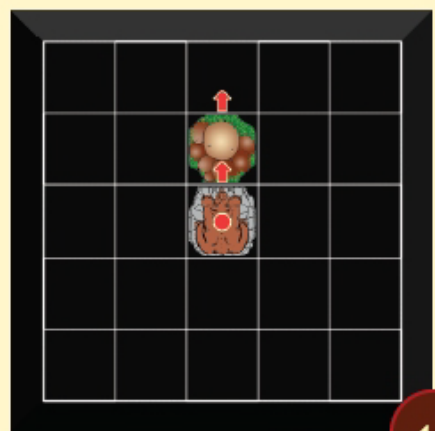
3b



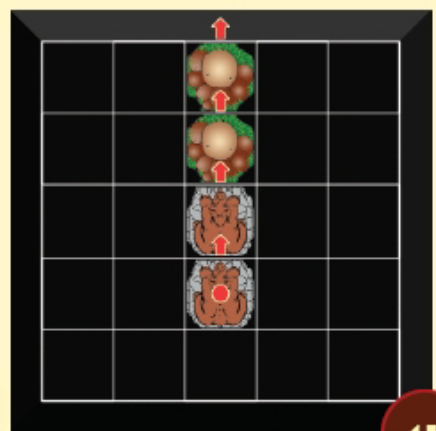
7a



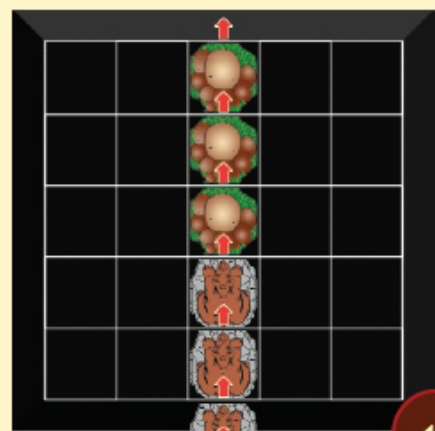
7b



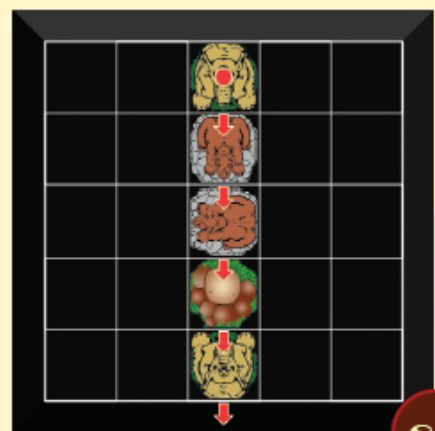
4a



4b



4c



8a



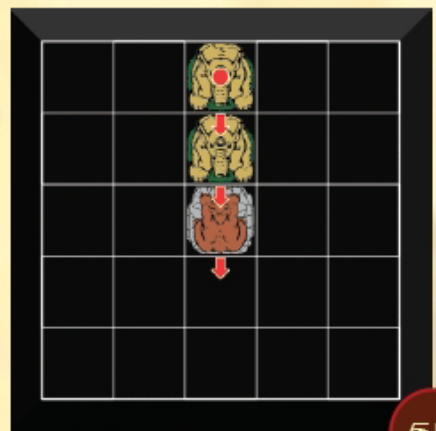
8b



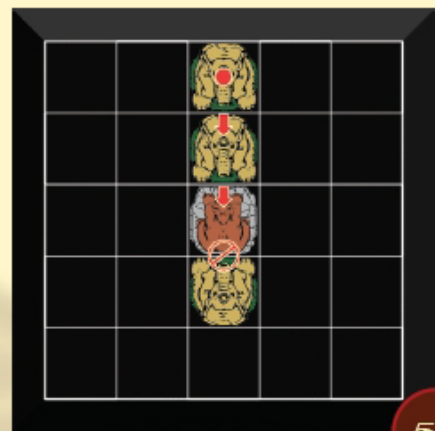
8c



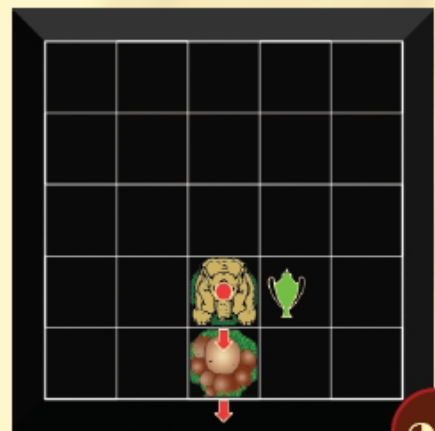
5a



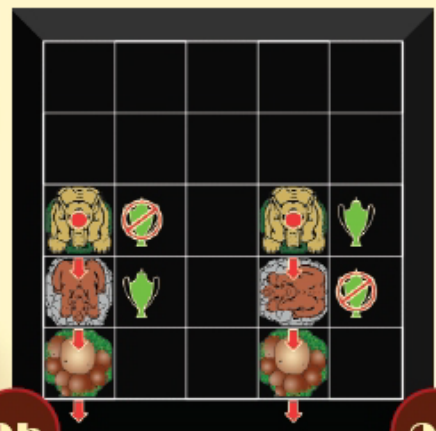
5b



5c



9a



9b



10