

# POLIS

## Goal of the Game

Race your chariot to the opponent's side of the board to win!

## Setup

Polis is played on an 8×8 board. Each player controls:

- **15 Dogs** - Your main pieces
- **1 Chariot** - Your key piece that can win the game

### Starting Position:

BC	BD						
BD							
RD							
RD	RC						

BC/BD = Blue Chariot/Dog | RC/RD = Red Chariot/Dog

The chariots start in opposite corners. Blue's chariot is in the top-left; Red's is in the bottom-right.

## How to Win

**Get your chariot to the opponent's back row** (the row where their pieces started). The game ends immediately when a chariot reaches the final rank.

## Taking Your Turn

Players alternate turns. On your turn, you **must** move one piece. You cannot skip your turn.

### Movement

All pieces move **one square in any direction**:

- Up, Down, Left, Right
- Diagonal (up-left, up-right, down-left, down-right)

## The Hopping Mechanic

This is the core mechanic of Polis! After you move a piece, **all adjacent pieces hop to the opposite side** of the piece you just moved.

### Example:

BD	BD		
BD			
		RD	

↓ Blue moves top-left dog to center ↓

RD			
	BD	BD	
	BD		

### What happened:

- Top-center Blue dog hopped down
- Middle-left Blue dog hopped right
- Bottom-right Red dog hopped to top-left

## When Pieces DON'T Hop

There are important exceptions to the hopping rule:

### Exception 1: Blocked Destination

A piece won't hop if the target square is **occupied** or **off the board**. The piece stays in place instead.

### Exception 2: Defended Enemy Pieces

An enemy piece won't hop if there's another enemy piece on the opposite side **along the same axis**.

#### Defended (piece stays):

| RD | RD | BD ← |

The middle Red dog is anchored by the left Red dog, so it won't hop.

**Not defended (piece hops):**

The Red dogs aren't on the same axis, so the bottom Red dog hops right.

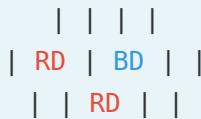
**Exception 3: Stunned Chariots**

Stunned chariots don't hop (see Chariots section below).

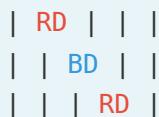
## Capturing Pieces

After all hops are resolved, check for captures:

**A dog is captured if it's surrounded by two enemy pieces on opposite sides along the same axis** (horizontal, vertical, or diagonal).

**Safe (not captured):**

The Blue dog is NOT on the same axis as both Red dogs.

**Captured:**

The Blue dog is surrounded on a diagonal axis - it's captured!

**Important:** Captures happen **simultaneously**. Both pieces can capture each other in the same turn.

| RD | BD | RD | BD |

Both center pieces get captured!

## Chariots - The Special Piece

Chariots move like dogs but have special properties:

### Chariot Rules

- **Cannot be captured** - Instead, they get *stunned*
- **Win condition** - Reaching the opponent's back row wins instantly

### Stunned Chariots

When a chariot is surrounded by enemy pieces on the same axis, it becomes **stunned**:

- ✗ Cannot be moved by its owner
- ✗ Does not hop when adjacent pieces move
- ✗ Does not count for capturing enemy dogs

| RD | BC | RD | BD |

The Blue chariot is stunned. The middle Red dog is SAFE because the stunned chariot doesn't count as a surrounding piece.

## Illegal Moves

**You cannot move a piece to a square where it would immediately be captured or stunned.**

However, you CAN make a move that causes your allied pieces to hop into danger.

## Strategy Tips

### Control Territory

Capture enemy pieces to gain numerical advantage. More pieces means more control!

### Stick Together

Lone dogs are easy targets. Groups of dogs are much harder to capture and can threaten enemy pieces.

### Create Capture Opportunities

Look for two of your pieces on the same axis with one empty space between them:

| RD | RD → | | BD |

Moving the right Red dog will hop the Blue dog between them for a capture!

### Use "Death Squares"

Position pieces one space apart to create traps:

| RD | | |  
| | ☠ | |

| | | RD |

Any piece hopped into the center will be captured! Works on diagonals too.

### **Advance Groups Backward**

Counter-intuitively, moving your frontmost piece backward hops your other pieces forward while keeping your formation together.

### **Protect Your Chariot**

Chariots can advance quickly but can be hopped backward by enemies. Keep allied dogs behind your chariot to block enemy hops and provide support if it gets stunned.

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**Polis** - A game of tactical positioning and dynamic board control