



A strategy game for 2 players, designed by
José Manuel Astilleros García-Monge

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INTRODUCTION

The object of the game is to position three discs in a line so that they match the sequence of a traffic signal (*Ampel* in German): red-yellow-green in either direction. We refer to this as making a traffic signal: The yellow disc must be situated between a red disc and a green disc. The player to make more traffic signals wins the game.

MATERIAL

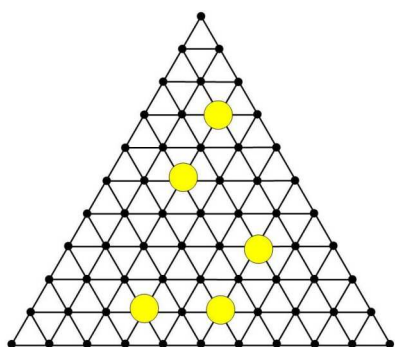
- A triangular board with 66 connected points
- 20 red discs and 20 green discs
- 10 yellow discs
- 1 red cylinder and 1 green cylinder

RULES OF THE GAME

The game commences with an empty board. Each player selects a color: red or green.

Start the Setup Phase with a random player. Until there are 5 yellow discs on the board, the players take turns adding a disc to an empty point on the “inside” — that is to say not on the edges or corners. The yellow discs will not move, other than being removed from the board after forming a traffic signal (see below).

Variant: The players can add as many yellow discs as they wish, up to a maximum of 10.



Example of a legal setup after adding 5 yellow discs

Once the Setup Phase is complete, the main game can commence, starting with the player who placed the penultimate yellow disc — in other words, continue taking turns right where you left off. On your turn, you must perform the following steps in order:

- 1)** Move one of your discs if possible (i.e. there is at least one disc to move).
- 2)** Move one of your opponent's discs if possible. You cannot move the disc with cylinder on it.

3) Add one of your discs to an empty point, and put your cylinder on it (moving it from another disc, if it's already on the board). If you had no discs available to place, then take your cylinder off the board. You are never allowed to add a disc in such a way that it directly makes a traffic signal.

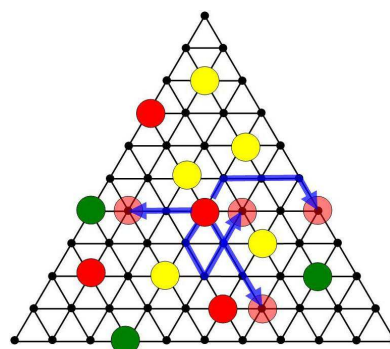
Disc movement must respect the following rules:

a) Starting from its position, the disc moves one or more unobstructed points in a straight line along any of the lines connecting the points on the board.

b) The number of spaces that the disc **must** move is determined by the total number of discs sitting on the line along which the disc starts its move. This count includes the disc itself, and includes all colors of discs.

c) The disc can change direction during its move, but only if it encounters an obstacle that impedes the disc's straight-line movement. Obstacles include the corners and edges beyond the board, as well as other discs. You decide which new direction (60° or 120°, left or right) the disc takes after encountering an obstacle. The disc cannot reverse direction (180°) to return to the previous point in its move. The disc also cannot end its move on the same point where it started the move.

d) If there isn't enough room for a disc to move its full movement according to the rules above, you can't move that disc.



Just some of the moves that could be made with the red disc situated in the center of the board

To make a traffic signal, create the situation in which red, yellow, and green are contiguous in a straight line. When you cause this to occur, remove the three discs from the board, and continue your turn. (You keep the yellow disc, but return the red and green discs to their respective owners for reuse.) Specifically, if you make a traffic signal by moving your disc, you remove the three discs, then proceed with Step 2 by moving one of your opponent's discs. Thus, it is completely legal to form a second traffic light in Step 2, as well. In any case, if your traffic signal includes your opponent's cylinder, simply return it to him.

Additionally, if you form several conjoined traffic signals, remove them all from the board, keeping the yellow from each of them.

END OF THE GAME

The game ends the moment that a player has taken half or more of the yellow discs (e.g. 3 of the 5, or 5 of the 10). That player is declared the winner!