

Instructions for Playing Passo

Goal: The goal of Passo is to either capture all of your opponent's pieces or to move one of your pieces to the opponent's last row.

Game Setup

1. **Board:** The game is played on a 5x5 grid.
2. **Pieces:** Each player has 5 pieces. Player 1 has red pieces, and Player 2 has black pieces.
3. **Starting Positions:**
 - Player 1's (red) pieces start on the bottom row.
 - Player 2's (black) pieces start on the top row.

Basic Rules

1. **Turn Order:** Players alternate turns, starting with Player 1 (red).
2. **Movement:**
 - Pieces move one square in any direction: horizontally, vertically, or diagonally.
 - A piece cannot move to an inactive square.
 - A piece cannot move to a square already occupied by another piece of the same color.
 - A piece can move to an adjacent square occupied by an opponent's piece to capture it.
3. **Capturing:** Capturing occurs when a piece moves to a square occupied by an opponent's piece. The opponent's piece is removed from the board.
4. **Inactive Squares:** After a piece moves, the square it moves from becomes inactive. Also, squares become inactive if they are recognized as an island (more detailed information later).

Winning the Game

1. **Victory Conditions:**
 - A player wins if they move a piece to the opponent's last row, i.e. the row with the opponent's piece closest to the start row of the opponent (top row – in case of the red player, bottom row – in case of the black player).
 - A player wins if they capture all of the opponent's pieces.

Special Conditions

1. **Isolated Islands:**

- After each move, the game checks for isolated groups of pieces (islands) surrounded by inactive squares. If an island includes squares with and without pieces, it is ignored.
- If an island contains squares of only one type (only squares with/without pieces), those squares become inactive and all the pieces from those squares are removed.

Game Controls

1. **Selecting a Move:**
 - Select a piece by clicking on it (or by indicating its position).
 - Select a valid adjacent square to move the piece.
2. **Move Validation:** The game will automatically check if the move is valid. If not, it will do nothing and a player has to choose another move.

Strategy Tips

1. **Protect Your Pieces:** Avoid leaving your pieces vulnerable to capture.
2. **Control the Center:** Controlling the center of the board can provide more movement options.
3. **Advance Strategically:** Moving pieces towards the opponent's starting row is crucial, but ensure they are protected.
4. **Create Traps:** Use inactive squares to limit your opponent's movement options and create traps.

Enjoy playing Passo!