Regatta

A board game by **Martijn Althuizen**

INTRODUCTION

Regatta is a two-player abstract game and a follow-up to Tixel.

The aim of the game is to be the last player able to make a legal move. Chaining moves is invaluable as this temporarily unlocks three additional move types. If a piece that is repositioned becomes inactive at its end position – i.e. the piece is self-deactivated – a player can take an extra move if she so chooses; aside from placing or repositioning a piece, she can now remove a piece from the board, activate an inactive piece, or pivot an active piece to a different orientation.

COMPONENTS

- 1 board (8x8 squares, bounded)
- 42 pieces in 2 colours (21 each)

GAME RULES

Each player has twenty-one pieces of one colour. Initially all the pieces are off the board, forming players' **pools**. The pools must be visible to all players at all times.
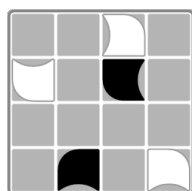
White always moves first. After the first move, players alternate turns throughout the game.

Pieces

An on-board piece can be either **active** or **inactive**. Active pieces are those pivoted by 45 degrees, whereas inactive ones are aligned to the grid.
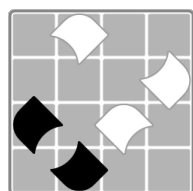
Active pieces.   Inactive pieces.

Only active pieces can be repositioned *(see 'Sliding pieces')*.

Three of the four corners of an active piece stick out onto the four orthogonally neighbouring spaces. No other **active** pieces can rest on those spaces.

Pieces that are on the outer edge of the board may not have any corners protruding outside of the board.

A player's turn

In her turn a player must either **place** or **slide** a piece.

Placing pieces

In a turn, a player is allowed to place a new piece only if she has at least one other **active and slidable** piece on the board **at the beginning of the turn** (excluding placement of the first piece of each of the players, of course).

A player takes a piece from her pool and places it on an empty board space.
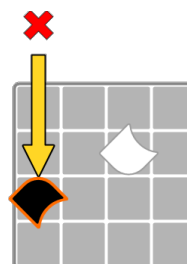
A piece may be placed in an inactive stance, **but only if it cannot be pivoted from that inactive stance to an active stance** (without pushing aside neighbouring pieces and without protruding outside of the board).
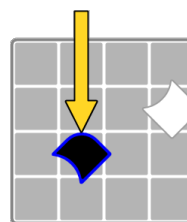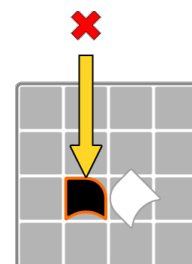

Valid active placement.
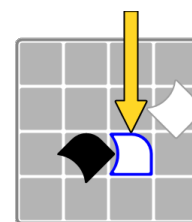
Valid inactive placement. The piece cannot be made active on this board space

Invalid active placement. Pieces may not protrude outside of the board.

Invalid inactive placement. This piece has to be made active (by pivoting it 45 degrees clockwise).
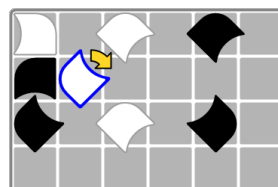
Sliding pieces

An active piece can be slid any number of empty spaces in a row or column.

The sliding piece is first pivoted to an inactive stance (aligned to the grid), then slid to the desired space where it is to be pivoted to an active stance again **if possible**.

To align pieces, pivot them around **the center of the board space** that they are on. Whilst aligning a piece to the grid prior to sliding it, the piece may not push aside any adjacent pieces or protrude outside of the board. When pivoting a piece to an active stance at its destination board space, it may also not push aside any adjacent pieces or protrude outside of the board (*see 'Pivoting pieces'*).
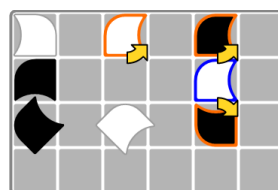
Any adjacent active piece **that protrudes into the slide path** is made inactive by the sliding piece. Such adjacent pieces are made inactive by pivoting them in clockwise or anti-clockwise fashion, depending on how the sliding piece passes them.
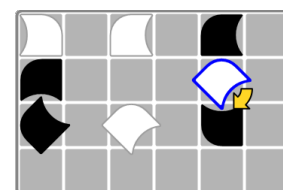

step 1: Temporarily pivot the piece to an inactive stance.
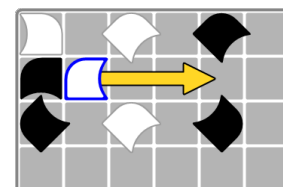
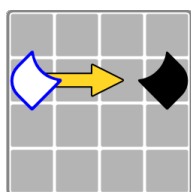step 2: Slide the piece to the destination board space ...

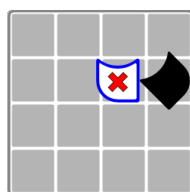... whilst making pieces **that protrude into the slide path** inactive.

step 3: At the destination space, pivot the piece back to an active stance (if possible).
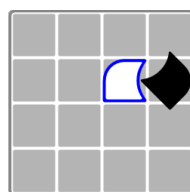
You can only slide to a board space in front of another active piece if the hollow side of the sliding piece is facing towards the active piece.

The white piece wants to slide to the space next to the black piece.
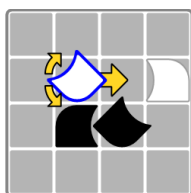
It cannot slide there ...

... unless its hollow side is pivoted so that it faces the black piece.

Temporarily protruding **outside of the board** when aligning a piece to the grid (before and after sliding it) is not allowed.
In the leftmost image above, the white piece can only be rotated by 45 degrees clockwise or counter-clockwise. Pivoting it beyond that would cause it to cross the border of the board.

Self-deactivation of pieces and Bonus Moves

When a player **slides a piece** in such a way that it becomes inactive at its end position, she gets a bonus move. This is called **self-deactivating** a piece. If this situation repeats, the player gets another bonus move, and so on, as long as she keeps self-deactivating pieces.
A piece cannot be self-deactivated if it can be pivoted to an active stance (at its end position).

Here, the white piece cannot be self-deactivated by sliding it next to the black piece. Whichever direction it pivots for the slide, it **has** to be made active again at the end position.
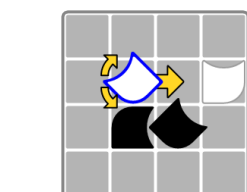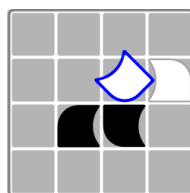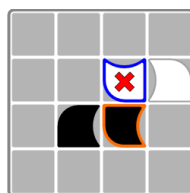
Now though, the white piece can be self-deactivated. It cannot be made active again at the end position because it is now blocked by the rightmost white piece.
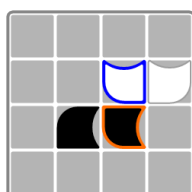
The bonus move is **optional**, a player may choose to end her turn instead.

As a bonus move, a player may do one of the following:

- **Place** a piece *(see 'Placing pieces')*.
- **Slide** a piece *(see 'Sliding pieces')*.
- **Activate** an inactive piece.
- **Pick up** a piece (and put it back in her pool).
- **Pivot** an active piece to reorient it (with the piece remaining active after the pivot).
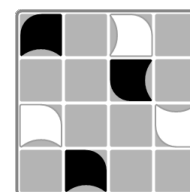
Activating pieces

A player may pivot one of her inactive pieces to any valid active stance.

Pushing aside adjacent pieces when activating is not allowed. When activating, a piece may not protrude outside of the board, not even 'mid pivot'.
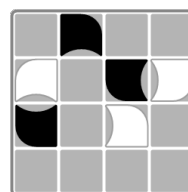
These pieces can be activated.   These cannot be activated.

Picking up pieces

A player may pick up one of her on-board pieces and put it back in her pool. Both active and inactive pieces may be picked up.
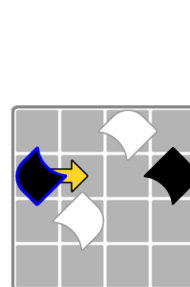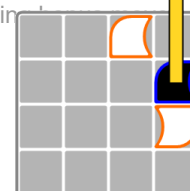
The piece that was self-deactivated to gain the bonus move cannot be picked up straight away.

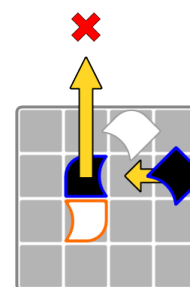The black piece is self-deactivated by sliding it

That same black piece (which was just self-deactivated) cannot be picked up in the resulting board.
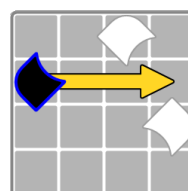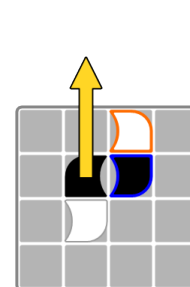

next to the rightmost white piece.

The black piece on the left side is self-deactivated ...

... but it cannot be picked up. Then the black piece on the right side is self-deactivated ...

... and now the black piece that was initially self-deactivated can be picked up.

Pivoting pieces

A player may pivot one of her active pieces in quarter turn increments so that its hollow side points in a different direction.

A piece that is pivoted must remain active. It may not be pivoted to an inactive stance.

Pushing aside adjacent pieces when pivoting is not allowed.

Pieces may not protrude outside of the board, not even 'mid pivot'.

Ending the game

When a player is unable to make a legal move, she loses.
Players can agree to declare a game a draw.