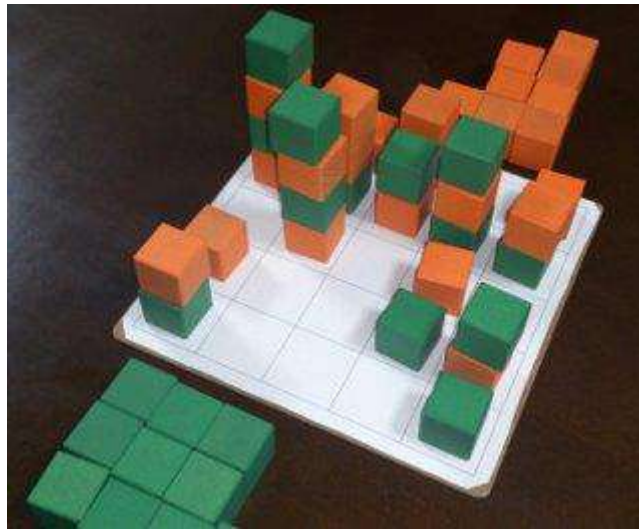


Scalas

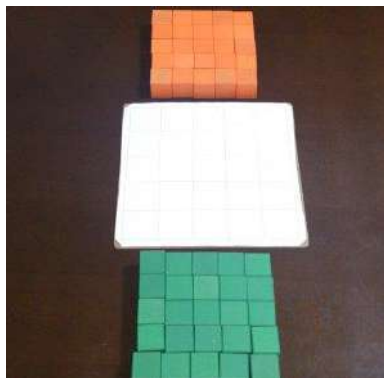


Scalas is a 3D positioning game that was conceived by Masahiro Nakajima, the director of the museum.

Scalas means stairs in Latin. The cube is stacked in the shape of a staircase to each other.

Description

Board and Pieces



The standard game is played by two people.

Play with 5x5 boards and twenty-five cube pieces of your own color (red-blue, etc.) for each player.

Game Play

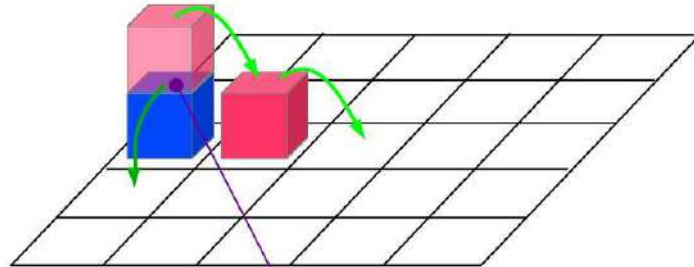
At the beginning of the game, there is not a single piece on the board.

In each player's turn, select one of your own pieces and place them according to the following rules.

As long as you have your own hands, you cannot pass.

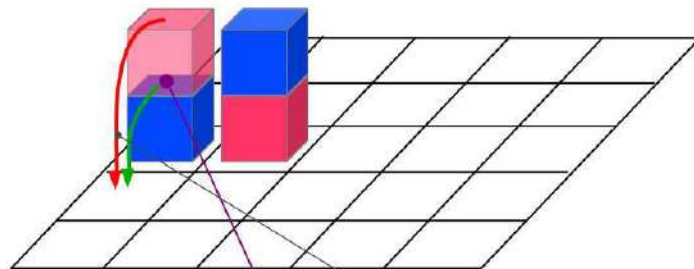
Principle of stair placement

1



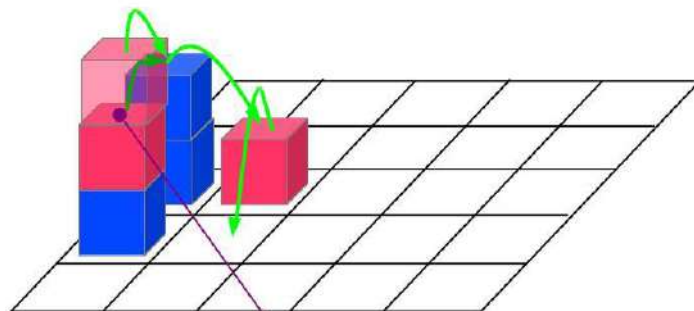
ここには置ける
置く前は、一段降りればボード上。置いてからも一段ずつ降りられる。

2

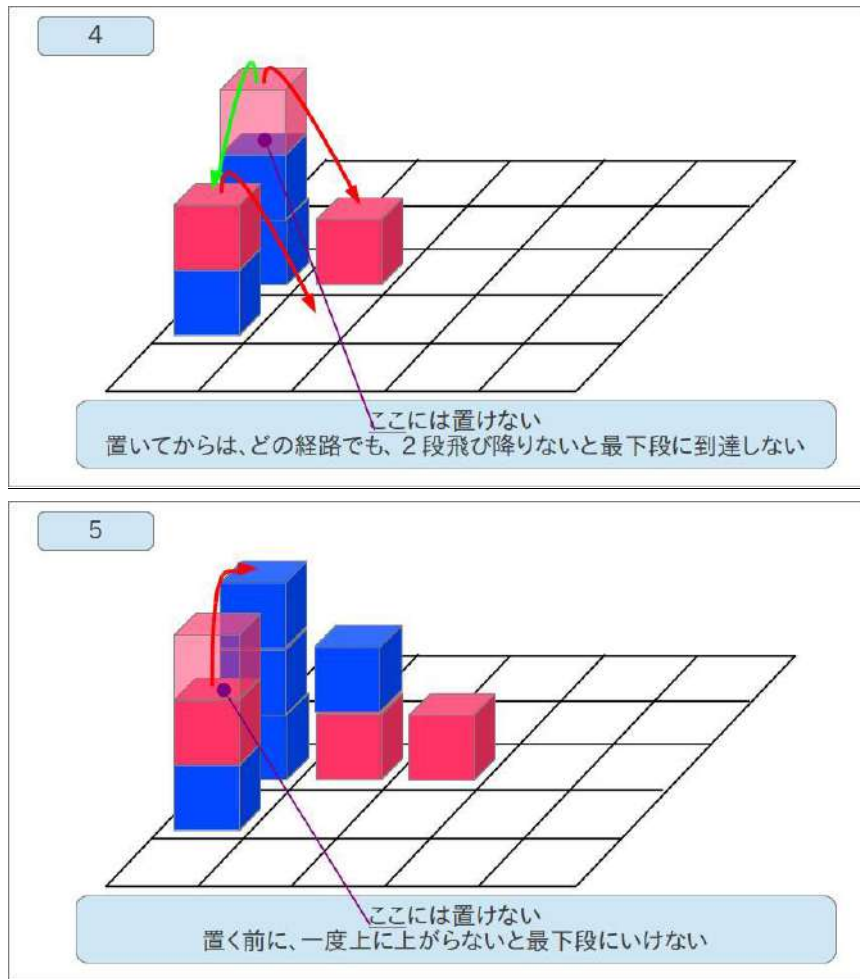


ここには置けない
置く前は、ボードまで降りられるが、置いてからは2段飛び降りなければならない

3



ここには置ける
置く前、置いてからも一段ずつ降りられる。



The principle of stair placement is a limiting factor that determines the important strategy of this game.

Where you can place:

From the trout to be placed, To the bottom stage of the board (if there is a place where the pieces are not placed on the board, the board surface, if there is no empty mass on the board, the same level as the piece placed in the lowest place), While moving vertically or horizontally one by one,

1. Without going up the line (the 5th figure on the right is a violation of this)
2. Without jumping up two steps, (right figure, 2, 4, 5 violation this)

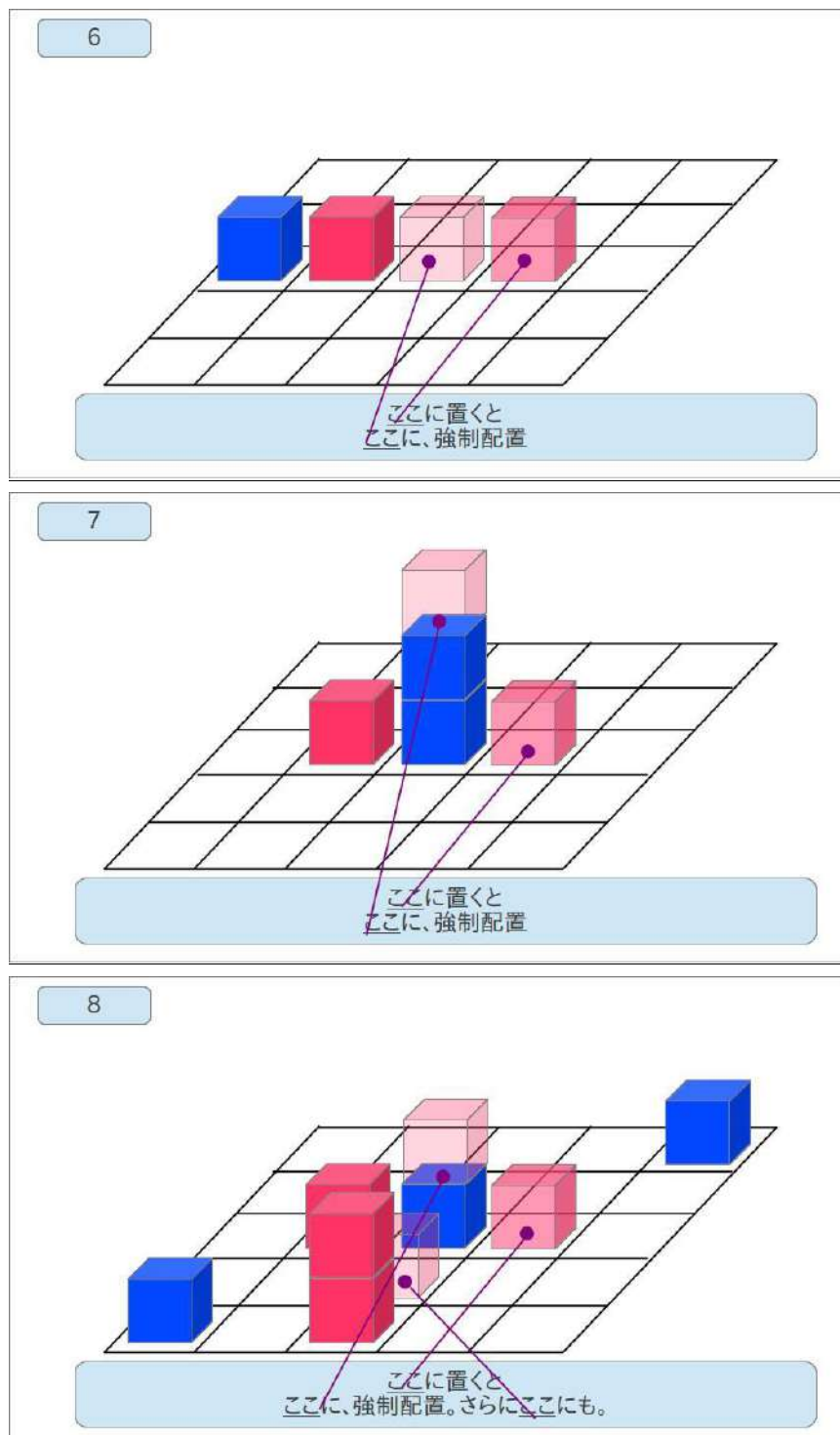
You have to be able to get down.

Similarly, after placing the pieces, you must be able to descend to the bottom of the bottom without climbing up from the top of the piece you placed. The path to the bottom when placed may be different from the route before placement.

Before placing the pieces and after placing them, you need to do the same check, and there are multiple routes from the placement point to the board, and it may be

a little difficult to understand until you get used to it, but if you improve, you can enjoy the real pleasure of discovering good players who use this rule.

Forced placement



As a result of placing the pieces, if a piece of the same color exists [at the same height as the piece placed on the top row](#), the pawn must be placed in the square between the squares between the same hand, and the pieces must be placed in

the square between them. [The pieces to be placed forcibly are not tied to the principle of stair placement.](#)

Similarly, if the conditions for forced placement occur due to the forced placement of the pieces, they will be placed continuously.

As a result of placing one piece, multiple locations at once may be subject to forced placement. In this case, the player in turn can choose from where to force placement to perform.

Even in situations where you have to place a forced arrangement, if the pieces are gone, you do not place anything and end the turn.

If the player in turn is unaware that a forced placement is occurring, the opposing player must point out. Both sides, the game progresses without noticing, and if it is discovered later, it will not be forced to place it later, and the game will proceed as it is.

If one player throws out the pieces

One player may give up all twenty-five pieces of hand.

Players who have the pieces left can place the pieces in a row in the place [where](#) the pieces on the board are on [*1](#), and the pieces can be placed continuously in the place where they can be placed legally as described above. In this case, **the rules of forced placement** are also summarized.

End of the game

If both players are unable to legally place their pieces, the game is over.

At the end of the day, even if the pieces remain, they may not be able to be placed, or the pieces may not be placed because they are missing.

The goal

The player with the most color of the pieces on the top of each square wins.

If the number of the top pieces is the same, the number of the highest tower colors is compared, and the players who occupy the most are winning. If it is the same number, compare the number of colors of the tower one step further and the many players win.

If it is still the same, you will be able to determine the win or loss by comparing the low points one by one in the same order. If any number is equal, it will be a draw.

Variants

When you improve, try playing on 6x6 boards, 36 pieces, 7x7 boards, and 49 pieces each. You will need a deep, focused strategy.

Strategies

Depending on the rule to place on the stairs, there will be places where you can not put the pieces. By using this mechanism well, you can secure a land that is not taken by the other party.

Forced placement is a rule that allows multiple pieces to be made at once in turn. At first glance, it seems to be advantageous, but if you use up the pieces first, the opponent player who leaves the pieces can secure the ground as they like. On the other hand, forced placement is not bound by the principle of stair arrangement, so pieces can be placed in places that cannot be placed with normal start. Consider using this hand effectively.

At the end, the player with less camaraderie avoids the kind of hand that places the pieces on the board, so that even if you put the pieces out first, the player who has a lot of pieces can be placed limits to the player who has a lot of pieces. On the other hand, players with many hand pieces are devised so that they can secure a lot of land after the opponent has put out the pieces.

Notes

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<https://www.nakajim.net/masg/Scalas.html>