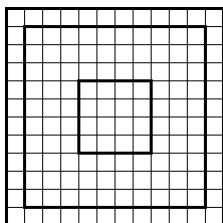


the Smart, Fun, Innovative & Reasonably Simple board game
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KvK 17222326

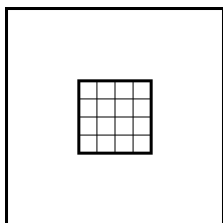
Rules

SFIRS is a game for two players.

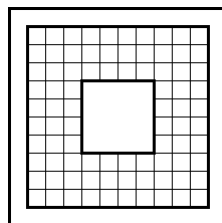
SFIRS is played on a square board with rows and columns of 12 squares each. The board consists of three parts: the start area, the play area, and the outer edge. The center 16 squares (4 by 4 squares) make up the start area. The outer edge consists of the 44 squares that are on the sides of the board. The remaining 84 squares make up the play area.



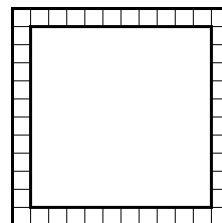
Complete board



The start area

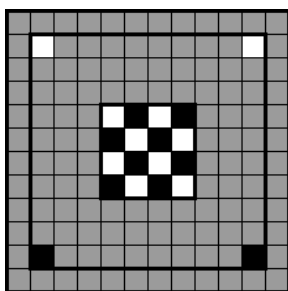


The play area



The outer edge

Each player has 10 pieces (cubes). One player plays with white pieces, the other with black pieces. The starting positions of the pieces on the board are as follows:



The start area is completely filled with pieces; 16 in total, 8 pieces from each player. The player's pieces are placed in alternating fashion.

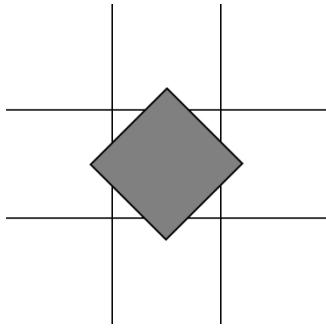
There are also pieces in each corner of the play area; 4 in total, 2 pieces from each player. These pieces are positioned so that 2 pieces of the same color are on the same side of the board.

Players themselves decide who plays with which color and who gets to start. Next, the players alternate moving one piece at a time.

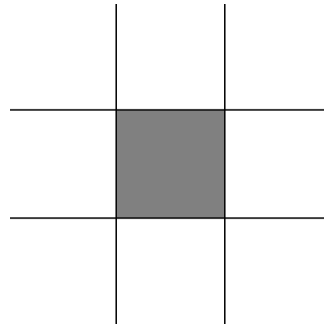
The First move of any player is always with a piece that is inside the start area. Such a piece may be moved to the play area or to the outer edge. Pieces may not pass over one another. The first move will therefore always be with a piece that is on the outside of the start area.

If a move ends on a square that is part of the play area of which the adjacent squares are empty, then the piece has to be made active. An active piece must be placed at a 45 degree angle on a square on the board.

Active pieces may be moved; inactive pieces may not be moved.



Active piece



Inactive piece

The terms inactive and active do not apply to pieces that are in the start area of the board. Despite the fact that pieces in the start area are not at 45 degree angles, they may still be moved to the play area or to the outer edge or the board. Pieces in the start area may even be moved if there are one or more inactive pieces in adjacent squares of the play area.

Pieces may only be moved horizontally or vertically.

Pieces must always be moved at least 2 squares.

Pieces may not pass over one another.

Pieces may not be moved from the play area to the start area. Moving within the start area is also not allowed.

When moving a piece from the start area to the play area or to the outer edge, stopping next to or passing other active pieces is not allowed. The piece that is moved may however be made inactive by placing it in the outer edge or next to one or more already inactive pieces.

If a move ends next to one or more active pieces, or if these are passed, these pieces must be made inactive.

A move may not end on a square next to another active piece that is in the same row or column as the piece that is being moved.

If a player places his/her piece next to one or more other pieces at the end of a move, the player has to make the piece inactive.

If a player places his/her piece on the outer edge of the board, the player has to make the piece inactive.

If a player has to make his/her piece inactive at the end of a move, the player is allowed to immediately afterwards perform one of the three actions listed below:

1. If the player has one or more other pieces in the start area, one of these may be moved.
2. If the player has one or more other **active** pieces, one of these may be moved. If this piece also has to be made inactive at the end of the move, then the player is again allowed to perform one of the three actions from this list.
3. If the player has one or more other **inactive** pieces, one of these may be revived (made active again). Only pieces that are not in the outer edge or next to one or more other inactive pieces can be revived.

Crossing the start area is not allowed unless it is necessary to make the piece that is being moved inactive, and/or to make one or more other pieces inactive.

The player that wins (after each player has made at least one move) is the last player that has been able to move a piece that was already inside the play area. A player is not allowed to move a piece from the start area to the play area or to the outer edge if he/she does not have at least one **active and movable** piece in the play area **at the beginning of his/her turn**.