

# Pilastri

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Pilastri is an abstract strategy game for two players played on a square board with an even number of spaces. Each player controls one of the two colors of pieces, which start the game in a checkered pattern on the board, as seen in Figure 1.

The goal of Pilastri is to outlast your opponent. A player without a legal move on their turn loses the game. Passing is not allowed.

A game of Pilastri on a 6x6 board takes about 15-20 minutes to play.

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On your turn, take any one of your pieces from the top of a stack, leaving behind any pieces that it may have been on top of, and move it left, right, up, or down any distance, placing it on top of the first stack of pieces it encounters.

The following must also be true for the move to be legal:

- The piece must end higher up than where it started.
- A piece that starts without anything beneath it may only be placed on top of a stack containing exactly one piece.

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Tips:

- Try not to create tall stacks too early. They are naturally immobile and vulnerable.
- Try to leave yourself a chain of stacks to slowly build up with. This is a key way to have more turns in the end game than your opponent.
- One-piece stacks can become isolated but can also be tools to block key stacks or to sneak in extra moves during the end game, when legal moves become scarce and pieces must start moving up, leaving other vulnerable one-piece stacks behind.

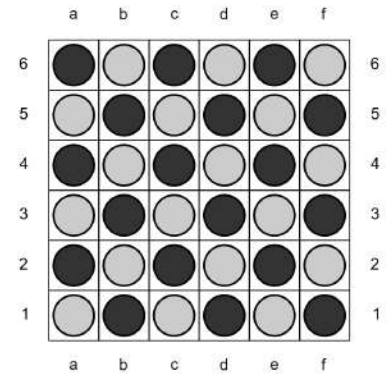


Figure 1. The setup position

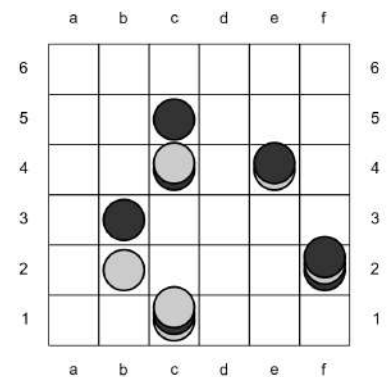


Figure 2. The white piece at c4 can move to e4 or c1, but not c5 because the piece would not end higher up than it started. The white piece at b2 can move to b3, but not f2 because it started with nothing under it and therefore can only land on top of a one-piece stack.

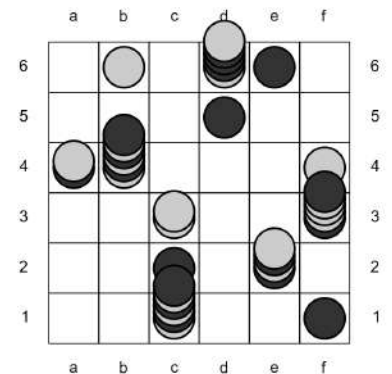


Figure 3. A finished game. Black has no legal moves and White has won.