

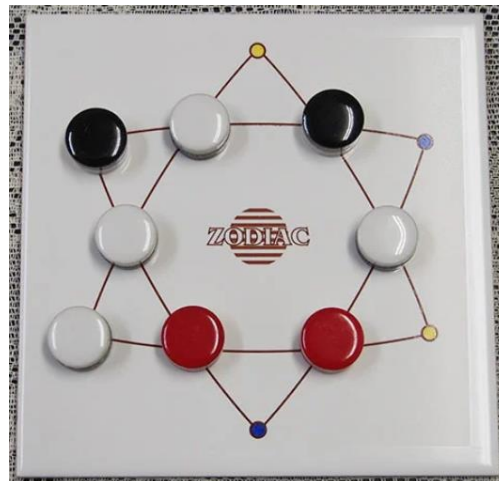
Zodiac

By Mitsuo Yamamoto, 2015

ZODIAC is a game of formation with own pieces and neutral pieces. The winner is the player who has more pieces (more than 3) when all 6 intersections around the center are filled with pieces.

Board

A star-shaped board with 12 intersections and paths.



Pawns and initial placement

The player places 3 pieces of each of the black-and-white and reverse bull pieces, with his/her color facing up, at the 3 apexes of the large triangle.

Two neutral pieces (red pieces on both sides) are placed at the center of the intersection of the two large triangles.

How to play

The players decide who will play first and who will play second, in an appropriate manner. The game is played one move at a time, alternating.

- 1: Move any one of your own pieces or a neutral piece.
- 2: Movement of a piece must jump the piece immediately in front of it (either its own piece, an enemy piece, or a neutral piece) and move it to an empty space beyond it.
- 3: All pieces jumped by a move are turned over.
- 4: Neutral pieces move one space on each of the six intersections around the center and cannot move to any other intersection.
- 5: Neutral pieces that have just been moved cannot be moved back to their original positions on the next turn.
- 6: Neutral pieces cannot be moved in three consecutive moves.
- 7: If you move your piece to an intersection other than the six points surrounding the center, you must jump either your piece or an enemy piece. Only neutral pieces

may be moved by jumping.

8: Passing is not allowed.

9: If a player's turn loops and a piece is placed in the same position twice, the player who placed the piece loses.

Victory or defeat

The winner is the player with more pieces than his or her opponent when all six intersections around the center are filled with pieces. In case of a tie, the game continues.

The player cannot pass the game, so if there is no legal move, the player loses the game.