

A two player game of Movement, Capture and Stacking

Notes:

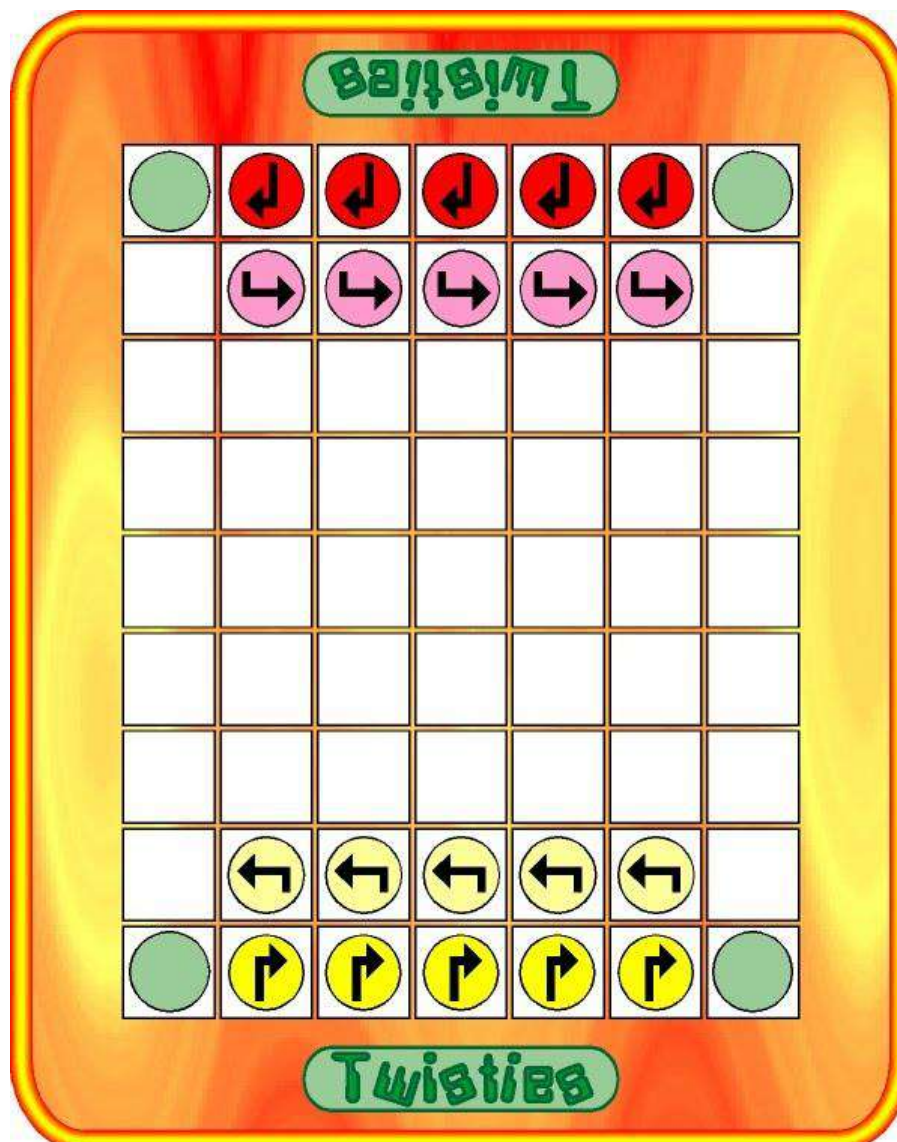
Arrows are shown here to explain how pieces move.

The green discs are printed sectors explained later.

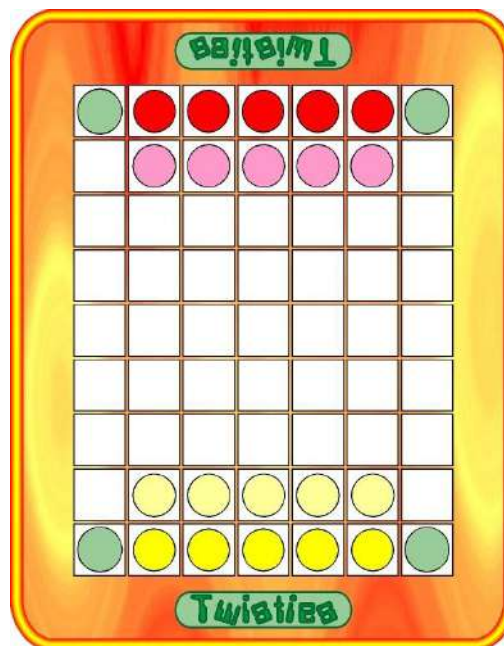
Moving the pieces:

- The light pieces move
- 'One sector' orthogonally then, twist left and move 'Two more'.
- The dark pieces move
- 'Two sectors' orthogonally then, twist right and move 'One more'.
- Anyone who has moved a knight in 'Chess' will easily understand these moves.

Board setup showing game pieces with arrows:



Board setup showing game pieces without arrows:



The simple game rules:

Twisties

A 2-player strategy board game of movement, capture and stacking.

Components:

2 different colour sets of lighter and darker shade same-colour pieces with arrows pointing in opposite directions, game board, rules.

Setup:

Players choose a set of lighter and darker shade same-colour set pieces and set them up on the game board as shown.

Objective:

Capture 3 opponent pieces below one or more of your own pieces.
Capture 4, 5 or 6 pieces for an extended game.

Safety:

Green sectors give protection from capture to any pieces placed on them.
Pieces must exit a green protection sector after three turns.

Movement:

A piece can begin its initial move in any orthogonal direction.
Lighter pieces move one sector then twist left and move two more.
Darker pieces move two sectors then twist right and move one more.
Pieces may momentarily stack atop their own but must move separately.
Each single piece must move a total of three sectors to complete its turn.
The initial movement of a stack is increased by one per the number of captured pieces in that stack.





















Capture:

A piece must move its required number of sectors and terminate its move atop the opponents piece.
Captured pieces form a stack and are not removed from the board.
The colour of the top piece designates the ownership of a stack.

Release:

Capturing an opponents stack will release all captured pieces in that stack.
All released pieces are immediately placed on any green protection sector.

Movements of single and stacked pieces:

Standard game stacks.			Extended game stacks.	
<div>↶</div>				
<div>1+2L</div> 	<div>2+2L</div> 	<div>3+2L</div> 	<div>4+2L</div> 	<div>5+2L</div> 
Light yellow moves one then two left.	Light yellow on any one red moves two, then two left.	Light yellow on any two reds moves three, then two left.	Light yellow on any three reds moves four, then two left.	Light yellow on any four reds moves five, then two left.
<div>↷</div>				
<div>2+1R</div> 	<div>3+1R</div> 	<div>4+1R</div> 	<div>5+1R</div> 	<div>6+1R</div> 
Dark yellow moves two then one right.	Dark yellow on any one red moves three, then one right.	Dark yellow on any two reds moves four, then one right.	Dark yellow on any three reds moves five, then one right.	Dark yellow on any four reds moves six, then one right.
<div>↶</div>				
<div>1+2L</div> 	<div>2+2L</div> 	<div>3+2L</div> 	<div>4+2L</div> 	<div>5+2L</div> 
Light red moves one then two left.	Light red on any one yellow moves two, then two left.	Light red on any two yellows moves three, then two left.	Light red on any three yellows moves four, then two left.	Light red on any four yellows moves five, then two left.
<div>↷</div>				
<div>2+1R</div> 	<div>3+1R</div> 	<div>4+1R</div> 	<div>5+1R</div> 	<div>6+1R</div> 
Dark red moves two then one right.	Dark red on any one yellow moves three, then one right.	Dark red on any two yellows moves four, then one right.	Dark red on any three yellows moves five, then one right.	Dark red on any four yellows moves six, then one right.

Below are 2 examples of capture:

In the upper of the two examples:

- Light yellow has previously captured a red piece, so now, it's 'Initial' move is increased by 'one'.

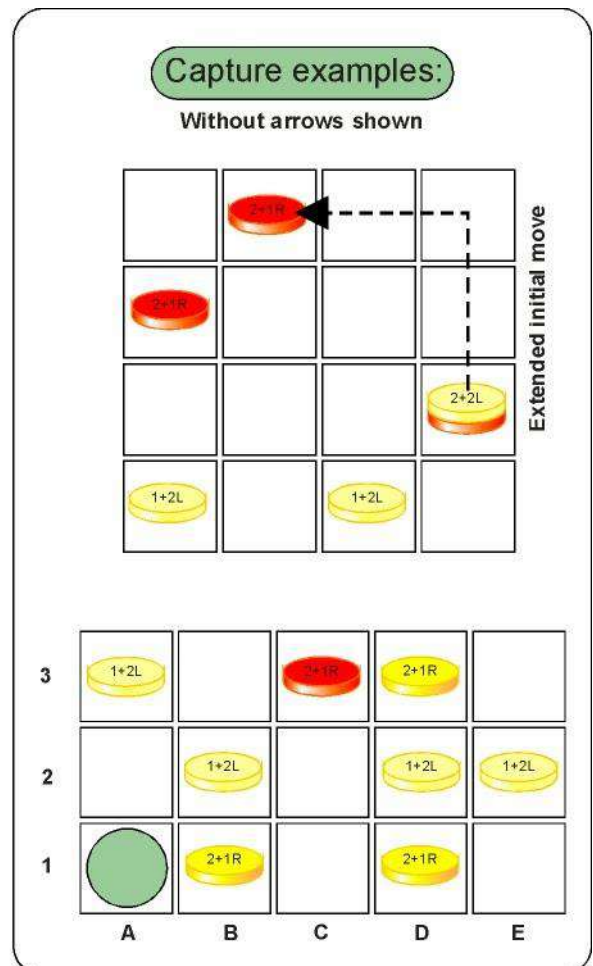
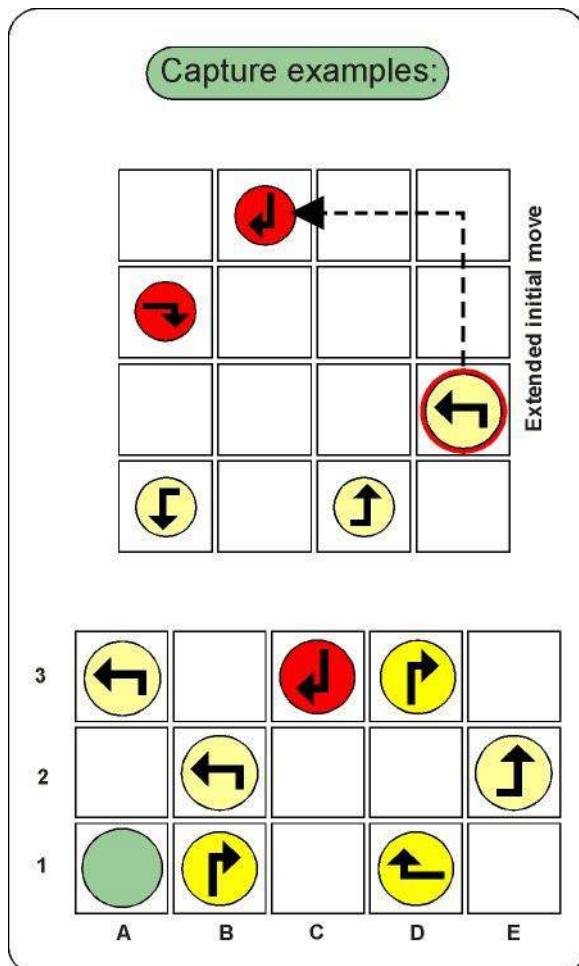
Light yellow can now move 'Two sectors', turn left and move two more (a total of 4).

So..., if red doesn't move away, yellow will capture its second piece.

and increase its 'Initial' move by 'two sectors' thus, allowing it to move three sectors, turn left and move two more (a total of 5).

In the lower of the two examples:

- The red on C3 could safely capture either yellow piece on B1 or E2 but should do so before B1 or E2 captures it.



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