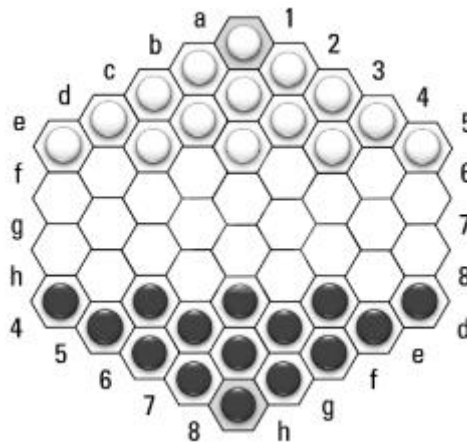


Fizzol

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<https://www.pergioco.net/2/fizzol.html>

Fizzol is a breakthrough game played on a board composed of fifty-two hexagonal cells, on which thirty two-colored pieces move (fifteen per player).



The pieces move one cell at a time and may never move backward, not even when capturing.

On their turn, a player must make a capture if possible; otherwise, they must move one of their pieces forward only, into an adjacent empty cell. Captures are made by jumping, as in Draughts, and maybe multiple. It is always mandatory to capture an opposing piece that is in an adjacent cell directly in front of the moving piece and that has an empty cell immediately behind it. If, at the end of a capture, there is another piece directly in front with an empty cell behind it, the capture must be continued. Backward captures are never allowed.

If there are multiple options, the player may choose which capture or capture sequence to perform but may never decline to carry out a multiple capture when such a possibility exists. Captured pieces are not removed from the board; instead, they are flipped, as in Othello, and join the opposing side.

A player who has no legal moves available is forced to pass. If both players must pass, the game ends in a draw. The objective of the game is to be the first to reach the gray cell on the opponent's home base: White wins by reaching cell h8, and Black wins by reaching cell a1.