Tang

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These rules are from BGG https://boardgamegeek.com/boardgame/151890/tang

Fig. 1 shows the initial setup of the Tang game. You win the game if two of your pieces are next to each other in adjacent fields on the opposite side of the board; for white the opposite side is row 8 and for black the opposite side is row 1. One takes turns by moving one of their own pieces. White Begins. You can also play the game Tang on a chessboard.
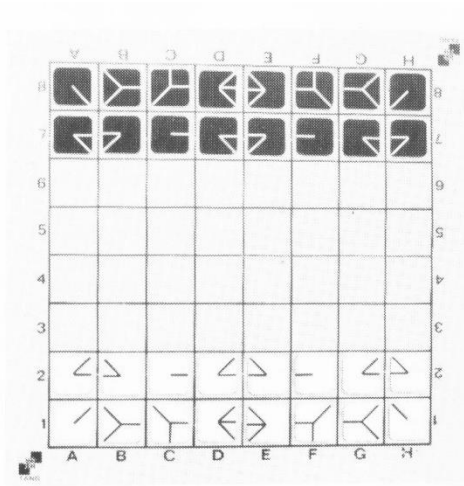
fig. 1
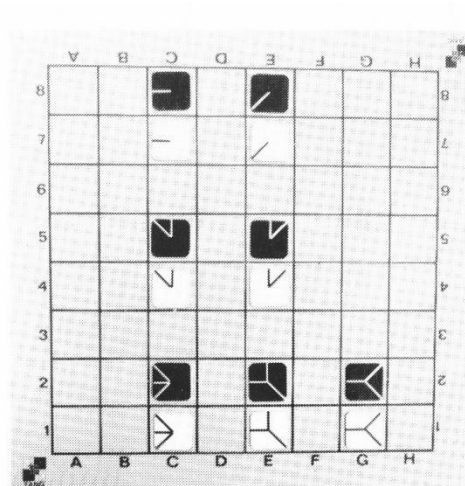
fig. 2

Fig. 2 shows that there are 7 different pieces for both parties. These 7 are subdivided into types. The type is determined by the number of hands. Hands are lines that run from the center of the piece to a corner point or to the center of a side. There are 3 types of pieces: single hands, two-hands, three-hands.

There are two ways to make a move: sliding (possibly combined with turning) and jumping.

Sliding

A piece may be moved horizontally, vertically or diagonally in a straight line to a free space. The fields that you move through must be free. A piece may move 1, 2 or 3 fields depending on the number of hands it has. A single hand piece may move 1, 2 or 3 fields. A two-hand piece may slide 1 or 2 fields. A three-hand may move 1 field. See Fig. 3.

Sliding with turning

You can change the position of the hands while sliding by turning the piece clockwise or counterclockwise once. See Fig. 4. Turning without sliding is not allowed!
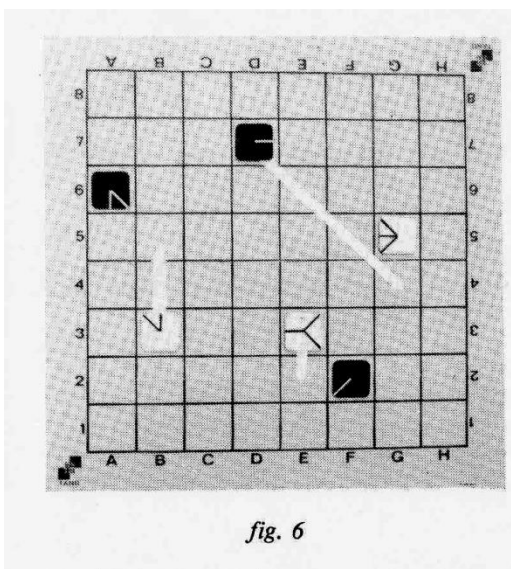

fig. 3

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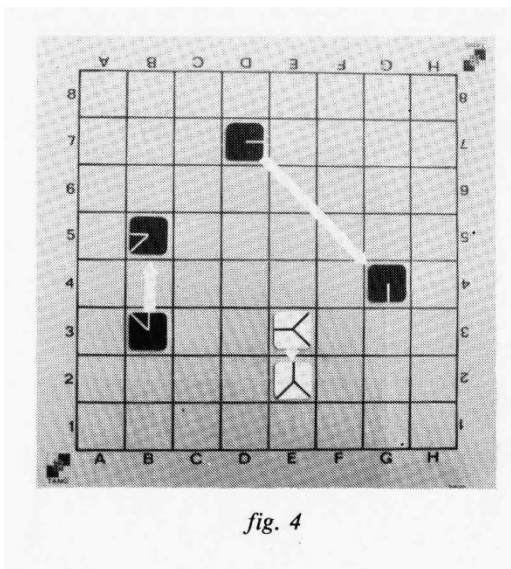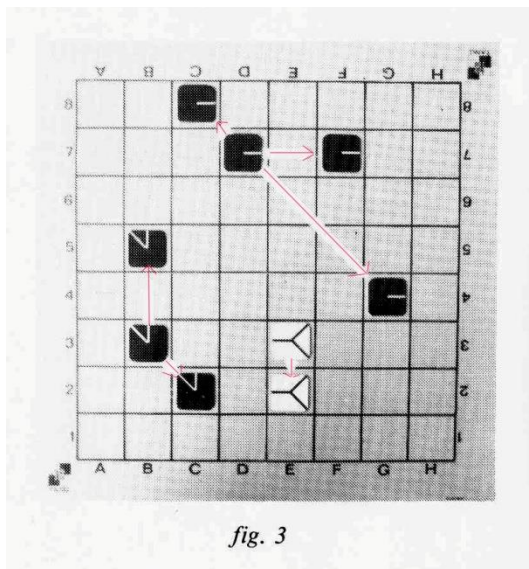
Turning single hands

With single hands you also have the option (while sliding) to have the hands make a smaller position change. The hand does not turn a quarter turn but only a one-eighth turn to the left or right. To perform this maneuver on the board, one must take the piece of the board, turn it over and put it back in the right position. See Fig. 5.

When to turn?

Single hands that slide 1 or 2 fields and two-hands that slide 1 field can always turn. Single hands moving 3 spaces, two-hands moving 2 spaces and, three-hands moving 1 space can all turn if they are not next to an enemy piece at the end of the move.

fig. 5

fig. 6

Fig 6. Examples of sliding moves where one is not allowed to move.

Jumping

The second way of moving is called jumping. Two individual pieces play a role in jumping. The pieces must be in adjacent fields. Both pieces must have a hand pointing to the same field and these hands must be in line with each other. Hands always point from the center of the piece. See Fig. 7.

Note: In situation B of Fig. 10 the black pieces cannot jump because the (horizontal) hands are in line with each other but pointing in opposite directions.

If the prior condition is satisfied then you may move the 'back' piece in the direction of the hands over the 'front' piece to the adjacent field. The back piece has now become the front piece and vice versa. See Fig. 8. Turning is not allowed when jumping.

fig. 7   fig. 8

There are 2 ways in which enemy pieces are removed from the board. Hit and block.

Hit

If there is a piece of the opponent on the field that is being jumped to, this is beaten and it is immediately taken off the board. You may never hit your own piece.

Blocking

One eliminates an enemy piece by blocking all the hands of that piece. How do you block a hand? Each hand always points to an adjacent field or to the adjacent board edge instead. If a piece of the opponent is or is placed in this adjacent field, the hand is blocked. The adjacent board edge always blocks the hand. The moment all hands of a piece are blocked (this can only be the case after a move by the opponent), the piece is disabled and must be taken off the board immediately. The piece leaves an empty field. See Fig 9. Pieces of the same color never block their own hands.

In Fig. 9, the black pieces are disabled by the indicated moves of white. The position of the hands on the blocking pieces is not important!

On self-disabling

One may never move a piece in such a way that all hands of that piece are blocked. This may not even happen if with this move one (see situation A in Fig. 10) or more of the blocking pieces would be eliminated.

fig. 9

fig. 10