

CANCELLETTO

("HASHTAG" OR "HASH")

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Rules translation and "Marble" tiles by D.J. Chagnon

A collaborative abstract strategy game for 2 players.
Playing time: about 15 minutes.

MATERIALS



24 tiles, each with 4 squares that are empty, colored (blue and orange, or another two colors that match your pawns), or walled (X or black).



10 pawns, eurocubes, or meeples (5 for each player, preferably blue and orange)



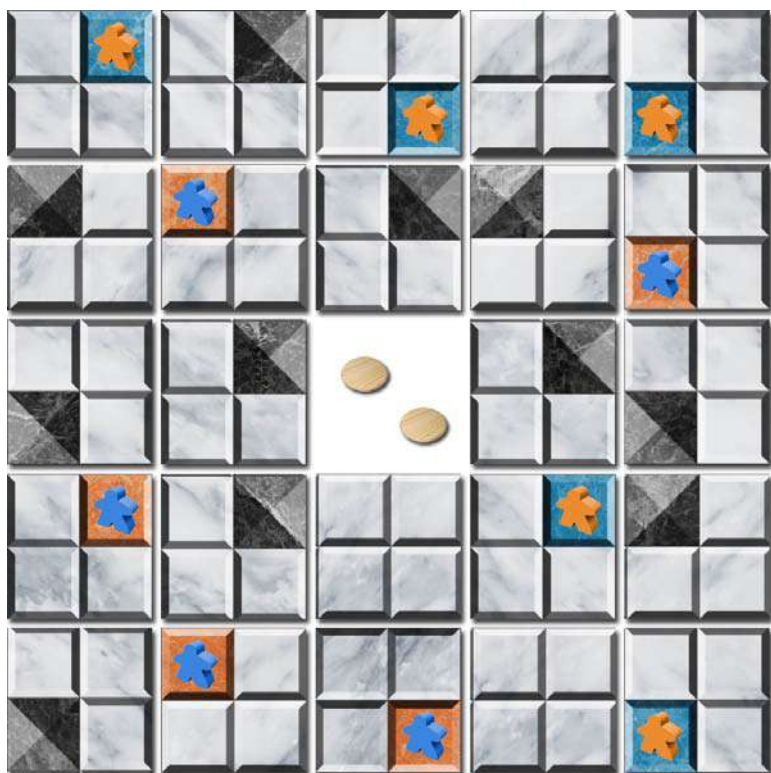
2 Cancelli ("Gate") tokens

OBJECT OF THE GAME

Move all the pawns into their proper colored squares (blue on blue, orange on orange) before the board "collapses", that is, one of the colored boxes is eliminated or becomes unreachable.

PREPARATION

Shuffle the tiles face down, including mixing up their direction, then randomly place them face up to make the board, creating a 5x5 square with a hole in the center. Place the blue pawns on the orange squares, and the orange pawns on the blue squares. Finally, place the two Cancelli tokens in the center. Players choose their color, agree on who starts, then proceed in turns as outlined below. A sample board is shown below:



PLAYING THE GAME:

On his or her turn, the active player **may** move each of their pawns one step, in any orthogonal direction (not diagonally). A pawn may not move into a square occupied by a Wall or another pawn. The player may choose to move or not to move each pawn individually, but no pawn may move more than one square per turn.

After completing all moves, the active player **must** remove a tile of their choice from the game board. After removing a tile, play passes to the other player.

Once per game, at any time on their turn, either player may create the **Cancello** ("Gate") by placing the two Cancello tokens on the "outer sides" of two squares in the game (sides of a square that are not adjacent to another square). The two sides marked by Cancello tokens are considered adjacent, that is, you can move from one to the other in one step. Once placed, the Cancello tokens cannot be moved.

THE GAME ENDS WHEN:

All 10 colored pawns are on squares of their own color (in which case, the players win!);

or

A pawn or colored box is removed from the board (in which case, the players lose...);

or

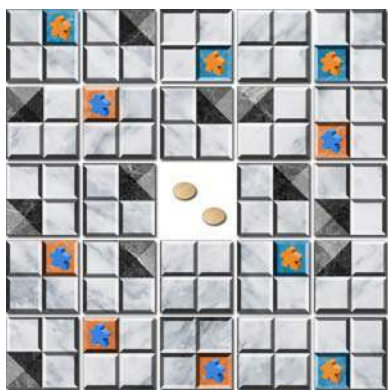
One of the colored boxes becomes unreachable by any pawns of its color - that is, there is no pawn with a connecting path to that tile (in which case, the players also lose.)

SILENT VARIANT

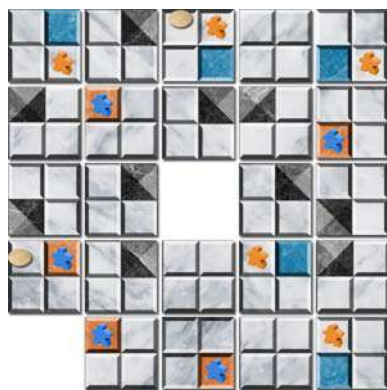
The first time you play Cancellio it is natural to think out loud and discuss the moves. For a more challenging game, try playing without discussion of the moves or your plans, allowing the strategy to emerge collaboratively from the moves you're making or choosing not to make.

COMPLETE EXAMPLE

Starting from the random configuration shown, the following example shows the board after each turn until victory, close to the final collapse.



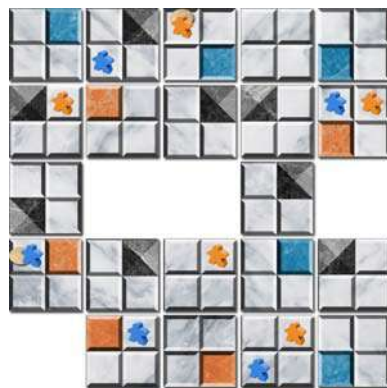
Starting position



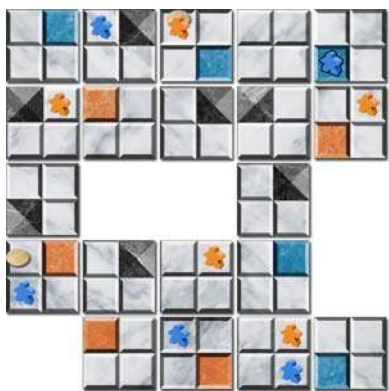
Move 1: orange
+ Canello



Move 2: blue



Move 3: orange



Move 4: blue



Move 5: orange



Move 6: blue



Move 7: orange



Move 8: blue



Move 9: orange



Move 10: blue

Move 11: orange



Move 12: blue

Move 13: orange



Move 14: blue - Victory!