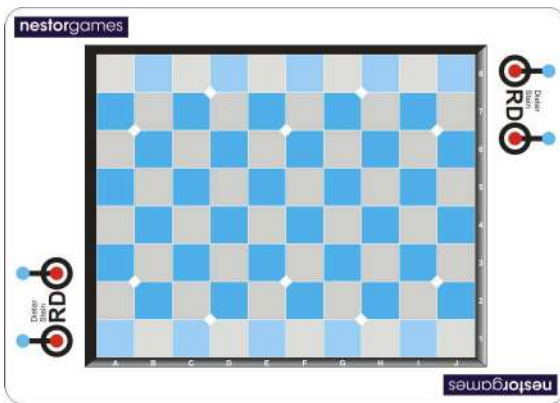




An abstract board game for 2 players by Dieter Stein

MATERIAL

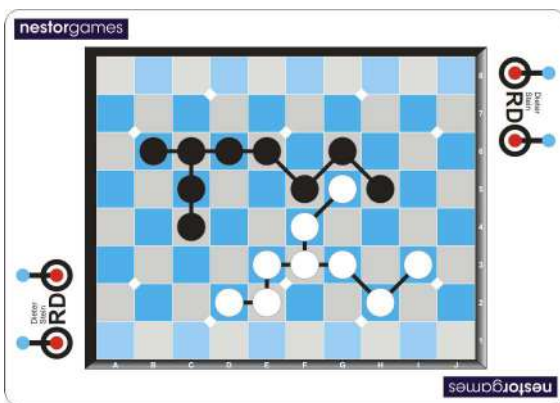
Ordo is played on a 10 x 8 board with 2 x 20 pieces in two colors.



ORDO board

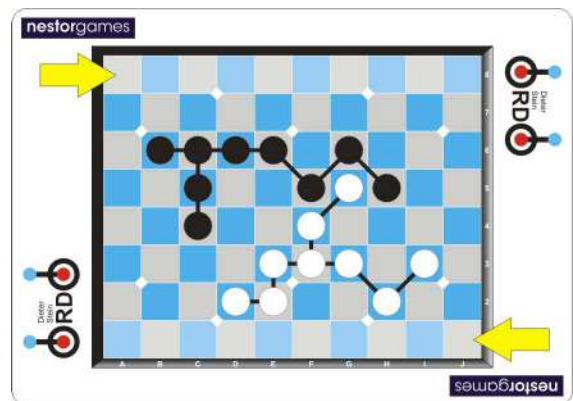
TERMINOLOGY

Group: Orthogonally or diagonally connected group of all pieces of a player.



Pieces of the same color are connected forming a group.

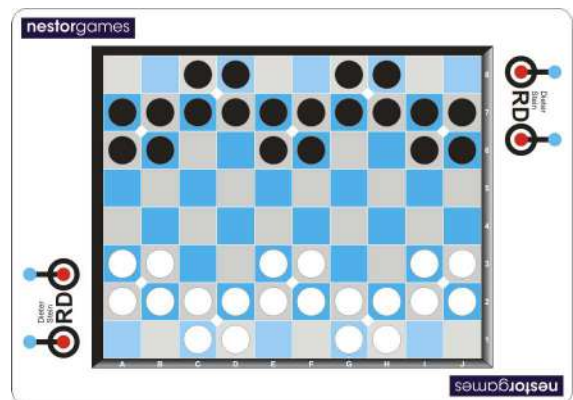
Home row: Nearest row on the board seen from a player's perspective.



Home rows

SETUP

Pieces are setup as shown in the following figure:



Setup

OBJECTIVE

Players move their pieces trying to reach the opponent's home row.

GAME PLAY

Players choose their colors and take a seat on their side of the board.

White starts, then players take turns making a move. They may not pass.

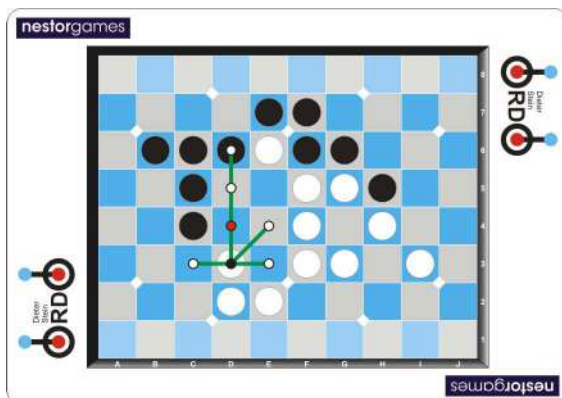
Connection: Throughout the game, after a player's move, all pieces of *that* player must be connected in one sole group.

Moves and Captures: There are two possible ways to move the pieces: **single piece moves** and **ordo moves**.

- **Single Piece Move:** A *single* piece can move forward or sideways, orthogonally or diagonally in a straight line any number of **empty** squares. It may end the move in an empty square or a square occupied by an opponent's piece, which is then captured and removed from the board. Backward moves are allowed **only** in reconnection moves (see below).



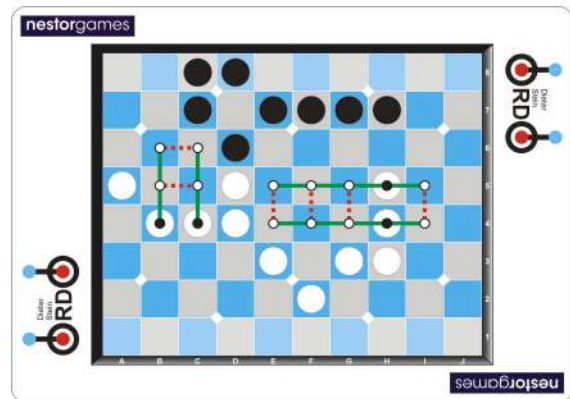
Piece movement



The marked piece has 5 possible moves. Moving one space ahead and further moves to the left are not allowed as they would split the group.

- **Ordo Moves:** The *ordo* move: 2 or more pieces, which are connected in a straight horizontal or vertical line, can move side by side any number of empty squares. They may only move orthogonally (not diagonally) forward (if they are

horizontally aligned) or sideways (if they are vertically aligned), the same number of squares. They may *not* capture.



All possible ordo moves for White in this position

Disconnection: If a player's group is disconnected because of a capture move by the opponent, that player **must** move such that the group is connected again. If no such move is possible, the game is lost immediately. Normally, pieces move forward or sideways. In case of a split group (and only then), pieces may also move backwards. This is also true for ordo moves.

END OF THE GAME

The main goal of the game is to place a piece on the opponent's home row.

Also, players lose a game if they cannot reconnect their group, after a split capture by the opponent or if they have no pieces left on the board.

Please note: If a player has only one piece left, said piece is still considered a group!

Visit www.spielstein.com for tips and strategies