

Turro

Andreas Last 2015, <https://boardgamegeek.com/thread/1294855/new-game-turro>

Turro is a game for 2 strategists of 10 years and up each trying to move their Turro stone (marked with a crown) to the opponents end of the board or capturing the opponents Turro. A game of Turro takes about 30 minutes.

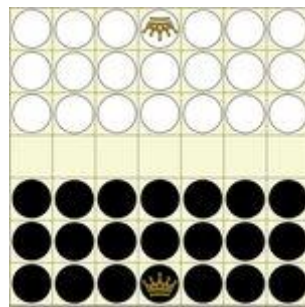
Material

7x7 board

42 stones (20 pawns and 1 Turro in each black and white)

Setting up Turro

Place the board in the middle of the table. Determine the start player randomly. That player gets the black stones, the other player the white stones. Each player places their pawns and their Turro as shown below.



Playing Turro

Starting with black, players alternate turns. Each turn a player moves a free stone (Turro or pawn) of their own color horizontally, vertically or diagonally. If that stone is moved onto an already occupied field, the moved stone gets placed on top of all other stones occupying that field.

A stone is considered free as long as no other stone is on top of it. A stone that's underneath another stone is considered captured but remains on the board. If the capturing stone gets moved off a captured stone, that stone is free again.

The stone that the player wants to move must be moved exactly 1 space plus 1 for each other stone on the current field; never more or less. The stone can be moved horizontally, vertically or diagonally but cannot change direction during a move. That means that a single stone can only be moved onto the next adjacent field. If the stone is on top of one other stone, then it must be moved exactly 2 fields (1 for

itself plus 1 for the other stone). From a field that contains 3 stones the moving stone must be moved 3 fields and so on. If a stone would have to be moved outside of the board in one direction, it cannot be moved in that direction.

Players may never capture their own Turro.

If at the end of a turn the active player has stacked up a tower of stones higher than any tower was at the beginning of that turn, the opponent may make 2 moves during their next turn.

Ending Turro

A player wins the game if they manage to move their Turro to the opponent's end of the board or by capturing the opponent's Turro. If a player is unable to make a legal move during their turn that player loses. In either case the game ends immediately.