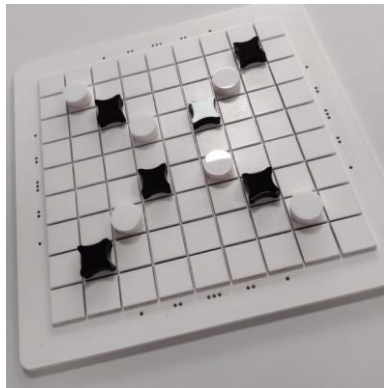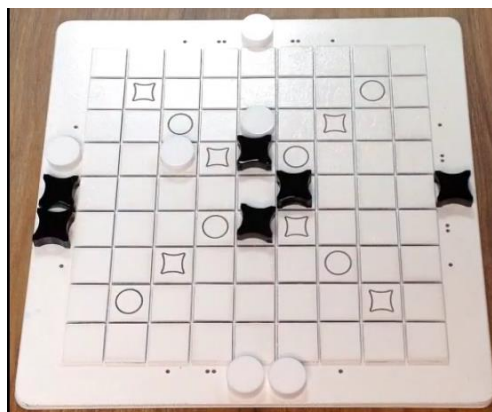# Lodestones

The object of the game is to score points by pushing pieces out of play into the board's outer rim.

1. Pieces of different attributes (color and shape) may move close one square in the same row.
2. Pieces with the same attributes may move away one square in the same row.
3. Pieces are free to move one square in any direction along rows with no surrounding pieces.
4. Diagonal movements are not allowed.
5. Two adjoining pieces can switch places.
6. One piece can only be pushed out of the board by another piece with the same attributes, on its orthogonal line of sight. For this purpose, the piece to push off must be on the perimetral squares of the board, and it stays there.
7. Players score points according to the square from where they push their pieces out of the board [the board has marking in the central rows/columns]
8. The game ends when a player pushes-off four of its own pieces. Wins the player with more points

white wins 10-8

[José Navas, https://vimeo.com/559740564]