

BILLO

Game by Alberto Glisoni, 1992

Text by Raul Catalano, 2009

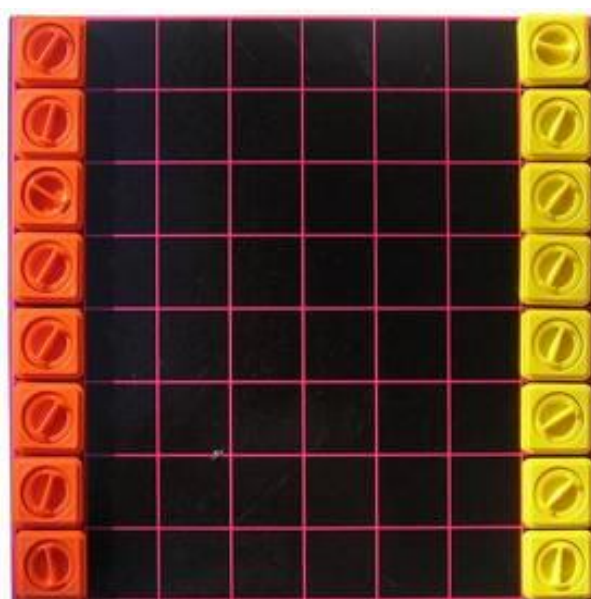
GAME INSTRUCTIONS

Billo is a game for two players who move their pieces in their own turn on a checkered board.

Object of the game is the capture of their opponent's pieces.

GAMEBOARD

The field of play on which all the action happens is a square board of 64 little black squares divided by red lines.



GAME PIECES

Each player has at the beginning of the game a total of 16 pieces (orange or yellow): 8 are square with a central hole, in which you can put one of the other 8 round pieces.

STARTING POSITION

The players choose their colour and place their 16 pieces (each round into each square) on the 8 squares of the first line of their side of the board. They decide the first player randomly, and then in the other games they take turns to start.

MOVEMENT OF PIECES

The two players take turns with every single move. Every turn, each player can move **only one piece** (one square piece or one round). It is never possible during play to move one “double” piece (round piece into its square piece together).

When you touch one piece, then you must move it, but you are free to move the square piece or its round companion as preferred.

Every piece can move only **one space**, into one of the three positions ahead (to the diagonal left or diagonal right or straight ahead, never to the side! Nor backward), shifting from their starting square to the new free one.

It is also possible to move into a space partially occupied by a piece of different shape. The round piece can move into a space occupied by a square piece, and reverse.

Pieces of the same shape can neither stop in the same space nor get through or jump on yours or of the opponent.

MULTIPLE MOVEMENTS

In the same move, always moving forward, you can move your piece more than one space through your free pieces of different shape: you must stop your move on one of them.

CAPTURE

When a round piece contacts an opponent's square piece on one of the three frontal spaces, you can move it there removing the square. The same happens with a square piece on a frontal enemy round piece. You can never capture sideways or to the back. Capture is always mandatory. It is never possible to capture by "jumping" a piece.

If one player forgets to capture (or makes an irregular capture), the opponent can force him to the right capture or accept that move. You can never remove by penalty the piece that doesn't make a capture.

Capture can be direct (between adjacent pieces), multiple, ranged, through the move or in different combination:

Multiple capture:

A round piece can also capture, in the same move, more than one opponent's free squares if they are one after the other (even changing direction after each capture): this happens when, after the first capture, you find immediately another piece able to be taken in the new three spaces forward. The move ends only after the last capture. The same with squares capturing round pieces.

Ranged capture:

You can capture one or more opponent's pieces after moving your piece through one or more of your free pieces of different shape.

Capture through the move:

As with the Ranged Capture, you can move through your pieces and the opponent's (the last are of course captured). This way of capture can be very useful because if you end your move into one of your piece, that piece can't be captured in your opponent's move.

Capture is always mandatory, in any form.

Remember: square and round pieces in the same space can never be captured.

BILLO

Any square or round piece that arrives on the last row of the board becomes more powerful and free. It changes into a “Billo” (round or square), and to recognize it you must put on it another piece of the same shape and color.

Any Billo can move to the eight different positions available on the board (orthogonally and diagonally), but always for one space: it can move in every direction and make Simple, Multiple, Ranged and Through the Move Capture.

Any Billo can capture other Billo or basic pieces only if free and of a different shape, but can never be captured by basic pieces.

For a Billo capture is always mandatory, too.

When a spare or round piece arrives on the last row of the board it must stop there immediately, even if it could capture other pieces on its way. It will be able move and capture only after the opponent’s turn.

Your basic pieces can stop into or move through your Billo of a different shape, even as a “bridge” to a capture.

Your Billos can stop into or move through your Billo or simple pieces of a different shape, too.

It is always prohibited to “suicide” one of your pieces by entering an opponent’s piece.

COMPOSITE BILLO

It’s a round Billo in the same space with a square Billo of the same colour; it behaves exactly as a basic Billo.

A Composite Billo has only a defensive function and can never be captured, as you can never move them together in the same turn.

WINNING CONDITIONS

Winner is the first player who captures all his opponent’s pieces, or when his opponent can’t move any piece in his turn.

STRATEGY HINTS

Try to capture as many pieces of the same shape as possible.

Always attack the shape with less pieces on the board.

Avoid if possible the promotion to Billo of both shapes for your opponent.

Pay attention to pieces exchanges if you are inferior in number.

DRAW

The game is a draw when:

1. Both players have only pieces of the same shape (all round or all square)
2. One player has only round Billo(s), and the other only square Billo(s).

3. Every player has only one square Billo and one round Billo (but there is one winning position where one player can win if the other has his composite Billo in a corner).

CAPTURE PRIORITY

- If you can choose between different captures, you **MUST** capture the highest number of pieces available.
- If the numbers are the same, you must capture the pieces of greatest value (a Billo is more valuable than a simple piece).
- If numbers are values are the same, you must capture with your strongest piece (i.e. with a Billo).

There is not any priority about the shape of pieces (round and square pieces have the same value).