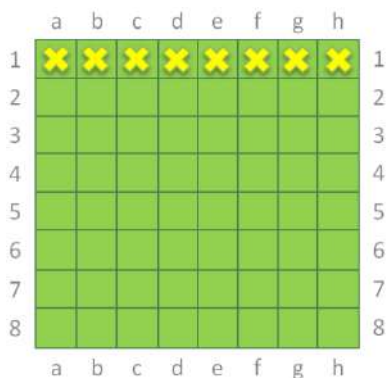


# KRYPTE

This game was created by Marino Carpignano in 2016.

An 8x8 unchequered game board is used with a certain number of bi-colour counters, white on one side and black on the other, like in Othello. At the beginning, the board is empty. Black moves first.



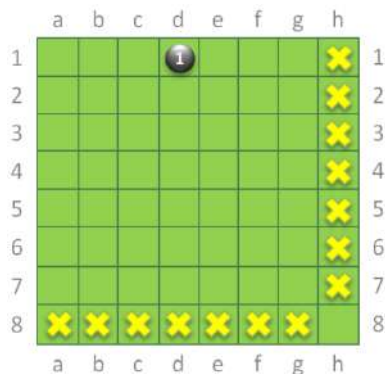
The Black player's first move is obligatorily on one of the 8 squares along the North side of the board.

After that, each player will choose an *entry square* for their counter, placed along one of the two next side rows (clockwise) with reference to the last piece played.

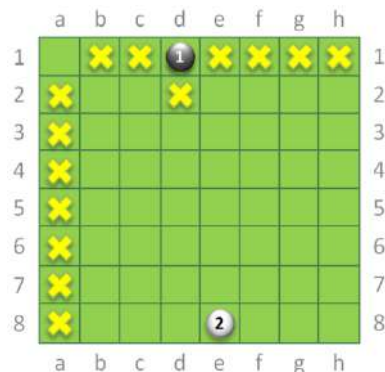
A counter *slides* (also jumping over any other counters already present on the game board) along the line perpendicular to the selected side, and stopping on the first empty square encountered.

*Ambiguous* moves are forbidden: that means you are not allowed to place your counter on a square that may be reached from both sides where you can play in your turn.

Let's say you are Black and chose d1 for your entry square on your first move: in the following diagram you may see White's possible moves (obligatorily either on the East or the South side): White may not move to h8, because the square may be reached from both the East side and the South side. These sides are called *active sides*, being the sides along which each player may play in turn.



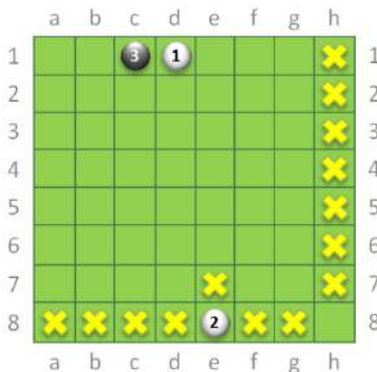
In case White moves to e8, Black's possible moves in response can be seen in the following diagram.



In this game the counters are captured by *flanking* them; the result of a capture is instead the same as in Othello. The counters (orthogonally, not diagonally) adjacent to the counter being played, whichever their colour (black or white), are *captured*, then turned upside down, like in Othello. It is therefore possible to “capture” one’s own counters, too.

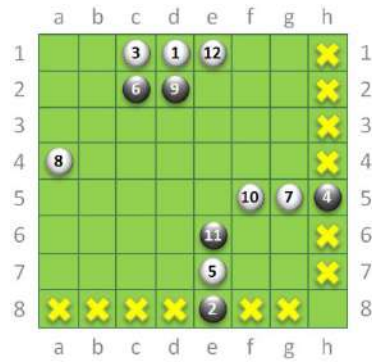
Capturing a piece is obligatory: you may never pass, not even in part.

Proceeding with our example, let us hypothesise Black plays c1: the adjacent counter (on d1) is captured and becomes white. The new situation is presented in the next diagram (also showing White’s legal moves).

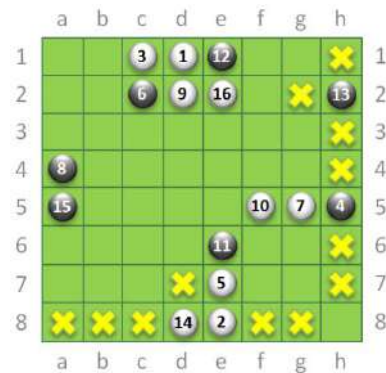


The aim of the game is to be the first to complete an orthogonal or diagonal line of at least four counters of the player’s colour, avoiding a simultaneous alignment of four or more of the opponent’s counters.

Moves ending up in a winning alignment for both players are therefore prohibited.

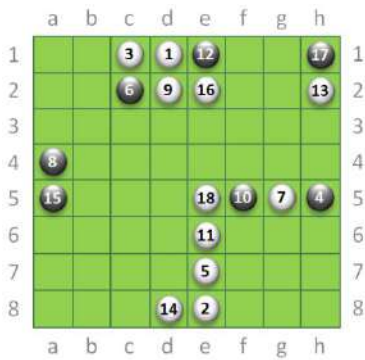


In the diagram above you can see how the example game proceeded up to the twelfth move. At move no. 9 Black captured both adjacent counters (orthogonally: d1 and c2). It’s Black’s turn now: note that *ambiguous* moves to h8 or e5 are prohibited: those squares are actually accessible from both *active sides*. After Black plays h2, the game will proceed as in the next diagram.




Through move no. 16 on e2, White has turned the counters on e1 and d2, which results in a double threat: f1 (aligning c1-d1-e1-f1), or e5 (aligning e8-e7-e6-e5). Note that in this case a move to e5 is *ambiguous* (not legal) when the player must play on the East/South sides in his/her turn, while it is legal when he/she must plays on the South/West borders.

Black cannot prevent White's victory:  
 playing on the East side, White will have  
 to play e5; on the South side, White will  
 play f1.




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Translation from Italian by Massimo Soranzio

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