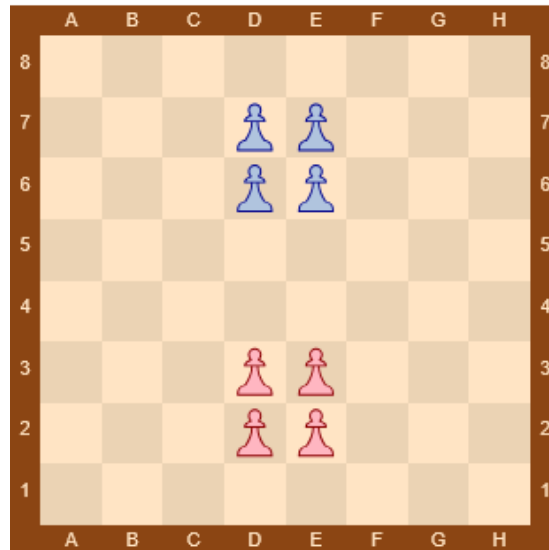


Sapos

Sapos is played with 32 bi-colored pieces on an 8×8 board. Each player has 4 pieces on the board and 12 in reserve.



initial setup

Players take turns performing any number of these actions:

- **hop** over an orthogonally or diagonally adjacent **friend** into an empty square.
- **jump** over an orthogonally adjacent **enemy** into an empty square, capturing the jumped enemy and placing it into your reserve.
- **spawn** a piece from your reserve by placing it in an empty square orthogonally or diagonally adjacent to the last **hop**

There are some rules for the flow of a turn:

- You will only ever **hop** and **jump** with a single piece during your turn.
- If you have a 2x2 formation of pieces at the start of your turn, you must move with one of those pieces.
- You can **hop** and **jump** multiple times.
- Once you make a **jump** you may no longer **hop**.
- If you don't make a **jump** you must end your turn with a **spawn**.
- After Player 2's first turn she must immediately move again. Neither sequence may contain a **jump**.

Here are some examples of valid turns:

hop, spawn

hop, hop, hop, spawn

jump

hop, hop, jump, jump

And Player 2's first turn likely looks like this:

hop, spawn, hop, spawn

If your opponent is unable to finish her next turn, you win by starvation!

This win condition means that if you have **0** in reserve at the start of your turn then you must **jump** since you otherwise cannot afford to **spawn**.

[BGG description, Rey Alicea, 2012]