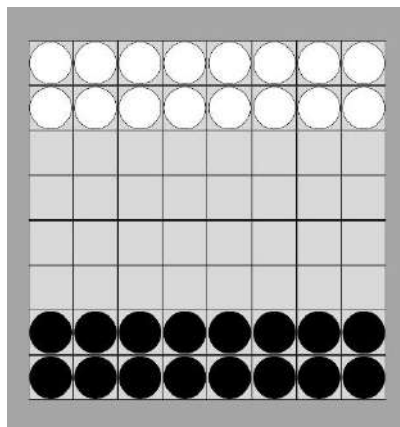


SquAlma

Designed by Paschalis Antoniou

SquAlma is an abstract strategy game for 2 players of at least 8 years of age, with an average playing time of 20 minutes, aiming to create a path connecting both players' back rows. It is played on a square board, consisting of 64 squares, 8 on each side. Each player is assigned with discs of either black or white colour and alternate turns, moving a disc of their colour following a set of rules, until victory condition is met.

For the setup, players fill their two nearest rows, with discs of their colour, 1 on each square. Both rows will feature 16 discs, 8 per row, per player.



The closest row to each player is their back row and each player is trying to create a path connecting both players' back rows. Discs form a path either orthogonally, meaning vertically or horizontally, or diagonally.

Stacks

A stack can consist of 1 disc, 2 discs on top of each other or 3 discs on top of each other, despite the colours or the variation of colours in the stack. The number of the discs which form the stack dictates the height of the stack. E.g a single disc is a height-1 stack. Two discs on top of each other form a height-2 stack. Three discs on top of each other form a height-3 stack. The topmost disc is active, while the others underneath it are non-active and cannot move. Only active discs can perform a move.

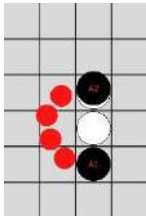
The turn

Starting with Black, players alternate turns moving 1 of their discs following the rules provided below.

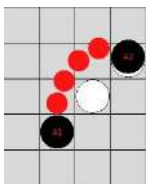
A disc can move in every direction, either orthogonally or diagonally, always in a straight line and always covering a distance equal to the height of a stack, being the total number of discs which make up the stack. E.g 1 disc should move 1 square, where in essence the disc will simply move to an adjacent square, either orthogonally or diagonally. The topmost disc in a stack (the active one) of 2 discs in total, will move 2 squares. The topmost disc in a stack (the active one) of 3 discs in total, will move 3 squares.

A disc can finish its move on either a square, or on top of another disc(s), despite their colour. Spaces and discs in between them are not affected.

Eg1. The black disc marked with A2, was initially on top of black disc marked with A1 and now lands over a white disc, following an orthogonally movement. Note that the white disc in between them is not affected.



Eg2. The black disc marked with A2, was initially on top of black disc marked with A1 and now lands over a white disc, following a diagonal movement. Note that the white disc in between them is not affected.



Discs can land on other discs, despite their colour, only if at the beginning of their turn are at least on the same height as the disc they intent to land on. E.g a disc on a height-1 stack cannot land on a height-2 stack. It can only land on top of another single disc. Whereas the topmost disc on a height-2 stack can land on top of a single disc or even on top of a height-2 stack.

The total height of a stack should not exceed 3 discs in total.

No disc can exit the board.

A disc must always cover the full distance according to the height of the stack.

Winning conditions A player wins the game when at the end of either player's turn, **active** discs of his/her colour form an uninterrupted path, which it may contain both orthogonally or vertically adjacent **active** discs, connecting both players' back rows. This can happen during either players' turn. For example, Black finishes his/her turn and a path of consisting of active white discs is formed. Thus, White wins.

Eg. As per the example provided below, White wins the game since an uninterrupted path of white **Active** discs connects both players' back rows. White **active** discs are marked with a red circle.

