JOGO DE TABULEIRO PIVIT

Instruções para correr o jogo:

- carregar o ficheiro "server.pl" no sicstus e pô-lo a correr com "server.".

- iniciar a aplicação gráfica no browser em ".../reader/index.html".

- escolher no menu inicial o número e tipo de jogadores e premir "Play".

Como jogar:

- escolher premindo com o rato a peça pertencente ao jogador que tem a vez e de seguida a casa para onde deseja jogar (as jogadas possíveis da peça selecionada são apresentadas a um cor distinta).

- no menu no canto superior direito é possível fazer undo de uma jogada e rever as jogadas todas efetuadas; também é possível selecionar um tema diferente bem como voltar ao menu inicial.

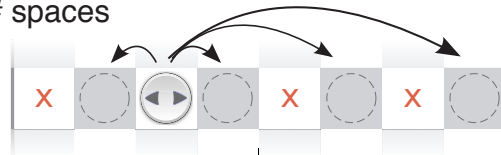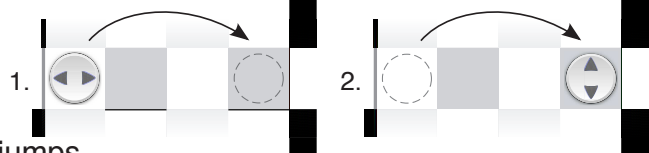Nas páginas seguintes são apresentadas as regras de forma resumida.

Pivit

Setup

2 players

3 players

4 players

6x6 board, 2 players

for learning or fast games
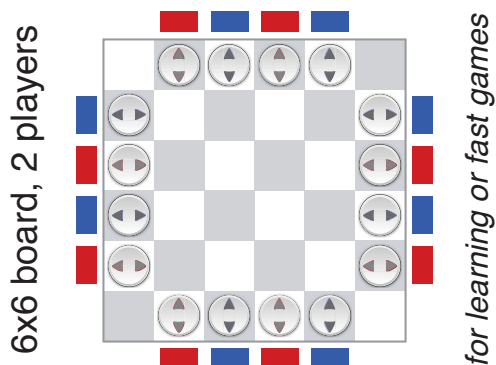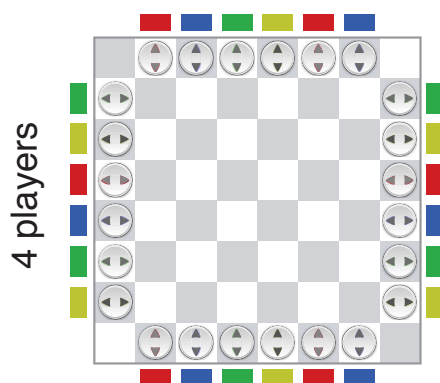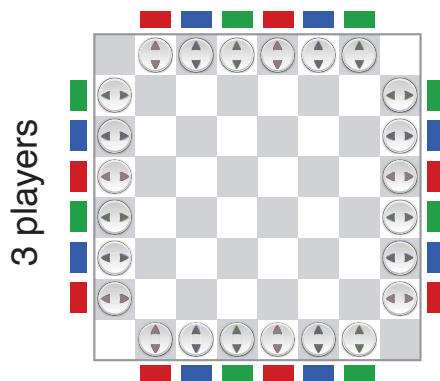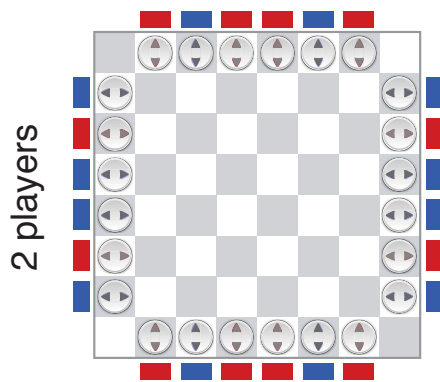
Moving

Odd # spaces

Rotate after moving

1.   2.

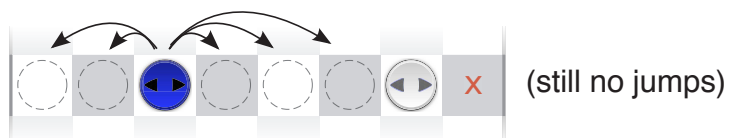No jumps

Land on enemy = capture

1.   2.
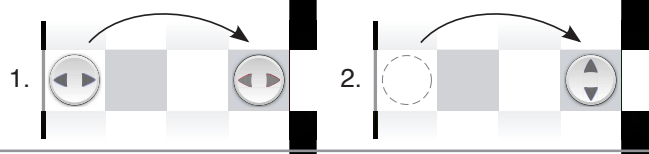
Promotion

Land in corner = promoted
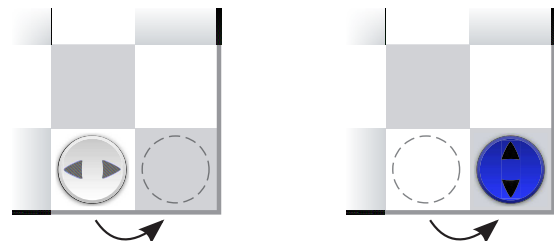
Promoted: move any # spaces

(still no jumps)

Winning

Only ◑ left (no ○) = game over

Most ◑ = winner

Tiebreaker: first with a ◑
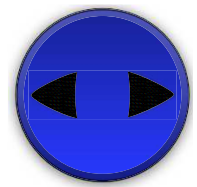
Pivit

1. **Setup and Turns**

   Game pieces are placed white-side-up on the board as shown in the Visual Guide. Players take turns in clockwise order. Each turn consists of a player moving one of their pieces on the board by the rules given below.

2. **Movement**

   All starting pieces are *minions*. A minion can move any odd number of squares along its direction, as indicated by the arrows on the piece. By moving an odd number of squares, the landing square will always be a different color than the starting square (these are colors on the board, not colors of pieces). Pieces rotate 90° after they move – this is why the game is called *Pivit*. In moving, no piece can jump another. A piece can land on an enemy piece, in which case the enemy piece is *captured* and removed from the board.

3. **Promotion**

   When a minion reaches one of the four corners, it is immediately promoted to a *master*. The piece is turned over to indicate it's a master. The direction of the piece is preserved; it is facing the same way it would be if it weren't promoted.

   Masters move similarly to minions, except that they are allowed to move any number of squares at at time – not just an odd number. Like minions, masters cannot jump during a move. Masters have no special protection from being captured; for example, a minion may capture an enemy master.

4. **Victory**

   The game ends when no more minions remain. The winner is the player with the most masters. If there is a tie for the most masters, the winner among these is the player who received their first master earliest in the game.

5. **Special Cases**

   If a player has no pieces remaining, they are out of the game. If only one player remains in the game, they are the winner.

   If a player cannot make any legal moves on their turn, their turn is skipped.

Have fun!

Minions are mostly white with colorful arrows. At the start of the game, all pieces are minions.

Masters are mostly colorful with white arrows. A master is a promoted minion.