

Redtangle Controls

Redtangle requires a mouse to play. To move a piece, left click on your piece to select it then left click on the square you desire to move to. To rotate a piece, use the scroll on your mouse. Scrolling up rotates clockwise, scrolling down rotates counter-clockwise. Once you rotate, your piece is locked and you can only rotate. You must right click to end your turn. To double jump, perform the first jump by selecting your piece and selecting the square to jump to then select the next square to jump to. End your turn once you are finished jumping. To jump off the board, select the piece you are trying to capture and both pieces will be captured.

Redtangle is a game for two players.

The object of the game is to move a piece into the opponent's red rectangle.

Each player has eight pieces that he may move.

At the beginning of the game each player situates his pieces in his own red rectangle, in any arrangement he chooses.

Players decide who goes first and take turns moving.

When a player takes a turn, he may move one piece in one of three ways:

- A. He may move the piece to any of the eight adjacent squares that are unoccupied. He may rotate the piece to any position before placing it in the new square if he wishes.
- B. He may pick up the piece and rotate it to any position and place it back in the same square.
- C. He may jump. A jump can only be made forward, backward, left or right. The piece or pieces being jumped must face the jumping piece with the opposite color. If the pieces face each other with the same color neither can jump the other. A jump is made over pieces to a vacant square. A jumping piece cannot rotate while jumping. It can, however, immediately jump again from the square it has landed in, and may jump as many times as possible without jumping the same piece twice. The player making the jump takes the pieces that he has jumped and places them off the board. A player may jump his opponent's pieces and land off the board; he takes the pieces he jumped and his opponent takes his jumping piece. A player cannot jump his own pieces.

A winning move is made by moving or jumping into the opponent's red zone. A player's pieces are in no way protected by simply being in his own red zone. In other words, all of the jumping rules apply to pieces jumping to or from a red zone.

When each player has only one piece remaining it is possible to reach a stalemate. Sometimes, though, it is possible for a player to win using only one piece. A stalemate situation is obvious; no player can enter his opponent's red zone in any number of moves.

A player can only move forward, left or right to enter his opponent's red zone. He cannot move diagonally to win the game.

Regarding his own red zone, a player may move in or out as often as he wishes. These moves may be diagonal, forward, left or right.

The following figures show sample game situations.

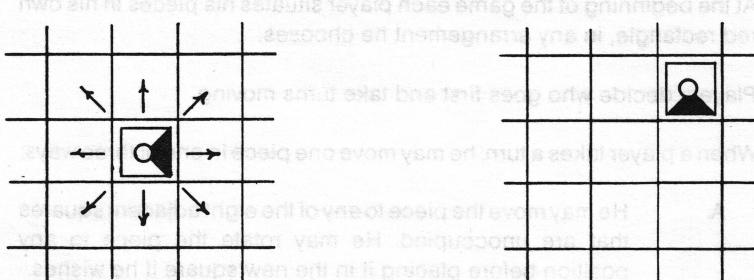


fig. 1—Unless it is moving into the opponent's red zone, a piece may be moved to any of the eight adjacent squares that are unoccupied.

fig. 2—A player can rotate the piece as he moves it.

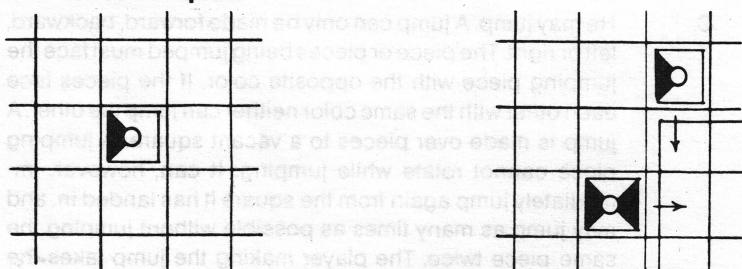


fig. 3—Or simply rotate it and put it back in the same spot.

fig. 4—A player may only move forward, left or right to enter his opponent's red zone.

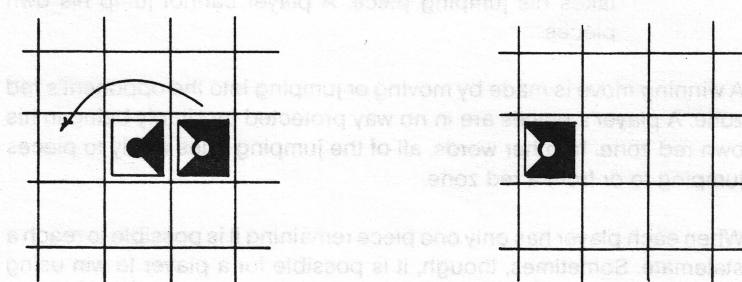


fig. 5—A jump is made over one or more of the opponent's pieces to a vacant square. The opponent's pieces must face the jumping piece with the opposite color.

fig. 6—After the jump (in fig. 5) it would look like this. A piece cannot be rotated during a jump.

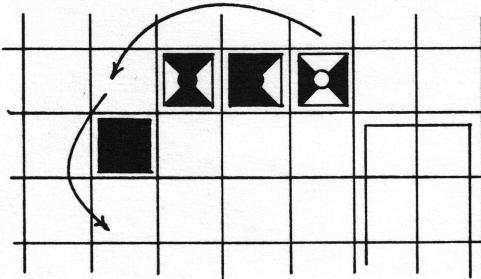


fig. 7—A jumping piece may jump again in the same move if it can do so without rotating, and may jump as many times as possible without jumping the same piece twice.

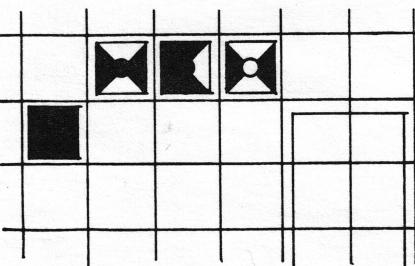


fig. 9—Here the same jump could not be made because one of the opponent's pieces faces the jumping piece with the same color.

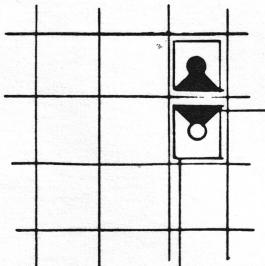


fig. 11—Here a winning jump could not be made.

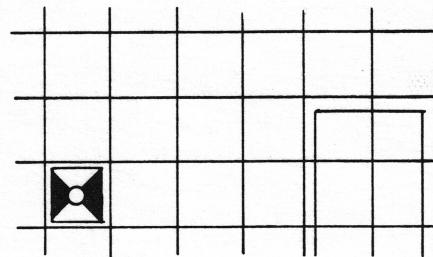


fig. 8—After the jump (in fig. 7) three of the opponent's pieces would be removed.

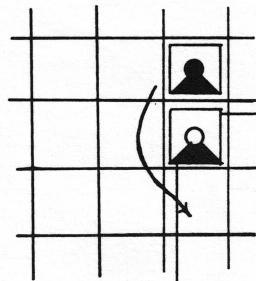


fig. 10—Here a winning jump could be made.

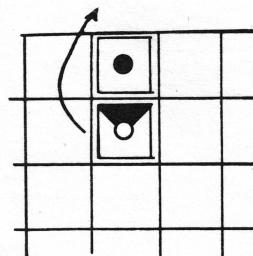


fig. 12—In this case the jumping piece goes off the board. Both pieces are out of the game.