火力

The Standardized Rule of Cetkaik



Tam2 hue (Minds' field)

Pieces here change the way they move.

Tam2 nua2 (Minds' water)

With a few exceptions, casting the sticks is required when a piece enters here.

Tam2 zo1 (Minds' hill)

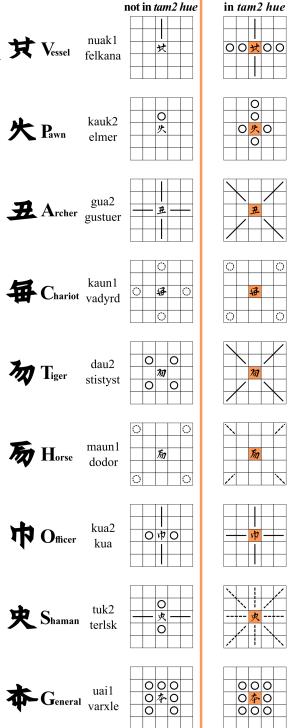
Both Tam2 hue and also Tam2 nua2 simultaneously.

Captured pieces

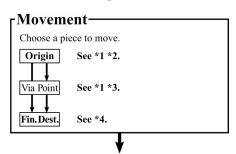
Pieces that each players have taken.

O Can move here **provided that** no piece blocks the path.

- O Can move here **even if** a piece blocks the path.
- Can move in this direction, crossing empty squares.
- --- Can move in this direction, crossing squares and optionally a piece.



How a turn goes



Capturing a piece

When the destination contains an opponent's piece, capture the piece.

Declaration-

Check whether what you captured comprises any hands. If any, declare.

Ty mok1	Ta xot1
Declaring to continue.	Declaring to end.
Double the stake; now it's	Obtain the points and
the opponent's turn.	go on to the next xot1.

Each player move a piece in turns. Repeating *xot1* (rounds by scoring) four times, each called Spring, Summer, Autumn, and Winter, makes a game. Players needed, the number of *xot1* can be set as once or twice.

- A game usually starts with each player having twenty points.
- The game also ends when one of the player has lost all the points.

Hands	Pieces	Pts.
The Unbeatable	Every kind but	50
The Social Order	本央巾丑失	10
The Culture	本央中	7
The Cavalry	历丑失	5
The Attack	历母共	5
The King	关	3
The Animals	 	3
The Army	本火火	3
The Comrades	母火火	3
The Deadly Army	火火火火	3
The Stepping	Stepping over tam2	-5
The Futile Move	The Futile Move of tam2	-3
The Flash	Consistent color	+2

Movements

*1 Moving from tam2 hue

When moving from *tam2 hue*, the movements change according to **the diagram on the right**.

*2 Using captured pieces

You can place a piece that you have previously captured on an unoccupied square.

*3 Stepping over

When the tentative goal is occupied by another piece, you can "step over" the piece and make an additional move from there.

- Only one via point exists in a turn. That is, once you step over a piece you can step over no more.
- Directional movement from the via point requires **casting five sticks**. The number of heads determines the **upper limit** of how many squares you are allowed to cross.

It is recommended that you declare the final destination beforehand.

*4 Entering tam2 nua2

When the final destination is *tam2 nua2*, cast five sticks; **three heads or more** allows the entry.

- *Tam2* and *nuak2* can enter without casting sticks.
- The move whose origin is *tam2 nua2* requires no casting. Neither is it needed when placing a captured piece.

Hands

The Futile Move of Tam2

Moving *tam2* immediately after the opponent has moved it is a hand worth negative points. Using *tam2* to effectively pass also is.

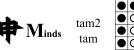
Io as a wildcard

Io can stand for another piece of the same color.

Multiple hands

this rule.

A single piece can be used for a component of multiple hands. For instance, having a Horse, a Tiger, a Chariot and a Vessel as your captured pieces gives you eight points: five from The Attack, three from The Animals. You cannot count the same hand twice; two tigers and two horses do not amount to six points. The Flash is the exception to



₹ King

io

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Tam2 makes two moves of *io* in a single turn. The surrounding eight cells of tam2 become *tam2* hue.

When in tam2 hue, uai1

prevents any player's pieces in the surrounding

eight cells from being

captured.

Both players can move *tam2*. It cannot capture a piece, nor can it be captured.