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.

- () Can move here **even if** no piece blocks the path.
- Can move this direction. A Shaman in tam2 hue is allowed to ___ ignore one intervening piece blocking the trajectory.

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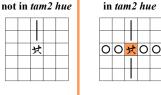
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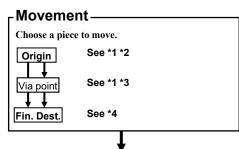






When in *tam2 hue*, a General prevents any of the player's pieces in the surrounding eight squares from being captured.

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 hand. If any, declare.

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Ty mok1	Ta xot1	
Declaring to continue.	Declaring to end.	
	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	駒	Pts.
The Unbeatable	Every kind but	50
The Social Order	本 中 田	10
The Culture	本 央 巾	7
The Cavalry	历丑失	5
The Attack	历母共	5
The King	夫	3
The Animals		3
The Army	本	3
The Comrades	每火火	3
The Deadly Army	火 火 火 火	3
The Stepping	Stepping over tam2	-5
The Futile Move	The Futile Move of tam2	-3

Consistent color

+2

The Flash

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 move. 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 a Vessel 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

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 this rule.



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

Both players can move tam2.

It cannot capture a piece, nor can it be captured.