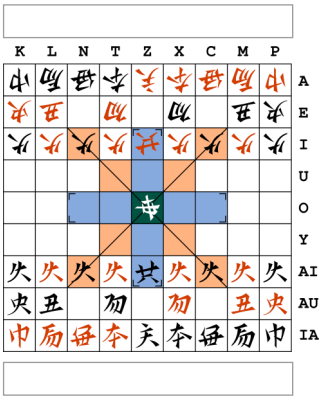
The Standardized Rule of Cetkaik



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.

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

Movement

Choose a piece to move.

Origin — **See *1 *2.**

↓

Via Point — **See *1 *3.**

↓

Fin. Dest. — **See *4.**

↓

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. Double the stake; now it's the opponent's turn.	Declaring to end. Obtain the points and 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 申	**50**
The Social Order	本 夬 巾 丑 火	**10**
The Culture	本 夬 巾	**7**
The Cavalry	刄 丑 火	**5**
The Attack	刄 毋 艾	**5**
The King	夫	**3**
The Animals	刄 刄	**3**
The Army	本 火 火	**3**
The Comrades	毋 火 火	**3**
The Deadly Army	火 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*

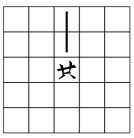
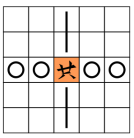
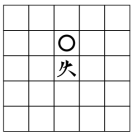
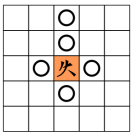
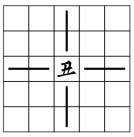
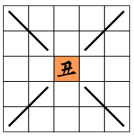
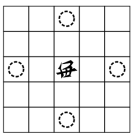
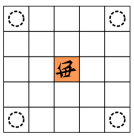
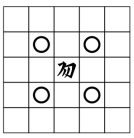
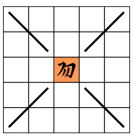
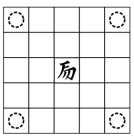
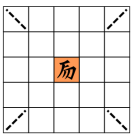
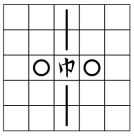
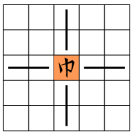
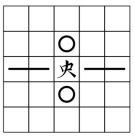
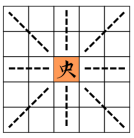
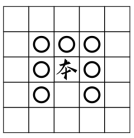
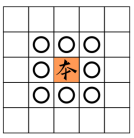
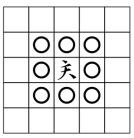
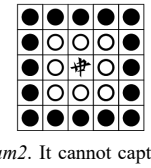
Moving ***tam2*** immediately after the opponent has moved it is a hand worth negative points. Using ***tam2*** to effectively pass also is.

Io as a wildcard

Io can stand for another piece of the same color.

Multiple hands

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.

			not in *tam2 hue*	**in *tam2 hue***
艾	**Vessel**	nuak1 felkana		
火	**Pawn**	kauk2 elmer		
丑	**Archer**	gua2 gustuer		
毋	**Chariot**	kaun1 vadyrd		
刄	**Tiger**	dau2 stistyst		
刄	**Horse**	maun1 dodor		
巾	**Officer**	kua2 kua		
史	**Shaman**	tuk2 terlsk		
本	**General**	uai1 varxle		
夫	**King**	io ales		
申	**Minds**	tam2 tam		

When in ***tam2 hue***, ***uai1*** prevents any of the player's pieces in the surrounding eight cells from being captured.

Tam2 makes two moves of ***io*** in a 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.