

MILITAKIRI

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1. PURPOSE AND PRESENTATION OF THE GAME

Militakiri is a game played between opponents on either side of a single board with 72 fields of alternating colors and a double board with 144 fields of alternating colors.

Each player at single board has 18 pieces to start with:

1 star tower, 1 cross tower, 1 plus tower, 5 star pawns, 5 cross pawns, 5 plus pawns.

Each player at double board has 36 pieces to start with:

2 star towers, 2 cross towers, 2 plus towers, 10 star pawns, 10 cross pawns, 10 plus pawns.

In addition to the pawns and towers you set up at the beginning of each game, you have a number of spare towers to bring into play.

For single board, these are 1 star tower, 2 cross towers and 2 plus towers.

For double board these are 2 star towers, 4 cross towers and 4 plus towers.

Goal: Win tactically by playing the opponent's towers off the board!

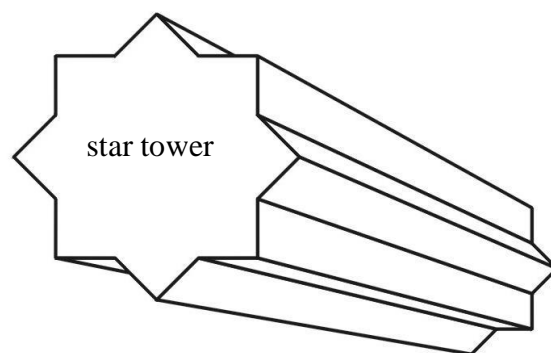
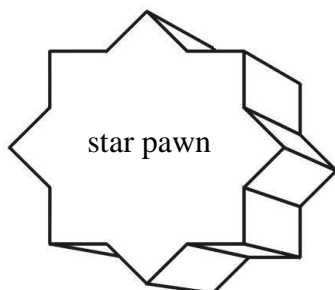
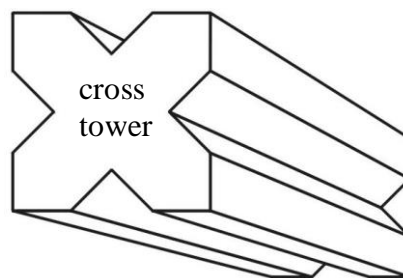
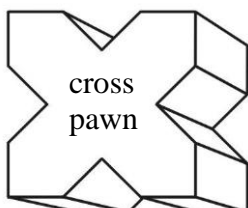
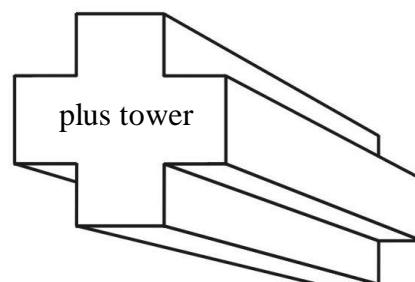
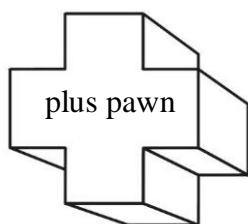
2. PRESENTATION OF THE PAWNS AND THE TOWERS

The pawns consist of 3 different shapes: plus, cross, star.

You have 2 heights of each shape.

A cross tower and a plus tower is 3 times higher than a cross pawn and a plus pawn.

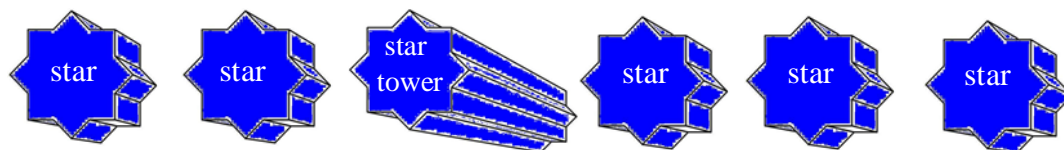
A star tower is 4 times higher than a star pawn.



3. ARRANGEMENT OF THE PAWNS AND THE TOWERS ON THE BOARD

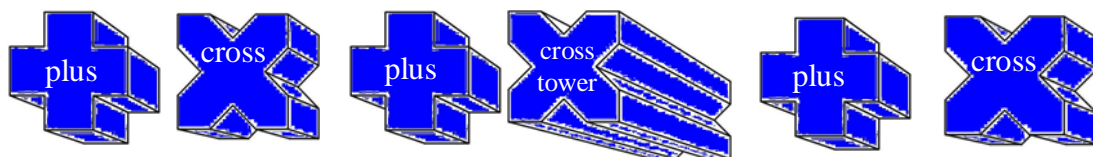
Place your star tower on the first row on a field of your choice, the row that is closest to you.
This first row is further supplemented with only star pawns.

An example:



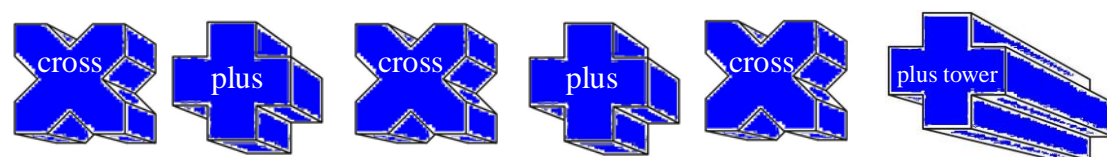
Place your cross tower on the second row on a field of your choice.

An example:



Place your plus tower on the third row on a field of your choice.

An example:



It does not matter which form of pawn you start with on the second and third row, just like the choice of placement of the tower on the row.

The plus tower has to be on the third row at a position of your choice.

The cross tower has to be on the second row at a position of your choice.

Keep in mind that the plus and cross shapes must alternate on the second and third row.

In the digital game, you only determine the placement of the 3 towers with single board and the 6 towers with double board.

The other pawns are automatically added.

For double board you start on the first row with 2 star towers on a field of your choice, on the second row with 2 cross towers on a field of your choice and on the third row with 2 plus towers on a field of your choice.






2 towers may never stand next to each other at the starting position on the double board.

The first row is further supplemented with star pawns such as with single board and the plus and cross pawns alternate on the second and third row.

All cross pawns, plus pawns and cross and plus towers must alternate on the second and third rows such as with single board.

The entire board, including the set-up zone belongs to the playing field.

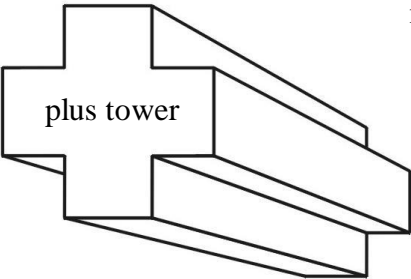
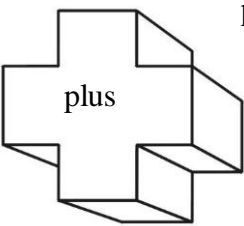
4. EXAMPLE OF THE SET-UP ZONE OF PAWNS AND TOWERS

						first row
						second row
						third row
						third row
						second row
						first row

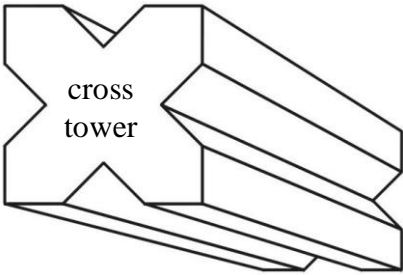
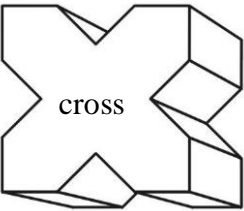
5. MOVEMENT OF THE PAWNS AND THE TOWERS

The shape indicates the direction of movement of the pawn and tower.
A tower is not limited in the number of fields to move or take, it can be moved over any number of fields without jumping over a pawn, rank or tower.

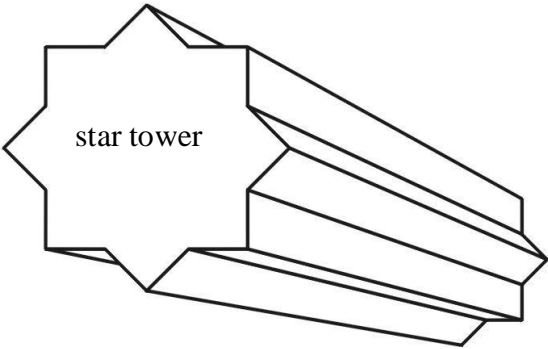
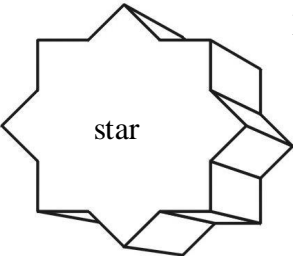
The pawn and the move in horizontal and vertical direction.



The pawn and the move in a diagonal direction.

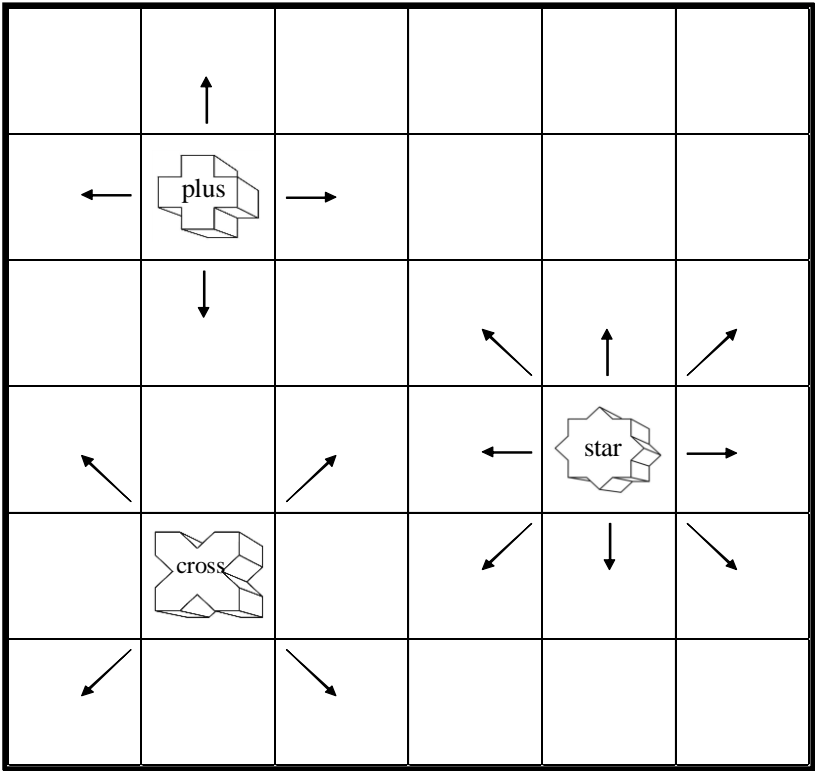


The pawn and the combine the direction



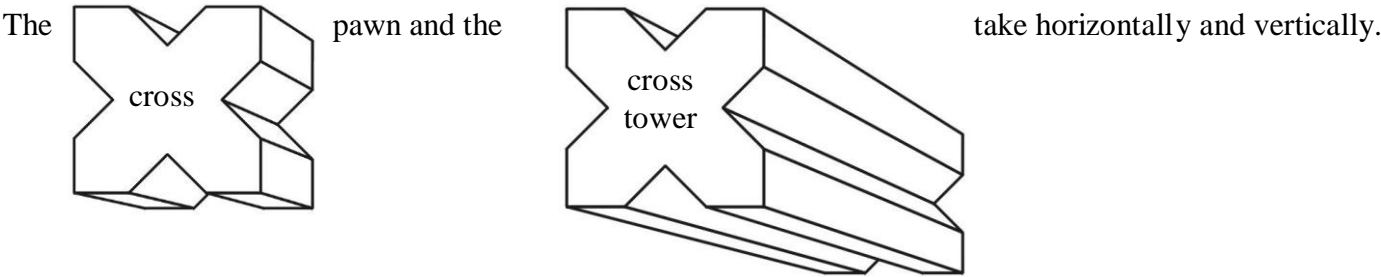
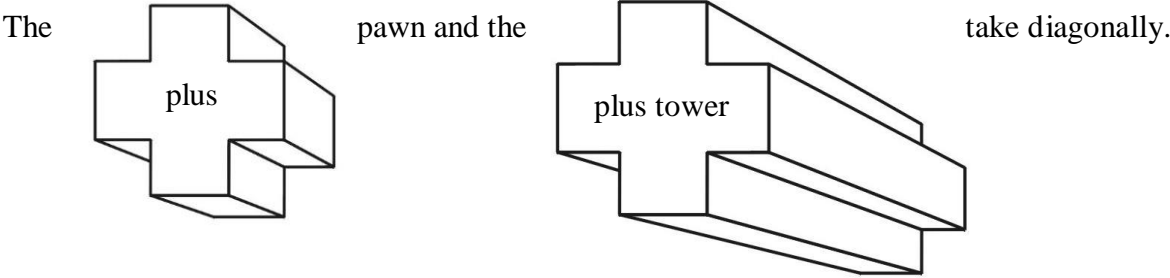
of movement of cross and plus.

example:

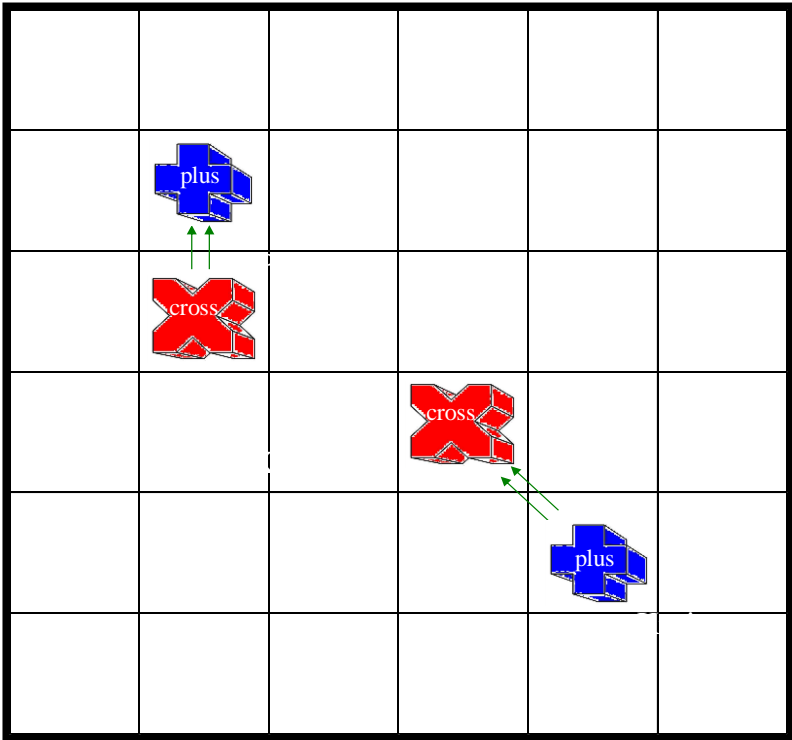


6. TAKING OF THE PAWNS AND THE TOWERS

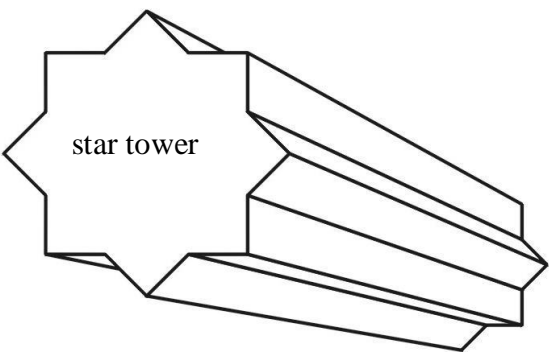
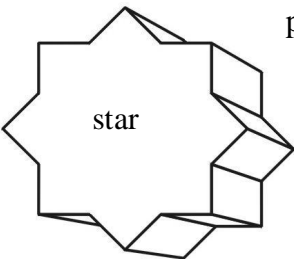
The taking is done in the other direction than the direction of movement.
When a tower takes a pawn or rank, the taken pawn or rank will be removed from the board.
If a tower is taken by a pawn or rank, it will be removed from the board.
When a tower takes another tower, the other tower will be removed from the board.



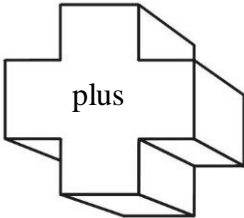
for example: red cross pawn takes blue plus pawn; blue plus pawn takes red cross pawn



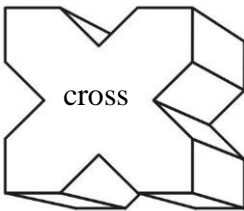
The pawn and the can take in any direction



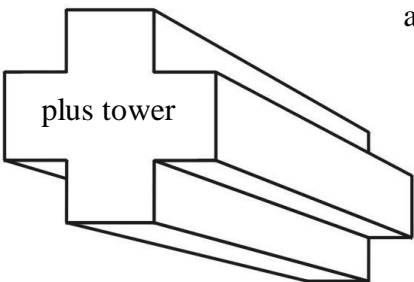
and combines the characteristics of the



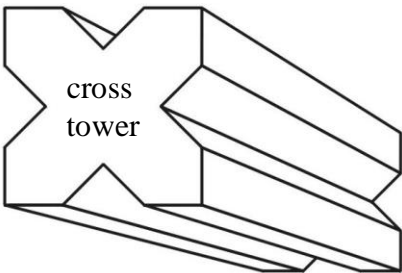
pawn and the pawn,



and the



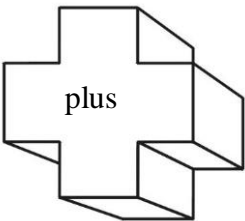
and the



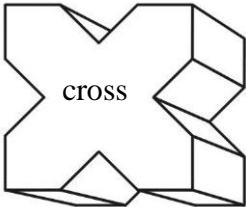
7. PROMOTE TO A TOWER

Ranks can only be formed with the pawns and subsequently promoted to a tower.
Rank 1 is 1 pawn, rank 2 is 2 pawns on top of each other, rank 3 is 3 pawns on top of each other, rank 4 is 4 pawns on top of each other.
Only rank 3 with a cross or plus pawn at the top and rank 4 with a star pawn at the top can be promoted.
How these ranks can be formed is described from 8 to 12 in this manual.

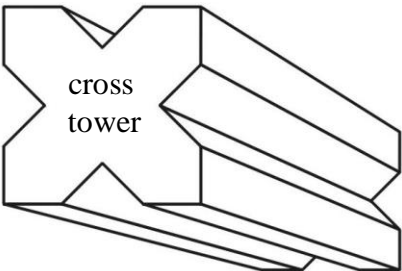
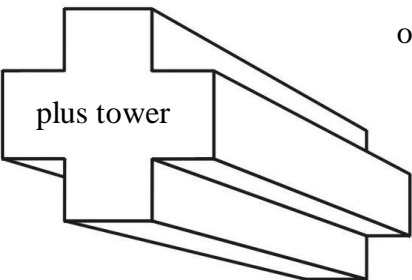
A rank 3, with the top pawn in the shape of a or



of the shape is exactly the same height as the tower of this shape,



namely a or



Such a rank 3 has to be replaced immediately by a tower of that color and shape (it is taken from the spare towers) and has to be placed on a free field in your set-up zone.

The rank 3 must removed from the board.

If there is no free place on a field in the set-up zone to place the tower, you must wait until there is a free field.

In the digital game this happens automatically.

The turn passes to the other player.

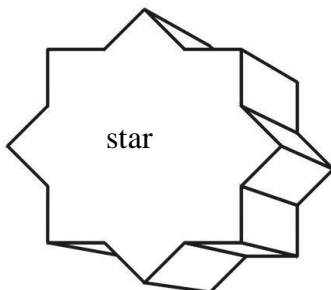
When it is your turn again and there is a free field in the set-up zone, the player must first place his spare tower (placing a spare tower does not count as a full turn, in this case you can still use your spare tower on the board or you can move another pawn, rank or tower).

Display of the pawn set-up zone for each player where the spare tower can be placed if there is a free field:

						first row
						second row
						third row
						third row
						second row
						first row

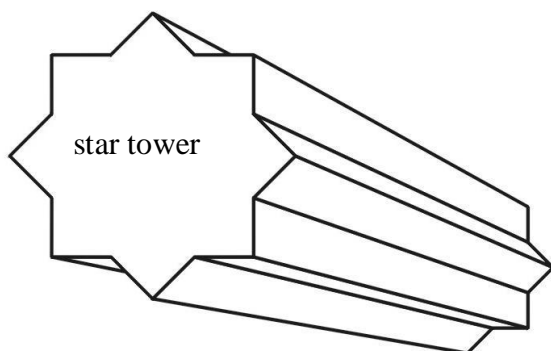
When the top pawn is in the shape of a

and has reached rank 4, it is the same height



as the

and will be immediately replaced by a spare tower and placed



on a random free field in the set-up zone, in the same way as with the two other shapes.

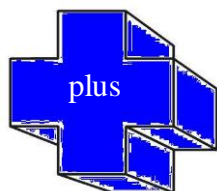
The rank 4 consisting of 4 pawns is removed from the board.

All other rank situations that are possible are described from 15 to 18 in this manual.

8. TAKING AND RAISING OF A PAWN TO A RANK

When taking a pawn, the conquered pawn is not removed from the board, but you stand on top of it.
At that point, the scope of movement and taking expands according to the number of pawns in the rank.

For example: the

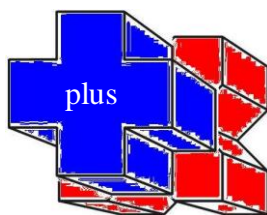


pawn takes a



pawn

and it stays on top of it:



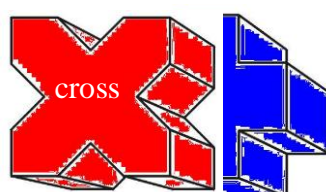
or the



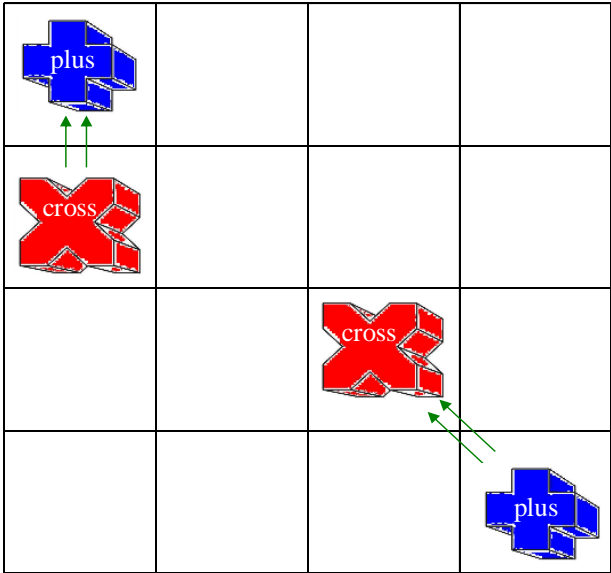
pawn takes a



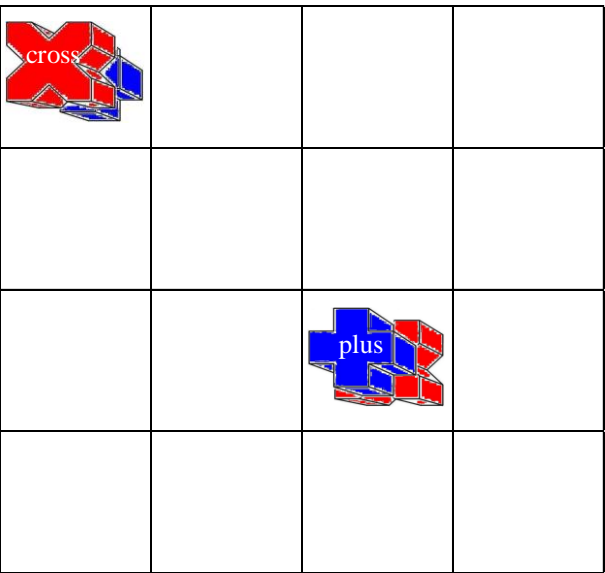
pawn and stands on top of it:



for example:



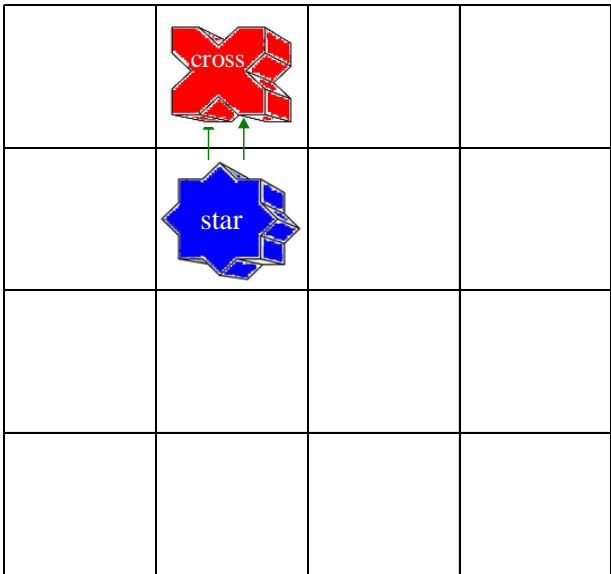
becomes:



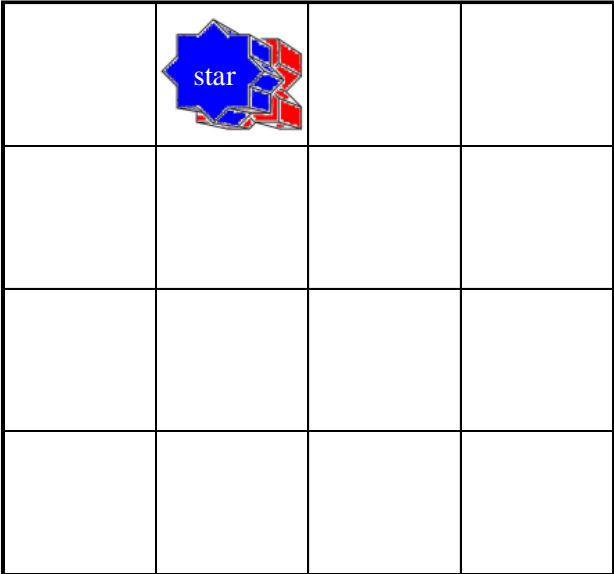
This top plus pawn can now move horizontally and vertically up to 2 fields and can also take diagonally up to 2 fields.
This top cross pawn can now move diagonally up to 2 fields and can also take horizontally and vertically up to 2 fields.
You can see that the pawn has been raised to rank 2.

The same principle also applies to the star pawn.

for example:



becomes:



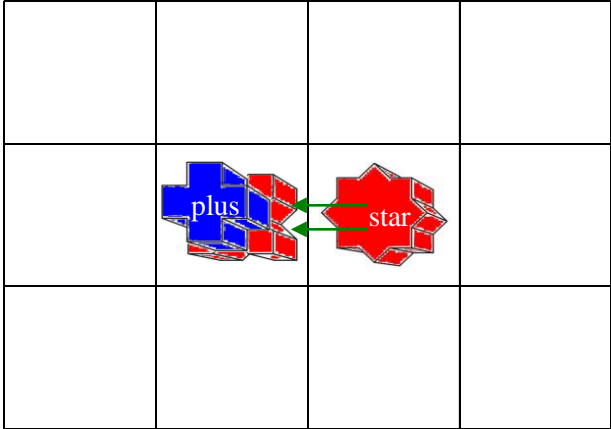
All other rank situations that are possible are described from 15 to 18 in this manual.

9. TAKING OF A RANK BY A PAWN

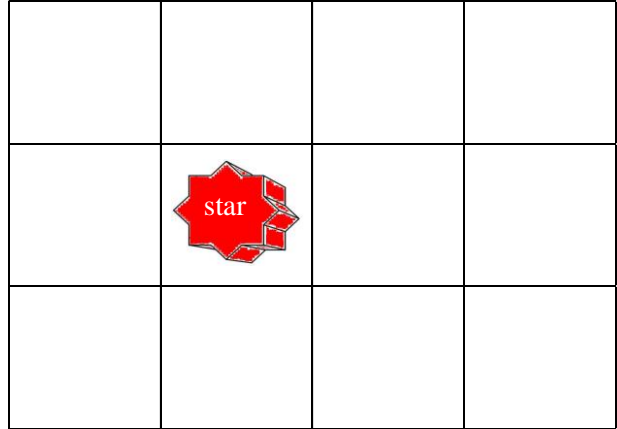
If a pawn takes a rank 2 or rank 3 or rank 4, this rank is removed entirely from the board and the attacking pawn takes the place of the rank.

All other rank situations that are possible are described from 15 to 18 in this manual.

for example:



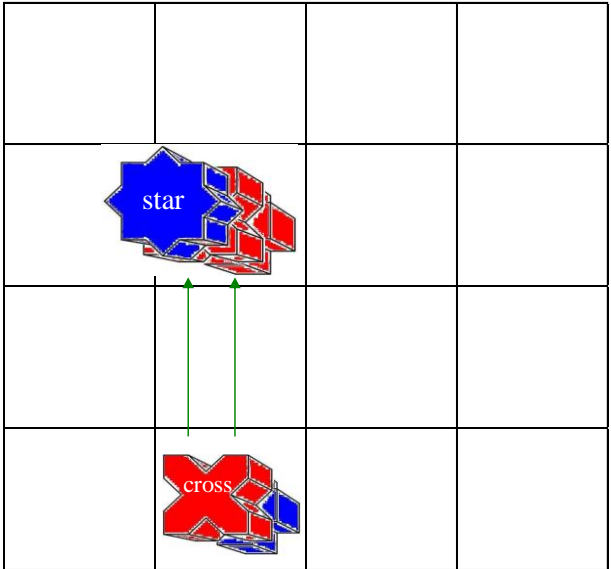
becomes:



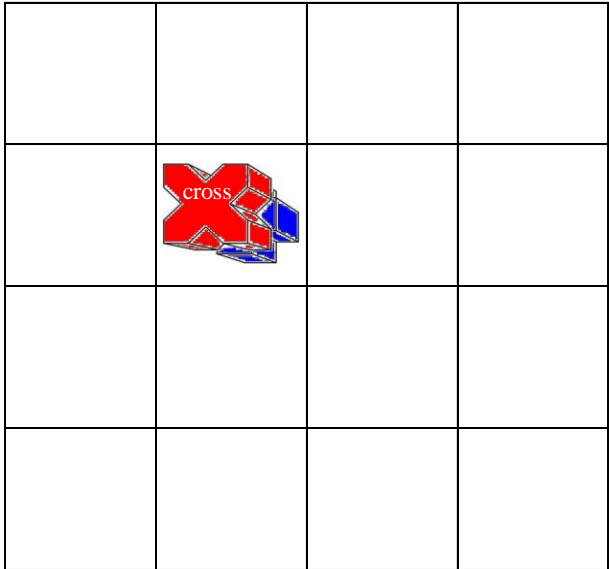
10. TAKING OF A RANK BY A RANK

If a lower rank takes a higher rank, the higher rank is completely removed from the board. The lower rank takes the place of the higher rank on the board.

for example:



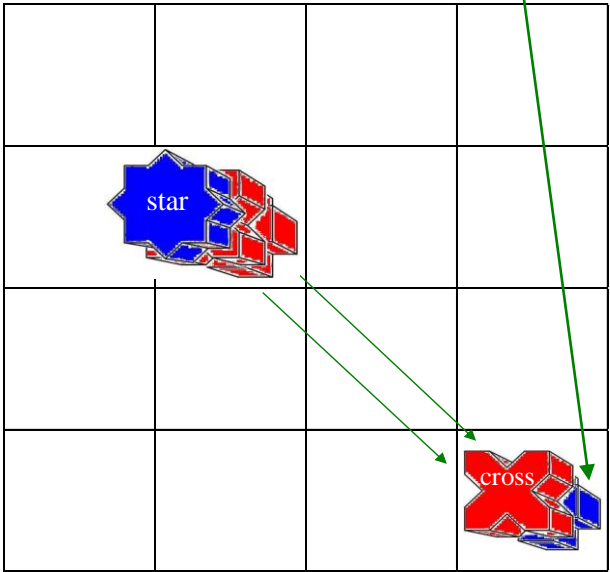
becomes:



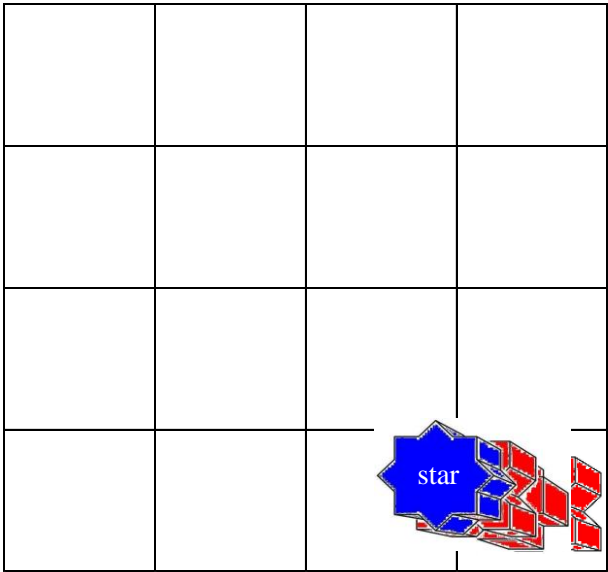
If a higher rank takes a lower rank, the number of pawns of the higher rank are always added to the number of pawns of the lower rank.
If there are spare towers, the attacking rank 3 will become rank 4 and must be replaced with a spare star tower by placing it in the set-up zone, the star rank 4 must be removed from the board.

The bottom pawn of rank 2 (in this case the blue plus pawn) must be removed from the board just like the star rank 4.

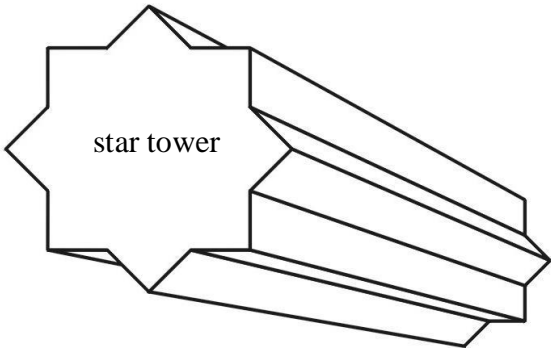
for example:



becomes:



This rank is replaced by a

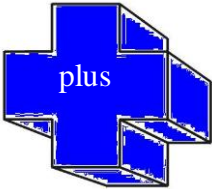


When there are no more spare towers, the attacking rank 3 will remain rank 4.
The rank 4 remains on the board, the bottom pawn of the taken rank 2 must be removed from the board.

All other rank situations that are possible are described from 15 to 18 in this manual.

11. TAKING OF AN EQUAL RANK BY AN EQUAL RANK

When a rank is 2, where the top pawn is of the shape



or of the shape



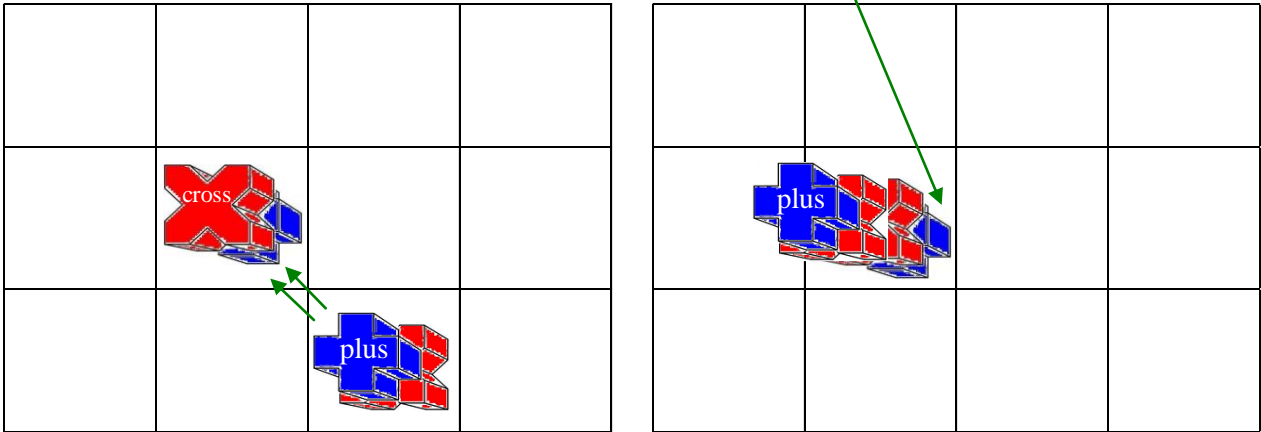
takes an opponents rank 2, it is immediately replaced by a spare tower because the rank

is higher than the maximum allowed 3 pawns in the rank and will be placed on a random free field in the set-up zone.

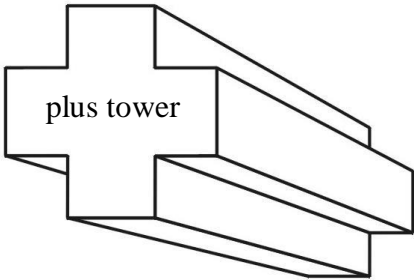
If there is no spare tower, the bottom blue plus pawn in the rank must be removed from the board, since the plus can be a maximum of rank 3.

for example:

becomes:



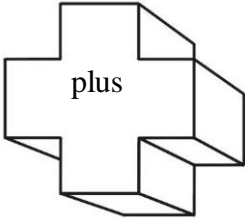
This rank is replaced by a



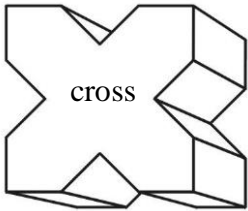
All other rank situations that are possible are described from 15 to 18 in this manual.

12. TAKING AND RAISING TO RANK 3 OR 4

When a rank 2, where the top pawn is of the shape of a



or of the shape of a



takes a pawn again, it advances to rank 3 and is immediately

replaced by a spare tower.

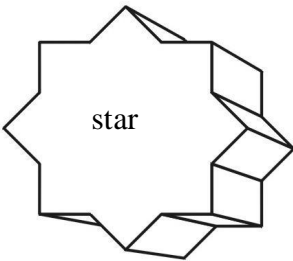
The tower is placed in your set-up zone of the corresponding color.

If there is no spare tower of this shape available, you can no longer promote to a tower and therefore, rank 2 increases to rank 3 (without being replaced) and has the capabilities to move and take up to 3 fields itself.

Under no circumstances can it raise to rank 4 or move 4 fields (a cross and plus rank can be maximum rank 3).

If this rank 3 takes another pawn, rank, or tower, the conquered pawn, rank, or tower is removed from the board.

If a rang 2, where the top pawn is of the shape

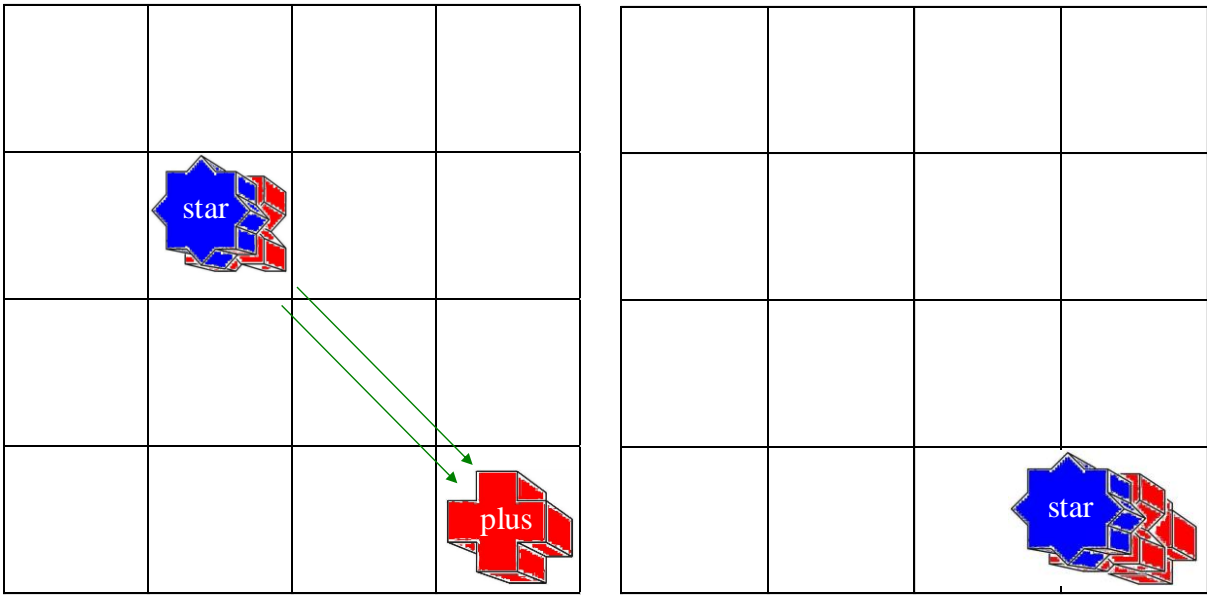


takes a pawn,

it raises to rank 3 and has the ability to move and take up to 3 fields.

for example:

becomes:



If the star rank 3 takes another pawn, it increases to star rank 4 and is immediately replaced by the star tower.

The tower is placed in your set-up zone of the corresponding color.

Only if no spare star tower is available, you can no longer be promoted to a tower and therefore rank 3 raises to rank 4 (without being replaced) and has the capabilities to move and to take up to 4 fields itself.

Under no circumstances can it advance to a higher rank as it is limited to rank 4.

If this rank takes a pawn, rank, or tower, the conquered pawn, rank, or tower is removed from the board.

All other rank situations that are possible are described from 15 to 18 in this manual.

13. SUMMARY PAWN AND RANK SITUATIONS

When a pawn or a lower rank attacks a higher rank, the higher rank is removed from the board and the pawn or lower rank takes the place of the higher rank.

When a higher rank attacks a lower rank, the number of pawns of the higher rank are always added to the number of pawns of the lower rank.

Whenever equal ranks attack each other, the attacking ranks number of pawns are always added to the number of pawns of the attacked rank.

Whenever the rank (rank 3 for cross/plus and rank 4 for star) is achieved to be promoted to a tower, this rank will be exchanged for a spare tower of the same shape until they are used up.

If there are no more spare towers, the maximum rank required to promote will be maintained by staying on the board.

When replacing the spare tower as well as maintaining a maximum rank, the other remaining lower pawns of the attacked rank are removed from the board.

14. RANK SITUATIONS THAT ARE POSSIBLE

1 represents pawn/rank 1 and can be a cross, plus or star pawn that is attacking or being attacked.

2 represents rank 2 and can be a cross, plus or star rank that is attacking or being attacked.

3 represents rank 3 and can be a cross, plus or star rank that is attacking or being attacked.

4 represents rank 4 and can only be a star rank that is attacking or being attacked.

In the digital game, the pawns, ranks and towers in 2D will be indicated as 1, 2, 3, 4 which is the number of pawns in a rank and towers with a T.

The possibilities below from 15 to 18 show the result of the attacking player against the attacked player.

The attacking players result is a maximum of 3 ranks as the outcome of a cross/plus rank situation with or without spare tower.

The attacking players result is a maximum of 4 ranks as the outcome of a star rank situation with or without spare tower.

15. POSSIBLE CROSS/PLUS RANK SITUATIONS WITH SPARE TOWERS

1 → 1 = 2 (pawn/rank 1 attacks the equal pawn/rank 1, the attacking pawn/rank 1 becomes the higher rank 2).

1 → 2 = 1 (pawn/rank 1 attacks the higher rank 2, the higher rank 2 is removed from the board, the attacking pawn/rank 1 replaces the higher rank 2).

1 → 3 = 1 (pawn/rank 1 attacks the higher rank 3, the higher rank 3 is removed from the board, the attacking pawn/rank 1 replaces the higher rank 3).

1 → 4 = 1 (pawn/rank 1 attacks the higher rank 4, the higher rank 4 is removed from the board, the attacking pawn/rank 1 replaces the higher rank 4).

2 → 1 = 3 (rank 2 attacks the lower pawn/rank 1, the attacking rank 2 becomes rank 3 and must be replaced with a spare tower of the same shape by placing it in the set-up zone, the rank 3 must be removed from the board).

2 → 2 = 3 (rank 2 attacks the equal rank 2, the attacking rank 2 becomes rank 3 and must be replaced with a spare tower of the same shape by placing it in the set-up zone, the rank 3 must be removed from the board together with the bottom pawn of the attacked rank 2).

2 → 3 = 2 (rank 2 attacks the higher rank 3, the higher rank 3 is removed from the board, the attacking rank 2 replaces the higher rank 3).

2 → 4 = 2 (rank 2 attacks the higher rank 4, the higher rank 4 is removed from the board, the attacking rank 2 replaces the higher rank 4).

16. POSSIBLE CROSS/PLUS RANK SITUATIONS WITHOUT SPARE TOWERS

$1 \rightarrow 1 = 2$ (pawn/rank 1 attacks the equal pawn/rank 1, the attacking pawn/rank 1 becomes rank 2).

$1 \rightarrow 2 = 1$ (pawn/rank 1 attacks the higher rank 2, the higher rank 2 is removed from the board, the attacking pawn/rank 1 replaces the higher rank 2).

$1 \rightarrow 3 = 1$ (pawn/rank 1 attacks the higher rank 3, the higher rank 3 is removed from the board, the attacking pawn/rank 1 replaces the higher rank 3).

$1 \rightarrow 4 = 1$ (pawn/rank 1 attacks the higher rank 4, the higher rank 4 is removed from the board, the attacking pawn/rank 1 replaces the higher rank 4).

$2 \rightarrow 1 = 3$ (rank 2 attacks the lower pawn/rank 1, the attacking rank 2 becomes rank 3 and cannot be replaced because there are no more spare towers, the rank 3 remains on the board).

$2 \rightarrow 2 = 3$ (rank 2 attacks the equal rank 2, the attacking rank 2 becomes rank 3 and cannot be replaced because there are no more spare towers, the rank 3 remains on the board, the bottom pawn of the attacked rank 2 must be removed from the board).

$2 \rightarrow 3 = 2$ (rank 2 attacks the higher rank 3, the higher rank 3 is removed from the board, the attacking rank 2 replaces the higher rank 3).

$2 \rightarrow 4 = 2$ (rank 2 attacks the higher rank 4, the higher rank 4 is removed from the board, the attacking rank 2 replaces the higher rank 4).

$3 \rightarrow 1 = 3$ (rank 3 attacks the lower pawn/rank 1, the attacking rank 3 remains rank 3 and cannot be replaced because there are no more spare towers, the rank 3 remains on the board, the attacked pawn/rank 1 must be removed from the board).

$3 \rightarrow 2 = 3$ (rank 3 attacks lower rank 2, attacking rank 3 remains rank 3 and cannot be replaced because there are no more spare towers, the attacking rank 3 remains on the board, the attacked rank 2 must be removed from the board).

$3 \rightarrow 3 = 3$ (rank 3 attacks the equal rank 3, the attacking rank 3 remains rank 3 and cannot be replaced because there are no more spare towers, the attacking rank 3 remains on the board, the attacked rank 3 must be removed from the board).

$3 \rightarrow 4 = 3$ (rank 3 attacks the higher rank 4, the attacking rank 3 remains rank 3 and cannot be replaced because there are no more spare towers, the attacking rank 3 remains on the board, the attacked rank 4 must be removed from the board).

17. POSSIBLE STAR RANK SITUATIONS WITH SPARE TOWERS

1 → 1 = 2 (pawn/rank 1 attacks the equal pawn/rank 1, the attacking pawn/rank 1 becomes rank 2).

1 → 2 = 1 (pawn/rank 1 attacks the higher rank 2, the higher rank 2 is removed from the board, the attacking pawn/rank 1 replaces the higher rank 2).

1 → 3 = 1 (pawn/rank 1 attacks the higher rank 3, the higher rank 3 is removed from the board, the attacking pawn/rank 1 replaces the higher rank 3).

1 → 4 = 1 (pawn/rank 1 attacks the higher rank 4, the higher rank 4 is removed from the board, the attacking pawn/rank 1 replaces the higher rank 4).

2 → 1 = 3 (rank 2 attacks the lower pawn/rank 1, the attacking rank 2 becomes rank 3).

2 → 2 = 4 (rank 2 attacks the equal rank 2, the attacking rank 2 becomes rank 4 and must be replaced with a spare tower of the same shape by placing it in the set-up zone, the rank 4 must be removed from the board).

2 → 3 = 2 (rank 2 attacks the higher rank 3, the higher rank 3 is removed from the board, the attacking rank 2 replaces the higher rank 3).

2 → 4 = 2 (rank 2 attacks the higher rank 4, the higher rank 4 is removed from the board, the attacking rank 2 replaces the higher rank 4).

3 → 1 = 4 (rank 3 attacks the lower pawn/rank 1, the attacking rank 3 becomes rank 4 and must be replaced with a spare tower of the same shape by placing it in the set-up zone, the rank 4 must be removed from the board).

3 → 2 = 4 (rank 3 attacks the lower rank 2, the attacking rank 3 becomes rank 4 and must be replaced with a spare tower of the same shape by placing it in the set-up zone, the bottom pawn of the attacked rank 2 and the rank 4 must be removed from the board).

3 → 3 = 4 (rank 3 attacks the equal rank 3, the attacking rank 3 becomes rank 4 and must be replaced with a spare tower of the same shape by placing it in the set-up zone, the 2 bottom pawns of the attacked rank 3 and the rank 4 must be removed from the board).

3 → 4 = 3 (rank 3 attacks the higher rank 4, the attacking rank 3 remains on the board, the attacked rank 4 must be removed from the board).

18. POSSIBLE STAR RANK SITUATIONS WITHOUT SPARE TOWERS

1 → 1 = 2 (pawn/rank 1 attacks the equal pawn/rank 1, the attacking pawn/rank 1 becomes rank 2).

1 → 2 = 1 (pawn/rank 1 attacks the higher rank 2, the higher rank 2 is removed from the board, the attacking pawn/rank 1 replaces the higher rank 2).

1 → 3 = 1 (pawn/rank 1 attacks the higher rank 3, the higher rank 3 is removed from the board, the attacking pawn/rank 1 replaces the higher rank 3).

1 → 4 = 1 (pawn/rank 1 attacks the higher rank 4, the higher rank 4 is removed from the board, the attacking pawn/rank 1 replaces the higher rank 4).

2 → 1 = 3 (rank 2 attacks the lower pawn/rank 1, the attacking rank 2 becomes rank 3, the rank 3 remains on the board).

2 → 2 = 4 (rank 2 attacks the equal rank 2, the attacking rank 2 becomes rank 4 and cannot be replaced because there are no more spare towers, the rank 4 remains on the board).

2 → 3 = 2 (rank 2 attacks the higher rank 3, the higher rank 3 is removed from the board, the attacking rank 2 replaces the higher rank 3).

2 → 4 = 2 (rank 2 attacks the higher rank 4, the higher rank 4 is removed from the board, the attacking rank 2 replaces the higher rank 4).

3 → 1 = 4 (rank 3 attacks the lower pawn/rank 1, the attacking rank 3 becomes rank 4 and cannot be replaced because there are no more spare towers, the rank 4 remains on the board).

3 → 2 = 4 (rank 3 attacks the lower rank 2, attacking rank 3 becomes rank 4 and cannot be replaced because there are no more spare towers, the rank 4 remains on the board, the bottom pawn of the attacked rank 2 must be removed from the board).

3 → 3 = 4 (rank 3 attacks the equal rank 3, the attacking rank 3 becomes rank 4 and cannot be replaced because there are no more spare towers, the rank 4 remains on the board, the bottom 2 pawns of the attacked rank 3 must be removed from the board).

3 → 4 = 3 (rank 3 attacks the higher rank 4, the higher rank 4 is removed from the board, the attacking rank 3 replaces the higher rank 4).

4 → 1 = 4 (rank 4 attacks the lower pawn/rank 1, the attacking rank 4 remains rank 4 and cannot be replaced because there are no more spare towers, the rank 4 remains on the board, the attacked pawn/rank 1 must be removed from the board).

4 → 2 = 4 (rank 4 attacks lower rank 2, attacking rank 4 remains rank 4 and cannot be replaced because there are no more spare towers, rank 4 remains on the board, the attacked rank 2 must be removed from the board).

4 → 3 = 4 (rank 4 attacks lower rank 3, attacking rank 4 remains rank 4 and cannot be replaced because there are no more spare towers, rank 4 remains on the board, the attacked rank 3 must be removed from the board).

4 → 4 = 4 (rank 4 attacks the equal rank 4, the attacking rank 4 remains rank 4 and cannot be replaced because there are no more spare towers, rank 4 remains on the board, the attacked rank 4 must be removed from the board).

19. WHICH PLAYER ALWAYS STARTS FIRST?

The player who rolls the highest number on the dice always gets to start first.

If at the first attempt both throw the same, repeat until there is a difference.

20. INADMISSIBILITIES – RULES – RESTRICTIONS

One may never block the opponent who only has 1 tower on the board during the endgame rule (without any other pawns or ranks on the board belonging to him) from making a move by placing him in a corner or on a field on the board so that he no longer has the ability to move.

The player causing this blockade must return his piece to its original position and must make his move again, so that the opponent is not deprived of the opportunity to make a move (in the digital game, a blockade will not be possible).

If the player causing the block refuses to move to its original position to make his move again, he loses the game because of an unlawful inadmissibility.

What happens to players who leave games without giving up?

If your opponent frequently abandons games, this should be reported in the Forum under complaints.

This will not be indicated publicly on their profile.

TONS OF TIME GAMES will investigate and take action if necessary.

If a player touches his own pawn, rank or tower, one is obliged to make a move with it.

If a player touches a piece unintentionally, by a clumsy move (knocking over a piece or bumping into it), one is not obliged to make a move with it.

If a player makes an illegal move, the move must be retracted and another move must be made.

If a player makes a legal move, his move is completed at the moment he releases the piece.

The move cannot be retaken.

If a player deliberately touches the opponent's piece with his hands or piece, he must attack that piece if it is legal.

Exceptions:

If the player indicates in advance that he wants to straighten a piece, it is allowed to touch a pawn, rank or tower without making a move with it.

When a spare tower is placed in play on a free field in the set-up zone, its placement will be completed at the moment he releases the spare tower.

One may not change the position of the spare tower thereafter.

If it is the player's turn and he has not yet made a move because he first has to place the spare tower on a free field in the set-up zone because it was not possible before and he had to wait a turn or several turns to place this spare tower, one can still make a move since placing the spare tower in the set-up zone is not considered a full turn or you choose another pawn, rank or tower to move.

Each pawn, rank or tower can take another pawn, rank or tower.

No pawn, rank or tower may jump over a pawn, rank or tower.

No tower may stand on top of a pawn or rank.

No pawn or rank may stand on top of a tower.

A tower may move an unlimited number of fields, except in the endgame rule (limited to 1 field).

A pawn can be moved 1 field.

2 pawns in a rank may be moved a maximum of 2 fields.

3 pawns in a rank may move a maximum of 3 fields (only possible for a star rank 3 or when there are no more spare cross or plus towers, a cross or plus rank 3 can still move up to 3 fields).

4 pawns in a rank may be moved a maximum of 4 fields (only possible for a star rank 4 when there are no spare star towers).

2 towers may never stand next to each other in the starting position with double board.

21. ENDGAME RULE – MOVE RULE – DRAW

The end game rule and move rule become active at the same time on the moment that 1 player has:

- lost all his pawns and ranks from the board.
- only 1 tower of that player is the only one left on the board.
- regardless if any spare towers still are available to be put into play.

During the endgame rule, the distance to move and take for each pawn, rank or tower for both players from then on are limited to 1 field per move, regardless of whether the opponent has several pawns, ranks or towers still on the board.

1 turn are 2 moves, one move for one player and one move for the other player.

Each player gets 50 turns/50 moves on a single board, so both players have 100 moves together.
Each player gets 100 turns/100 moves on double board, so both players have 200 moves together.

Only in the endgame rule can the game be decided in a draw when all the moves of both players have run out and the player has been able to keep his last tower before the time of one of the players has run out.

22. POINT SYSTEM FOR SINGLE BOARD

Won: 10 points / Draw: 5 points / Lost: - 5 points / Forfeited/Broken: - 5 points

23. POINT SYSTEM FOR DOUBLE BOARD

Won: 20 points / Draw: 10 points / Lost: - 10 points / Forfeited / Broken: - 10 points

24. TIME CLOCKS

Before the game starts, the player can set the maximum duration of a game.

For single board per player:

Ultra fast: 10 minutes
Very fast: 20 minutes
Fast: 30 minutes
Standard: 60 minutes
Long: 120 minutes

For double board per player:

Ultra fast: 20 minutes
Very fast: 40 minutes
Fast: 60 minutes
Standard: 120 minutes
Long: 240 minutes

For playing correspondence.

For single and double board per player:

Fast: 24 hour/move
Standard: 48 hour/move
Long: 72 hour/move

25. PLAYER RANK STATUS FOR SINGLE BOARD

Starter: 0 points

(this cannot fall below zero, the points loss will not be charged, the possible moves are visible)

Beginner: 100 points

(from this rank status the points loss will be charged, the possible moves are visible)

Novice: 200 points

(from this rank status the possible moves are no longer visually displayed on the board)

Apprentice: 500 points

Initiate: 1.000 points

Junior: 2.500 points

Intermediate: 5.000 points

Senior: 10.000 points

Veteran: 20.000 points

Professional: 30.000 points

Specialist: 40.000 points

Expert: 50.000 points

Champion: 60.000 points

Elite: 70.000 points

Crack: 80.000 points

Master: 90.000 points

Grandmaster: 100.000 points and more

26. PLAYER RANK STATUS FOR DOUBLE BOARD

Starter: 0 points

(this cannot fall below zero, the points loss will not be charged, the possible moves are visible)

Beginner: 200 points

(from this rank status the points loss will be charged, the possible moves are visible)

Novice: 400 points

(from this rank status the possible moves are no longer visually displayed on the board)

Apprentice: 1.000 points

Initiate: 2.000 points

Junior: 5.000 points

Intermediate: 10.000 points

Senior: 20.000 points

Veteran: 40.000 points

Professional: 60.000 points

Specialist: 80.000 points

Expert: 100.000 points

Champion: 120.000 points

Elite: 140.000 points

Crack: 160.000 points

Master: 180.000 points

Grandmaster: 200.000 points and more

27. SUMMARY WINNING – LOSING – DRAW

Winning:

- ✓ when you have played all the opponent's towers off the board, regardless of how many spare towers the opponent still has.
- ✓ when the opponent's timer runs out.
- ✓ if the opponent has not made a move before the end of the correspondence time.
- ✓ when the opponent forfeits or in the digital game the internet connection is lost.

Losing:

- when all your towers have been removed from the board, regardless of how many spare towers you still have left.
- when your timer runs out.
- if you have not made a move before the end of the correspondence time.
- when you forfeit or in the digital game the internet connection is lost.

Draw:

- when all the moves of both players have run out and the player has been able to keep his last tower before the time of one of the players has run out.