

Flying Obelisks

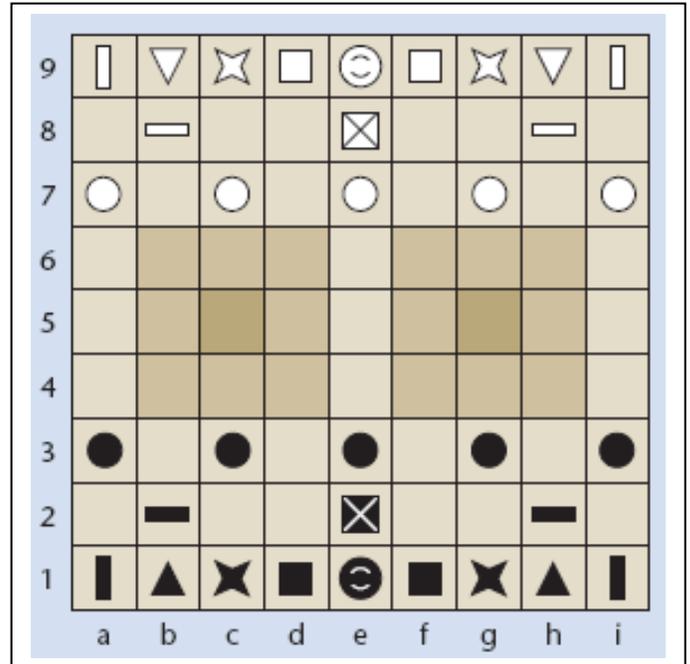
Objective:

There are two different ways to win:

- 1) Capture your opponent's Globe.
- 2) Occupy both Hilltop Squares while your opponent has no piece on any Hill square.



Note: If one player occupies both Hilltops and the other player moves her last piece off a Hill to capture the Globe, the player capturing the Globe wins.



Play:

Beginning with Black, each player in turn moves a piece of her color, in accordance with the movement rules. A Piece may end its move:

- On an empty square
- On a square occupied by another piece of the same color, creating a stack
- On a square occupied by an opponent's piece or stack, which is captured and is removed from the board

Movement Powers of Pieces:

Disk: Moves one space diagonally, either forward or backward, and is the only piece that has the power to move uphill. Thus, for other pieces to move uphill, they must be stacked with the Disk.

Globe: Moves one space in any direction, including diagonally.

Pyramid: Is immobile. To move it must be stacked with another piece.

Cube: Moves one or two spaces horizontally or vertically, may jump over the first square if occupied.

Star: Moves one or two space diagonally, may jump over an occupied first square.

Triangle: Moves to the opposite corner of a 2 x 3 rectangle and may jump over other pieces.

Horizontal Prism: Moves any number of spaces to the left and right, but may not jump over pieces.

Vertical Prism: Moves any number of spaces to the forward and backward, but may not jump over pieces.

Obelisk: Is immobile. To move it must be stacked with another piece.

Stacks:

- 1) No more than three pieces of one color – or three pieces of one color plus an Obelisk – may be stacked on one square.
- 2) Any combination of pieces may belong to a stack except that:
 - A Globe may only be stacked with one or two disks and never with any other type of piece
 - An Obelisk may not be in the same stack as a Pyramid or another Obelisk
- 3) A stack may move according to the movement powers of any one of its constituent pieces.
- 4) A moving stack may leave any of its constituent pieces behind, but then cannot use the movement power of any piece left behind, with the exception of a Pyramid or Obelisk.
- 5) All pieces of a stack that move must move to the same square.

How Hills Affect Movement:

- 1) By itself, no piece other than a Disk may move uphill. Therefore a piece stacked with a Disk may only move uphill by using the Disk's one-square diagonal movement power, and the Disk must accompany the piece up the Hill.
- 2) No piece may ever move from one Hill to the other Hill during a turn unless it is stacked with a Pyramid or Obelisk.
- 3) A piece other than a Disk may use its movement powers when all squares passed through are on the same level, or when moving downhill.
- 4) A Cube, Star or Triangle may jump over a higher square as long as it ends its move on the same level as that of its starting square. However, if these pieces jump between two Hill squares, both squares must be on the same Hill.

Pyramids and Obelisks:

- 1) A piece or pieces stacked with a Pyramid may make a move between the middle levels of both Hills, or between the Hilltop squares, as if a bridge existed between the two Hills. This move must be within the piece's usual powers of movement.
- 2) A piece or pieces stacked with an Obelisk may move directly from one Hill square to the corresponding square on the other Hill regardless of other pieces' movement abilities.
- 3) When a piece or stack uses the power of a Pyramid or Obelisk to travel from Hill to Hill, the Pyramid or Obelisk may either accompany the piece or pieces to their destination or stay behind, as decided by the player making the move.

Recovering Lost Pieces and Acquiring Obelisks:

Whenever a player moves a piece or a stack of two pieces to the last rank (horizontal row closest to each player) of the opponent's side, she may recover one previously captured piece and stack it with the piece or stack just moved.

Recovering a piece is always optional; it is also dependent on a previously captured piece being available. The following rules apply:

- If a piece other than a Disk is used to move to the last rank, a captured Disk may be recovered.
- If a Disk is used to move to the last rank, the player who moved it there may recover any captured piece other than a Disk or may bring an Obelisk onto the Disk (unless all five Obelisks are in play).

Capturing Obelisks:

Obelisks are neutral pieces that either player may control. If a player moved to a square occupied by an Obelisk or an Obelisk stacked with one or more opposing pieces, a player may choose whether to capture the Obelisk and remove it from the board or take possession of it by adding it to her own stack. The latter option may not be used if the stack already contains an Obelisk, a Globe or a Pyramid.

Repetition of Moves:

Players may not make a move that brings back a position that has existed in the game, unless either:

- It was a different player's turn each time the position arose
- The repetition is the only move the player can make to avoid immediate capture of his or her Globe. In the latter case, the opponents must vary the sequence to avoid repeating the position.