Quincala Notation system

This is the Quincala Notation system, current as of 28 September 2012. Updates will be posted online and notified on twitter and via the mailing list. Please contact Ulf with any feedback.

The dots are named according to the figure above:
- if a dot is on one of the four radials N, E, S or W, it is named simply writing the letter, eg W, and add a coordinate if there is one, eg W1, or Sb. Note that dots in the four "gates" are simple named N, E, S or W without a coordinate!
- otherwise it is written with the name of the *quadrant*, e.g. SE before the coordinate, e.g. 2b, like so: SE2b.

For each system described below, each turn is normally written on one line and has always its own turn number followed by a full stop; thus White's turns always have odd numbers and Black's even.

Example String

This is the example string that can be loaded into the Quincala Game Viewer:
<=QSF;0.1&Quincala;KM;5544446362626758493936 8696a
6a33446284a68899;0.2&title=Notation_example_mini_Quincala>

Very basic notation

1. SW3c-SW2b
2. Wb-Wa-W
3. SE3c-SE2b-SE1a
4. N2-N1-N
5. SW1a-SW2b-S-SE2b-E-NE2b-NE1a

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Standard notation

Standard notation, only writing quadrant letters at the start of the move, when leaving a quadrant and for the four dots N, E, S and W which have no coordinate attached:

1. SW3c-2b
2. Wb-a-W
3. SE3c-2b-1a
4. N2-1-N
5. SW1a-2b-S-SE2b-E-NE2b-1a

The coordinate '1a' could optionally be left out when quadrant letters are used, as in:
5. SW-2b-S-SE2b-E-Ne2b-1a

Abbreviated Notation

Abbreviated notation, leaving out any legs using pure stepping stones or bridges without any change of content:

1. SW3c-2b
2. Wb-W
3. SE3c-2b-1a
4. N2-N
5. SW1a-2b-NE2b-1a

Note: although relatively easy to handle for human players, there will be some time before the software can cope with this level of abbreviation. If intended to import into the software, I recommend the standard notation above for the time being.

Game Information

Apart from the moves, you can add information about the game at the beginning of the score if available and applicable; the standard will de defined, but should relate to the "tags" of the Portable Game Notation (http://en.wikipedia.org/wiki/Portable_Game_Notation), pgn, and the "game-info properties" of Smart Game Format (http://www.red-bean.com/sgf/properties.html), sgf, for example:

Title: (normally the date followed by the players' name; should be unique if possible)
Date: (standard date format is yyyy-mm-dd, e.g. 2012-09-28)
Event:
Place:
Table:
Round:
White Player:
Black Player:
Time allowance:
Type: (discussion, friendly, tournament ...)
Opening played:
Result, or state of the game if unfinished:
etc

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Special Actions

There will probably a list of allowed special action terms, such as "Black resigns", "Agreed Draw", maybe just "resign", also "Pass" for the versions that allow it.

Variations

Variations are listed below the main line score, starting with the turn which is varied. For example a variation, or branch of turn 5 as in:

<=QSF;0.1&Quincala;KM;55444446362626758493936 8696a
6axa69696;0.2&title=Notation_example_branch_1>

could be notated further down as:

Branch 1 or Branch 5(1)
5. E-1

Classic Game

The classic game can be notated similar to the mini game, extending the coordinates in each quadrant to 5e, with the southernmost petal on Sd for instance. There is no need to write releasing; however, placing will need to be notated, maybe in the form <piece>:<coordinate>, as in 'A:SE2c,' where 'A' is the smallest White piece. (White pieces from large to small: EDCBA, Black pieces: edcba). Since placing from the ledge is compulsory, and happens before the optional placing from the home dot, there should be no need to indicate the origin of the placing.

<=QSF;0.1&Quincala;35;55444426160606112233 44463667
a3a3a2;0.2&title=Notation_example_classic_game>

1. SW5e-4d
2. W2-1-W
3. SW1a-2b-3c-4d-W4-3
4. A:SE2c-2c-2b