

Short Rules for Quincala Game 1 - Quincala Mixing (02/06/2010)

This version can be played with 3, 4 or 5 sizes. The *starting positions* with 3 and 5 sizes are shown in Fig. 1 & Fig. 2. Pieces can occupy diamond shaped marks on the board, called *dots*. During the game, the pieces on a dot are always kept in order of size, forming a *tower*. The **aim of the game** is to put one piece of each size of *your own colour* into a mixed tower. If at the end of the turn, one player only has all of his sizes in a mixed tower, he wins. If both players have achieved this at the end of the same turn, the player not having the turn wins.

Same size pieces *knock* (displace) away the previous occupiers; which then are given to the opponent's hand (or put on the *ledge* nearest the opponent, see Fig. 3), before another *leg* (described below) may commence. Furthermore, a piece that has knocked another piece of the other colour cannot itself be knocked in the following turn. (The *immunity rule* – in the software *immune* pieces have a yellow or orange outline.)

The players take *turns* to move; White always starts. A turn can consist of up to two phases: *placing* and *moving* (in that order). Most turns only consist of the moving phase.

1. The placing phase: A player has to *place* any pieces which may have accumulated in his hand and/or on his ledge during the previous turn when knocked. When placing, pieces are put one by one on empty black dots within the player's two *placing areas*, shown in blue in Fig. 3.

2. The moving phase: A move consists of one or more adjoining straight segments, *legs*, in any of the 8 orthogonal or diagonal directions. The first leg starts with the player lifting all pieces on a single black dot that contains pieces of his own colour only; any further legs (which may now involve a mixed tower!) start with leaving the largest piece of the player's own colour and all pieces of the opponent's colour, lifting the rest (the *sowing* action of the move). A leg can measure up to as many steps as there are pieces moving during that leg. Consecutive legs are adjoining but may change direction. The line of movement of a leg must not go outside the *playing area* enclosed by the ornamental lines, nor jump over a piece.

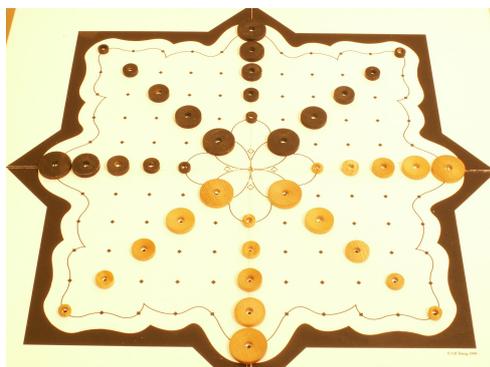


Figure 1 & 2. The starting position as seen from the White player's point of view. Above is with five sizes and below is with three. This game version can be played with 3, 4 or 5 sizes.

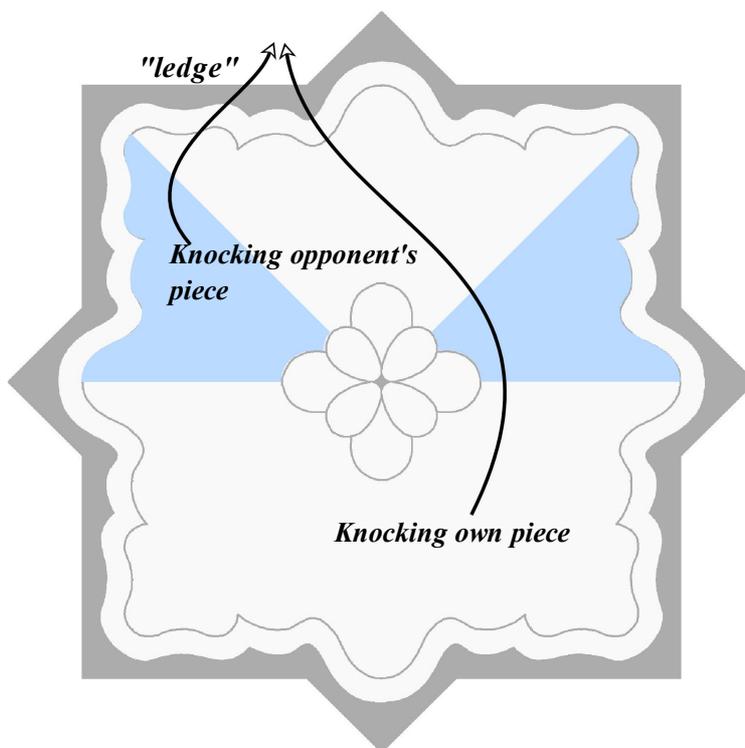
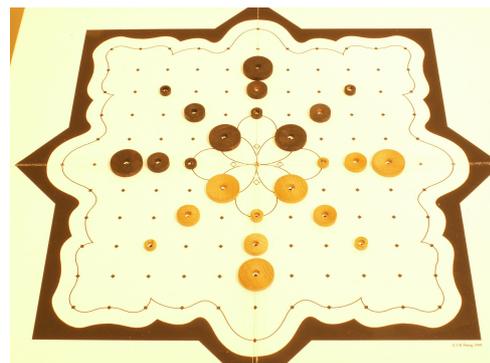


Figure 3. A player's placing areas and the paths. This chart is seen from the point of view of the player having the turn. The placing areas (in blue) contain 40 black dots. **Knocked** pieces travel directly to the other player's hand or his ledge. When placing, pieces accumulated on the player's ledge during the previous turn are put one by one on empty dots within the blue placing areas.