

Short Rules for Quincala Game 3 - Quincala Standard (02/06/2010)

This version can be played with 3, 4 or 5 sizes. The *starting position* for the variant using 5 sizes is shown in Fig 1. The aim of the game is to build a *complete tower* containing pieces of all five sizes on a *white dot* in the middle of the board. (The diamond shaped marks on the board are called *dots*.) A player wins if that tower is on his own *quincala dot* or his opponent's *home dot*, see Fig 2. The pieces on a dot are always kept in order of size, forming a *tower*. On the black dots, same size pieces *knock away* (*displace*) the previous occupiers; which then travel along a *path* (see Fig.3) before another *leg* (described below) may commence. On the four white dots there is no knocking (see the explanation to Fig. 3). Furthermore, a piece that has knocked another piece of the other colour cannot itself be knocked in the following turn. (This is called the *immunity rule*.)

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

1. The placing phase: A player has to *place* any pieces which have accumulated in his hand or on his ledge, but has the option to place all or none of the pieces currently on his own home dot. 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. A leg can measure up to as many steps as there are pieces moving during that leg. Consecutive legs 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.

3. The releasing phase: At the end-point of the moving phase only, the players assess which pieces are *released*. A piece is released if: (a) it is in a *mixed colour tower*, and (b) either player could hypothetically knock this piece by the first leg of a move. Released pieces then travel one by one along the green paths shown in Fig. 3; pieces of the opponent's colour first, and, within a colour, larger pieces before smaller. This sequence of releasing means that if both players complete towers in the same move, the non-mover wins.

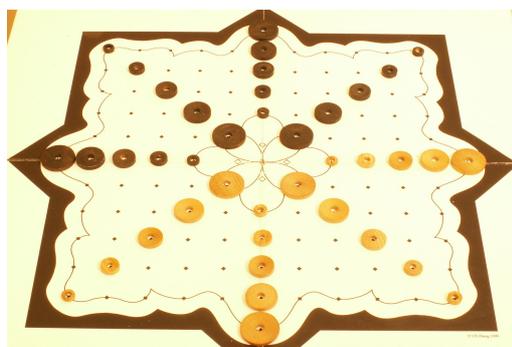


Figure 1. The starting position with five sizes as seen from the White player's point of view.

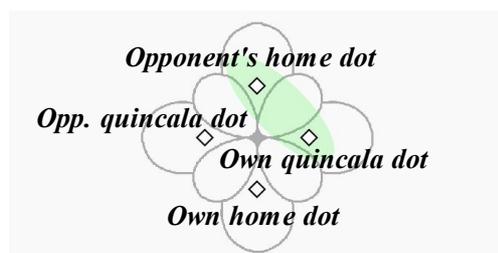


Figure 2. The four white dots as seen by either player; the green area shows where that player wins.

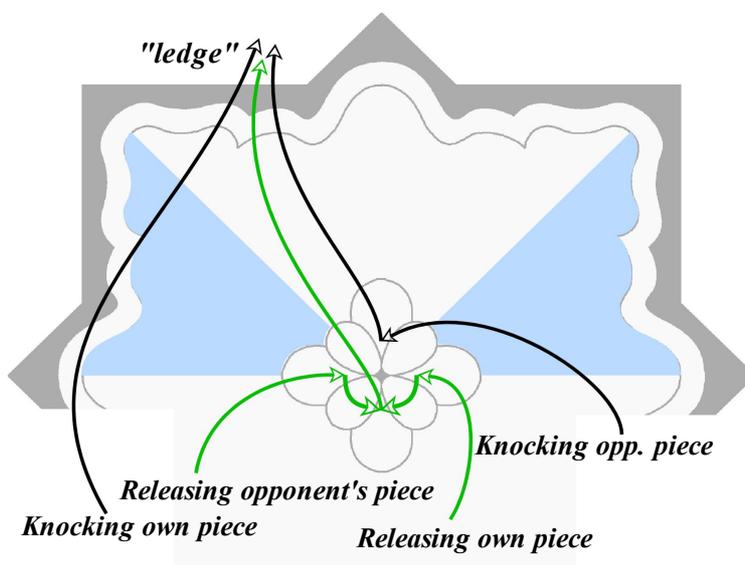


Figure 3. A player's placing areas and the paths. This chart is seen from the point of view of the player having the turn. The placing areas (in blue) contain 40 black dots. When placing, pieces in the player's hand, on his ledge or own home dot are put one by one on empty dots within the placing areas. Knocked and released pieces travel one by one along the paths as indicated until arriving at a white dot without a piece of the same size, or the opponent's hand/ledge.