

Mini Quincala Knocking Game Rules - Tournament 2010 Variant

For two players, Mini Quincala Knocking Game is played with 3 sizes of piece on the specific Mini Quincala Board. The starting position is shown in Fig. 1. The 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*.

You **win** when at least one of each size of your opponent's pieces has been *knocked*. (*Knocking* happens when two pieces of the same size try to occupy the same dot, see below *Ordering*.) It doesn't matter who has knocked the pieces; i.e. theoretically you can lose by knocking your own pieces.

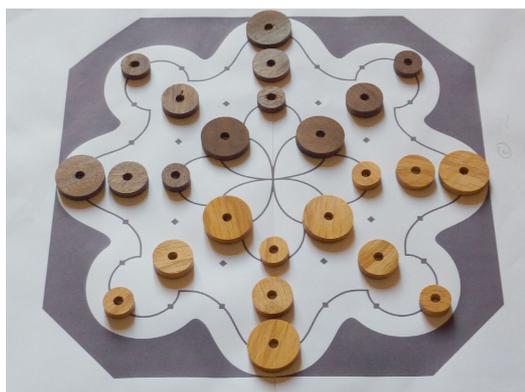
The two players take **turns** to move: White always starts. The **Full Quincala Move** consists of one or more “small moves” or *legs*; one way to explain this is through a process of 5 simple points:

- 1. The Initial Lift:** The Full Quincala Move starts by lifting a single piece, or all pieces of a plain tower, of your own colour. (In the software, *lifted* pieces are shown with a red outline.)
- 2. The Small Move or Leg:** The piece/s in your hand can now move in a straight line in any of the 8 orthogonal or diagonal directions (like the chess Queen), limited by the following three rules:
 - a) the maximum number of steps is the same as the number of pieces moving.
 - b) they cannot jump over any other piece; but they can *join* and/or *knock* other pieces, see below.
 - c) the line of the movement must not go outside the *playing area* enclosed by the curved lines on the board.
- 3. Ordering & Knocking:** If the piece/s have now arrived at a previously occupied dot, you combine all arriving and previous pieces into one tower, ordered by size. Pieces of the same sizes *knock*; i.e. the previous occupier is removed. (In the software, knocked pieces are automatically put on the ledge of the board.)
- 4. The Leaving Behind (Sowing):** If on the arrival dot you now have a plain tower with two or three pieces, you have the option to lift pieces on that arrival dot again, leaving behind exactly the largest piece.
- 5. The Further Legs:** You can now perform a further small move (*leg*) as from point 2 again, optionally changing direction. As long as you have a bottom piece to leave behind a *Quincala Move* can theoretically continue for ever, or until a mixed colour tower is formed, or until one player wins!

Or, in other words: the *Full Quincala Move* consists of one or more adjoining straight segments (*legs*) in any of the 8 orthogonal or diagonal directions. Each leg starts from a black dot occupied by your colour pieces only: the *first leg* starts with the player lifting all pieces; any *further legs* start with leaving (*sowing*) the largest piece, 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.

Finally, there are **two special rules** covering rare situations that might arise:

1. You can Draw by mutual agreement, for instance if neither player can find a winning line.
2. If both players have all their sizes knocked at the end of a leg (“they both lose at the same time”), the player wins who did not perform that leg.



Handy Tips: The moving rules give rise to distinct moving types – see the [Move Types Tutorial](#) for animated illustrations.

The [Quincala Game Viewer software](#) complements these Rules by being able to display all legal moves from a given position; it can also play back a number of collected game scores, showing various types of strategy.

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