

The regulations for playing 6 different games will follow. The images will use the wooden box. For those who own the chessboard-table, the central part is used.

Game n. 1: KUDOSU.

Introduction.

The game is for 2 players.

It is named this way because it somewhat resembles Sudoku, but it is played in reverse, hence the name Kudosu (Sudoku spelled backward).

The game is played on a 4x4 chessboard obtained by flipping over the container (or the empty space in the center of the chessboard-table).

Players take turns placing a piece, adhering to certain rules that we will discuss later.

The winner is the player who blocks their opponent, making it impossible for them to place a piece.

Setup.

Each player takes 8 pieces divided as follows: 2 maple (lighter wood), 2 zebrawood (striped wood), 2 padouk (red wood), and 2 dark wood (rosewood or American walnut).



Gameplay.

The starting player must place one of their pieces in any of the 16 available spaces.

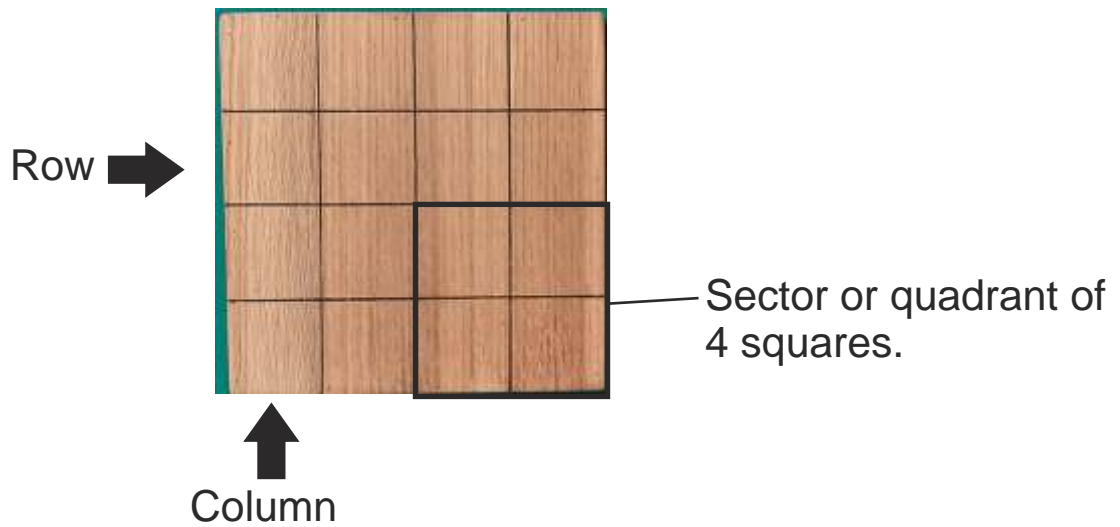
The other player will do the same, placing their piece in one of the remaining free spaces.

The game continues this way (placing a piece in turns) until one of the 2 players can no longer place pieces due to the important rule described later. In this case, the other player will be the winner because they managed to block their opponent.

ONE SIMPLE IMPORTANT RULE

It is not possible to place a piece if there is another piece of the same color in the column, row, or sector (also called quadrant).

On the board, there are 4 horizontal rows, 4 vertical columns, and 4 sectors, each containing 4 squares.



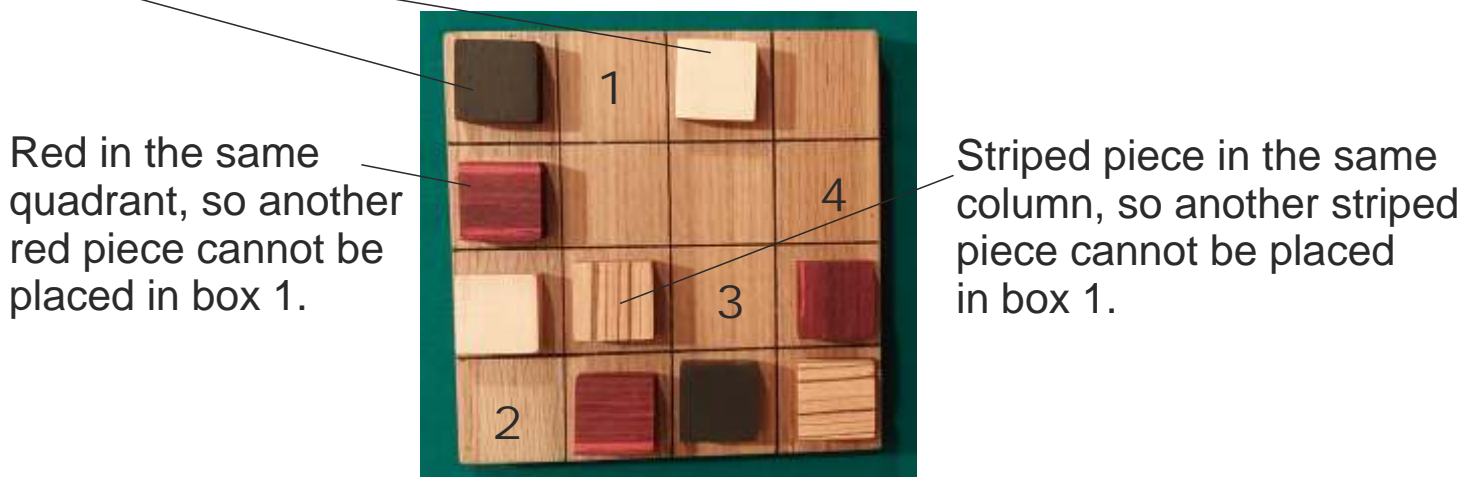
So, imagining the following situation (figure shown below):

In box 1, no color can be placed anymore, because both white and dark are already present in the same row;

The striped piece cannot be placed either because it is present in the same column;

The red piece also cannot be placed because it is present in the same quadrant.

Dark and white in the same row, so no other piece of the 2 can be placed in box 1.



For the same reasons, no color can be placed in either box no. 2 or no. 3.

While in box no. 4, I can place a dark piece. White cannot be placed because there is already a white in the same quadrant; Red cannot be placed because there is a red in both the same row and column; the striped piece cannot be placed because there is already a striped piece in the same column.

Game n. 2: QUADRANGLE

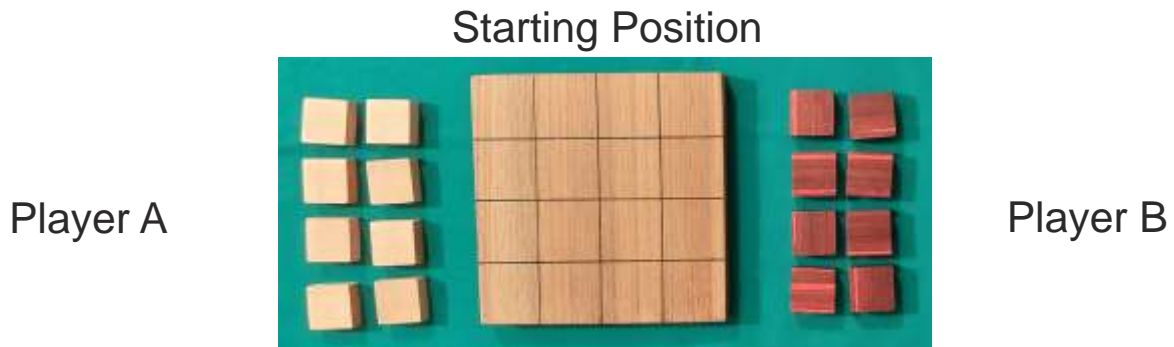
Introduction.

The game is for 2 players.

The aim of the game is to form a rectangle before the opponent.

Setup.

Each player takes 8 pieces of the same color and places them in front of themselves.



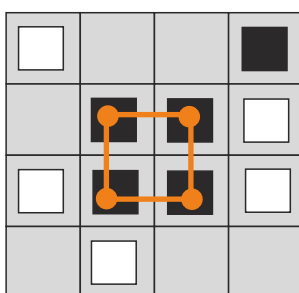
Gameplay.

In turns, each player places one of their pieces in any of the 16 available free spaces.

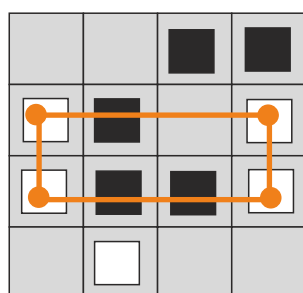
The game continues this way until a player manages to form a rectangle and thus wins the game.

Examples of completed games.

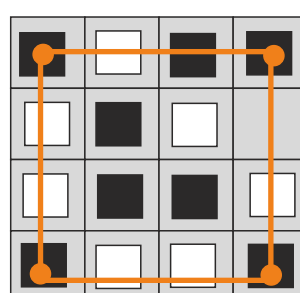
The rectangle is highlighted by the orange figure that shows the 4 pieces forming a rectangle.



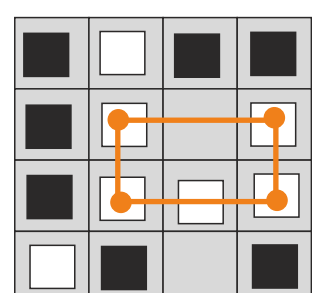
Black wins



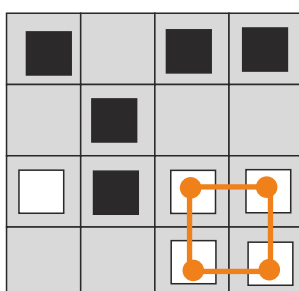
White wins



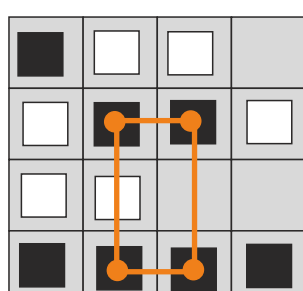
Black wins



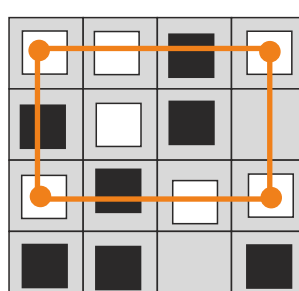
White wins



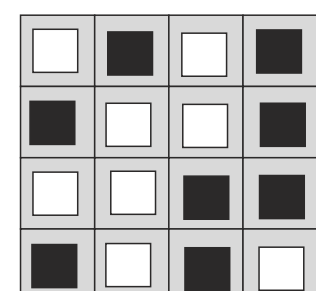
White wins



Black wins



White wins



DRAW when no one manages to form a rectangle.

Game n. 3: MIX 3

Introduction.

The game is for 2 players.

It is named this way because it is played simultaneously with 3 different games.

Setup.

Each player takes 8 pieces of the same color and places them in front of themselves.



Gameplay.

In turns, each player places a piece in one of the 16 available empty spaces.

The game continues until all the squares are occupied.

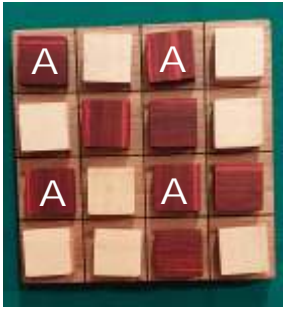
For example, let's now imagine a completed game with pieces placed as shown in the figure below.



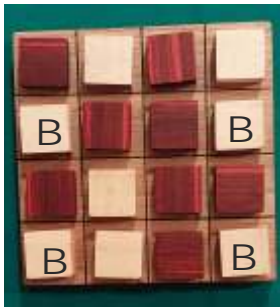
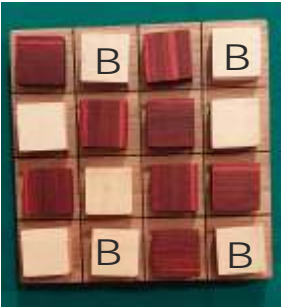
Let's see how the points are calculated.

FIRST CHECK: THE RECTANGLES

A rectangle is formed when 4 pieces are positioned in such a way that connecting them with a straight line creates a square or rectangle. Each rectangle is worth 2 points.



Player A has made only one rectangle, thus 2 points.



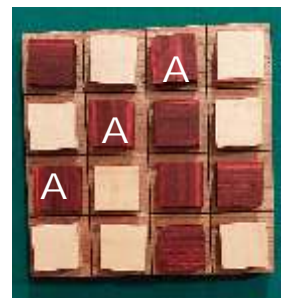
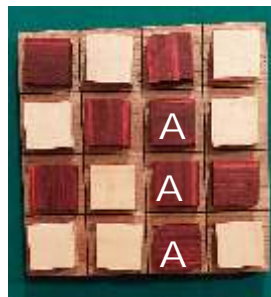
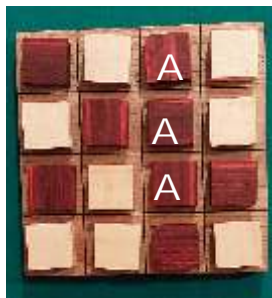
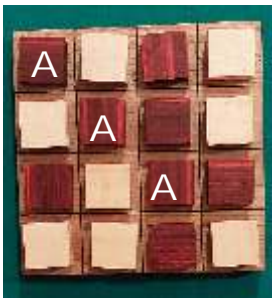
Player B has made two rectangles, thus 4 points.

Partial points: Player A = 2 points; Player B = 4 points.

SECOND CHECK: TRIS

A TRIS is achieved when 3 pieces are aligned and adjacent in a straight horizontal, vertical, or diagonal line.

Player 'A' has made 4 tris, thus 4 points.



Player 'B' has not made any tris, thus 0 points.



Partial points: Player A = 6 points; Player B = 4 points.

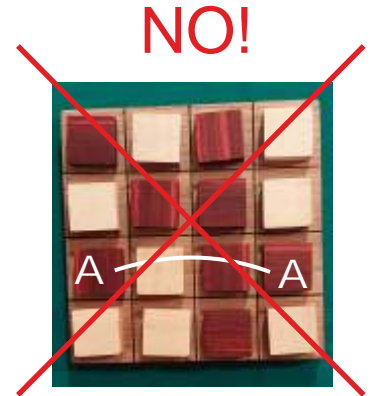
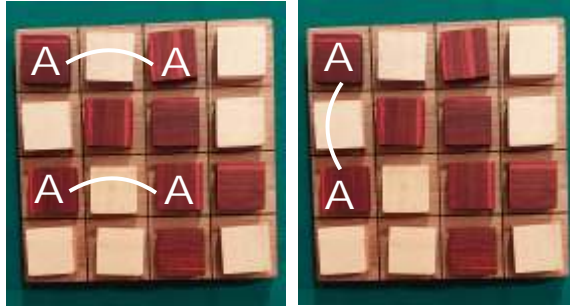
THIRD and FINAL CHECK: PINCER

A pincer is achieved when one manages to enclose one or more of the opponent's pieces between two of their own pieces in a straight line. The points earned can be 1 or 2 depending on how many opponent pieces are inside the pincer.

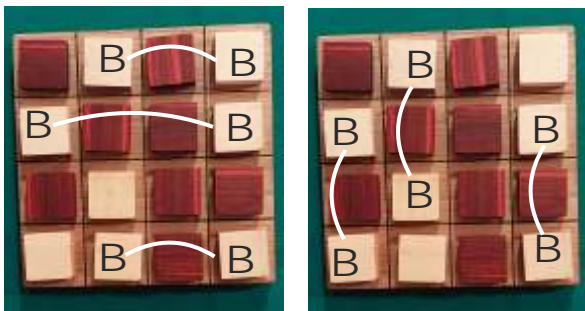
Pincers are possible only horizontally and vertically, NOT diagonally.

Pincers that enclose friendly pieces are not valid.

Player A has made 3 pincers, thus 3 points.



Player B has made 5 pincers worth 1 point each and 1 pincer worth 2 points. Total 7 points.



FINAL TOTAL

Total for Player A $2 + 4 + 3 = 9$ points

Total for Player B $4 + 0 + 7 = 11$ points

Winner Player B

Conclusion.

It's not a very simple game, but it's open to numerous strategies.

You need to be very focused and, every time you occupy a square with your piece, you need to think about attacking as well as defending.

It will be tough, in fact, very tough. Good luck.

Game n. 4: CHASM (winner as the best unpublished game at Lucca Comics and Games March 1999)

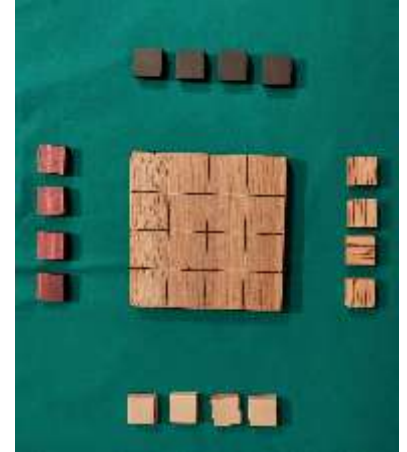
Introduction.

From 2 to 4 players. Each contestant has 4 pieces of the same color at their disposal. The aim of the game is to remain with only one of your pieces by pushing the other 3 pieces off the board.

Setup.

Each player takes 4 pieces of the same color and places them in front of themselves.

Below we see the starting position with 2, 3, and 4 players.



Gameplay

The game unfolds in two phases:

In the first phase, each contestant, in turn, must place their 4 pieces on the board while following, if possible, a single rule that we will see.

In the second phase, players take turns moving their piece one square at a time with the aim of pushing 3 pieces of their color off the board.

The player who remains with only one piece first wins.

First Phase: placing your pieces.

Determine who starts and then proceed clockwise.

The first piece is placed in any empty square.

From the second to the fourth piece, the following rule must be observed:

it is forbidden to place your piece in the same row or column where another of your pieces is already located.

However, with 3 or 4 players, it might happen that when you have only one piece left to place, it is impossible to follow the aforementioned rule. In this case, you can place the piece in any free square.



In the example on the left, with 3 players, the white contestant could not place the remaining piece because the rule forbids it (there is a white piece in the same row or column). In this case, he can place the piece in any free square of his choice."



Second phase.

The player in turn can move their piece by only one square, and only horizontally or vertically (Not diagonally).

If the square they move to is free, they leave their piece there, and the turn passes to the player on their left.

If the square is occupied, all the pieces in line are pushed, moving them over by one space. If a piece was on the edge, it will be pushed off and removed from the game.

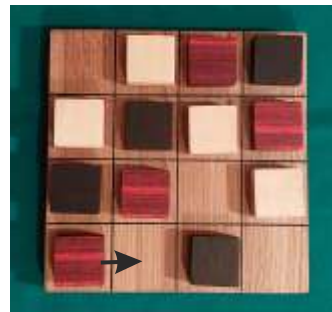
The aim of the game is to try to push our 3 pieces off the board. The player who remains with only one piece wins.

It is not possible to move one's piece directly off the board if it is on the edge. Pieces can only be pushed off.

Referring back to the position we saw in the previous figure, let's look at a move for each of the 3 players

Before

After

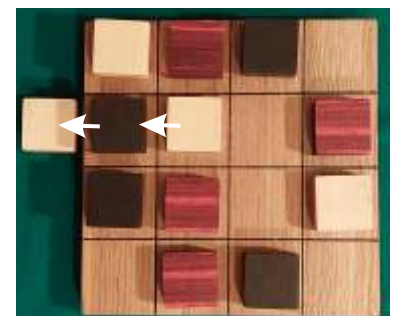
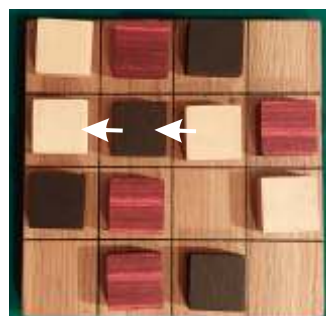


The red player moves his piece by one square.



The black player moves his piece by one square, simultaneously shifting the other pieces in the same row.

The white player moves his piece by one square, simultaneously shifting the others and causing one of his pieces to fall off the board.



Remember that, when playing with 4 players and after placing all the pieces and occupying all the squares, it's normal for the first move to involve pushing an opponent's piece out, favoring them. Don't worry, the chances of winning or losing do not change.

When playing with the chessboard-table, you need to manually remove the piece that would have fallen off.

Game n. 5: TRIX

Introduction.

The game is for 2 players, with each player having 3 pieces of the same color. The aim of the game is to move the 3 pieces to the opposite side of the board before the opponent.

Setup.

Each player takes 3 pieces of the same color and positions them as shown in the figure.

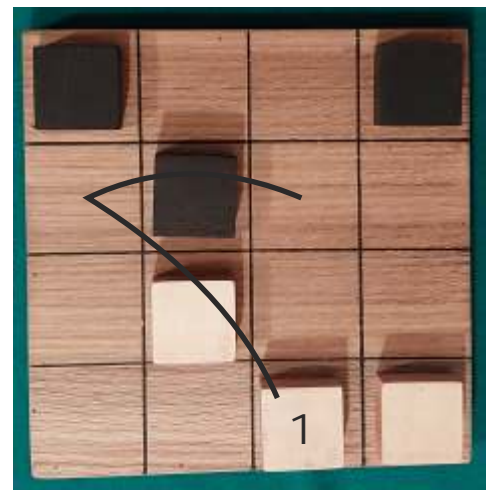


Gameplay.

The rules are those of the classic Chinese checkers.

You can move your piece one square in any direction, or you can jump over other pieces, one at a time and in a straight line.

In this example, the white piece (piece 1) can first jump over another white piece and then, if desired, can stop, or can continue by also jumping over the black piece.



When a player manages to move their 3 pieces to the opposite side, they have won.

Game n. 6: FULLEND

Introduction.

The game is for 2 players.

The aim of the game is to place the pieces randomly, occupying space so that, in the end, the opponent has no more space to place another piece.

Setup.

Flip the board over, as the game is played without squares.

The color of the pieces doesn't matter. On their turn, the player takes any piece and places it as they wish inside the box. Then it will be the opponent's turn to do the same.

CAUTION!!! Pieces can also be placed by resting them on the shorter side.

In this image, we see a completed game.

As you can see, in addition to the 11 pieces resting on their larger side, there are also 4 pieces standing upright, resting on their shorter side.



Lastly, remember that when placing a piece, you must not move any pieces that are already in place, even slightly.

Returning to the image above, perhaps the player whose turn it is can still save themselves by placing a piece standing up in this area, thus ensuring victory.

For those who have the chessboard-table, of course, they remove all the pieces from the central part and then proceed with the game.

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