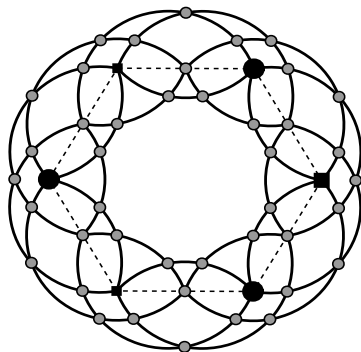# Tourrosa

the Rose

The game is played on the following 48-cell board that we will call the Rose. For the gameplay, it's very relevant to note that the Rose has three "layers": 12 cells form a hexagonal shape, and cut the board into an inner layer of 12 cells and an outer layer of 24 cells. Players start with three stacks of four pieces placed at the corner of the hexagon (starting points marked as black circles and black squares in the illustration). In the rules, a "stack" can be just one piece.

the turn

Choose one of your stacks and a direction. That's all, but you still need to know how to move the stack!

the movement

Direction — You cannot change the chosen direction during your turn. A direction is drawn by the solid lines of the board (so the hexagon is not part of the board: it's there just for reference!). When you arrive at a new cell you continue your tour without turning right/left. When you arrive at one of the cells in the hexagon, you change layer from the inner to the outer one and vice versa.

Jump — You can jump over an opponent's stack, and remove it from the game, if: (1) the cell behind the opponent's stack (following your direction) is empty and (2) the jumping stack has the same number of pieces, or more, of the jumped one.

The action for a turn is divided into three parts:

1. *Start by sowing* or *by stacking*: you have two options for the first part of your turn. *Sowing*: take all the pieces in the starting cell and distribute one of them on each cell in your direction. The pieces may be put on top of cells containing your own stack. You must jump all the opponent's stacks you happen to encounter, following the rules for the jump. If the jump is not possible, you stop the sowing in the cell next to the blocking stack and your turn is over. *Stacking*: from the starting cell, collect the piece on top of each stack you encounter. You stop when the cell is empty or it belongs to your opponent.

2. *Sliding*: take the last sown piece or the stack formed in the first part of your turn. Move this stack following your direction, and continue for all the empty cells you meet. As in the sowing, you must jump all the opponent's stacks you happen to encounter. If the jump is not possible, you stop the sliding in the cell next to the blocking stack and your turn is over.

3. *Stacking*: when during the sliding you meet one stack of yours, you pile the two and your turn is over.

the goal

You win the game by capturing all the enemy pieces.

more info

Tourrosa was designed on August 2008 by Jean and Marisa Morales. Have fun sliding pieces! These rules are from nomignolov.blogspot.com. The illustration was made with the free Java program Z.u.L.