

Portals

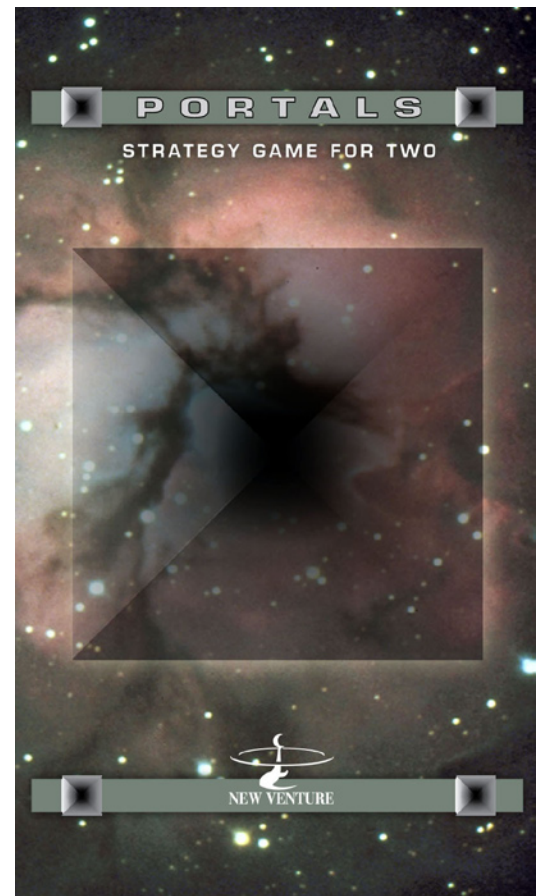
Wormhole Strategy!

Type: Abstract Strategy
Ages: 10+

Players: Two
Duration: 15 - 30 minutes

Synopsis:

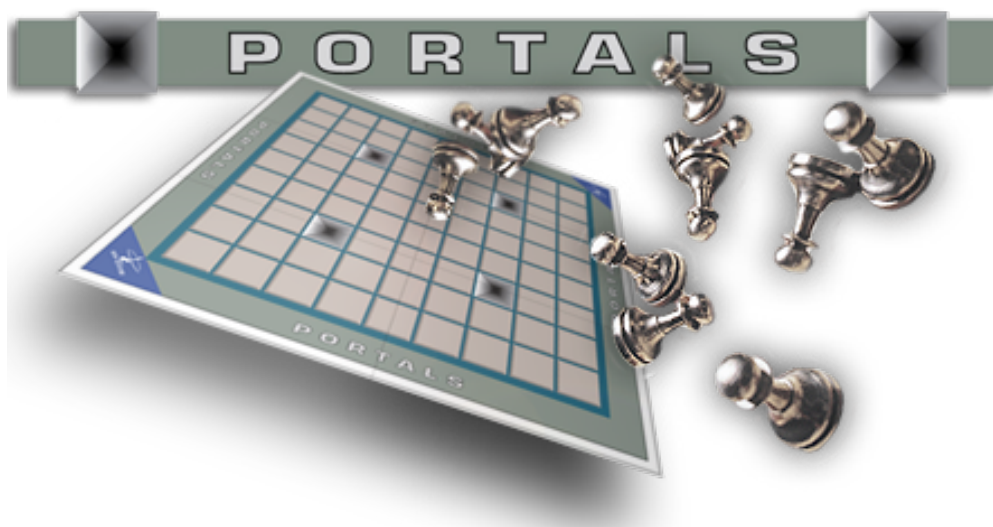
Portals is a strategy game played on a grid of squares that includes four “portals.” These spaces serve sort of like wormholes to allow a piece to jump from one place on the board to another instantaneously. The objective is to capture or trap your opponent’s prince before his guards to the same to yours.



Equipment & Features:

The game includes a special board - a 11x11 grid featuring four spaces called “portals” + a “Portable Portal” piece.

Also included are two sets of playing pieces, each consisting of 15 “guards” and a “prince” in complimentary colors.



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The Rules:

The Equipment:

Portals uses pieces which move like Chess Rooks and Chess Kings. The board is an 11x11 grid of squares with 4 strategically placed squares designated as "Portals" (See image on page 2). There is also a tetrahedral (four-sided) die. Players get one Prince (Heir to the Throne) and 15 Guards. They begin the game in the configuration shown on page two. There is also one "Portable Portal" which begins the game on the center space. (The game may be played without the Portable Portal for a faster version.)

The Movement:

The Princes move one space in any direction, and the Guards move rank-and-file any distance unless they encounter another piece, a portal, or the edge of the board.

Capture is by displacement, as in Chess. Pieces cannot pass over other pieces. If a piece lands on the same space as an opposing piece, the opposing piece is captured, removed from the board, and the moving piece takes its place.

Anytime a piece passes into a Portal square, IT MUST STOP there. On the subsequent turn, that piece can either be left standing on the Portal, moved from the Portal in a normal way, or move to any other Portal square.

Pieces can be captured on a Portal space, just like on any other space. That includes pieces moving from one Portal to another.

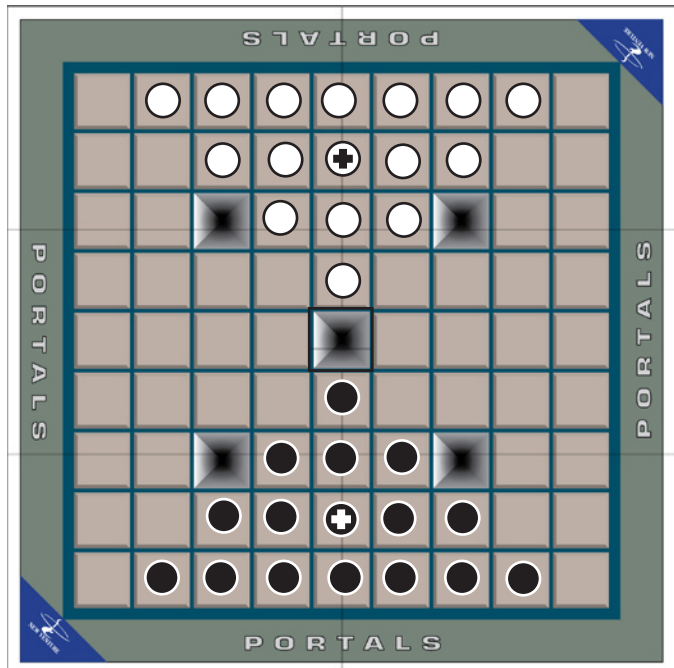
The Portable Portal:

After a player has made a capture, and *only* after a capture, the player may choose to move the Portable Portal. This choice MUST be made *before* rolling the die, and once the die has been rolled, the player *must* move the Portable Portal that full number of spaces rank-and-file.

The Portable Portal moves orthogonally (left, right, forward, or backward) in a straight line exactly the number of spaces indicated by the die roll. If this would move the Portable Portal off the board, the move cannot be made. The Portable Portal may be moved into a position under a piece in place on the board (thus opening a portal under that piece which can be used in a subsequent turn), or moved away from under a piece, leaving the piece in a "normal" space.

If the Portable Portal comes to rest on a permanent portal space, the Portable Portal gets flipped over, making that space a "normal" space. Once the Portable Portal is moved off that space, it once again become a Portal.

The winner is the player who has captured the opponent's Prince or all of the opponent's Guards.



Showing the starting positions of the pieces. The pieces with crosses are the Princes, the others are Guards. The center square shows the Portable Portal in its place to start the game.