

Tetrathedral

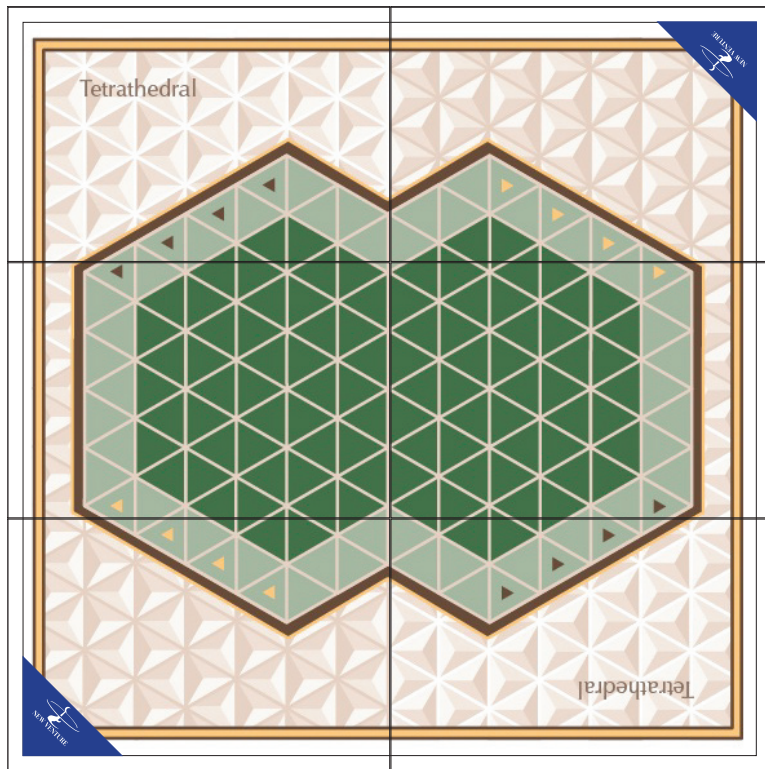
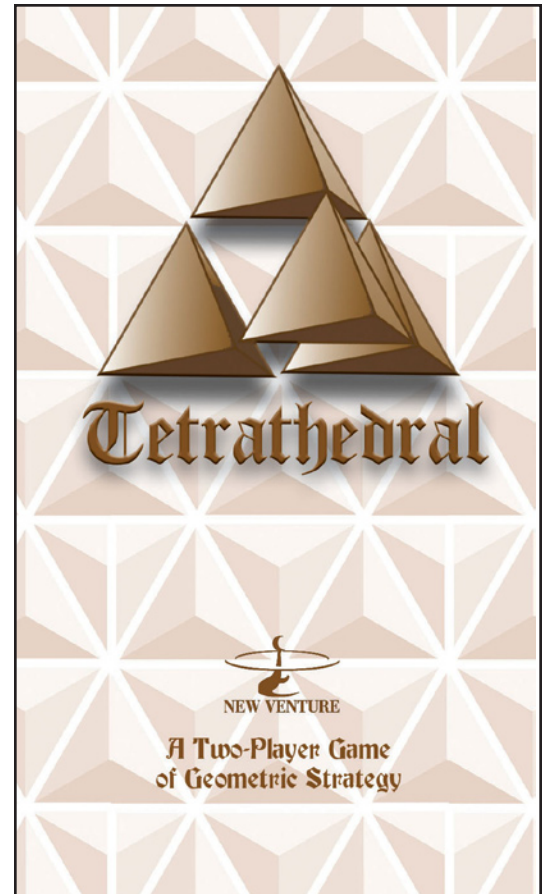
The Geometry of Winning!

Type: Abstract Strategy
Ages: 10+

Players: Two
Duration: 15 - 30 minutes

Synopsis:

The pieces in this game are tetrahedral. It's an abstract strategy game for two in which the players move their pieces to assemble a winning pattern on the board. It includes an 8-sided die to determine the possible moves upon a grid of triangles.



Equipment & Features:

The tetrathedral board is an array of triangles with special markings and color codings as shown. The pieces are tetrahedra - eight per set in two contrasting colors. These tetrahedra fit closely on the triangles of the board. Also included is an octahedral (8-sided) die with faces the same size as the tetrahedral pieces. (Four tetrahedra and the die will nest together to form a pyramid - the goal of the game.)

Tetrathedral

The Rules:

1. With the board orientated “wide-ways” between the two players, set up the tetrahedral pawns on the spaces designated with the small color-coordinated triangles. The objective is to move your pieces into a formation that would create a larger tetrahedron out of four pawns and the octahedral die (see illustration). This can be done anywhere on the board except with any pawn occupying a space in the outer ring (the light colored spaces).
2. Determine the player to move first, then each player in turn roll the d-8.
3. The number rolled is the number of spaces (adjacent triangles) a pawn can move in a straight path across the board. All pips must be used in a move by one pawn. If no pawn can use the move, the move is forfeited. Pawns cannot move through spaces occupied by other pawns (see “capturing” below), or off the board.
4. If the die rolls eight, the player may move any one pawn any distance in a straight line, except through spaces occupied by another pawn.
5. If a pawn lands on a space occupied by an opponent’s pawn by exact count, the opponent’s pawn is removed from play. While a player has a pawn out of play, he/she cannot utilize the special move feature when rolling an eight. However, rolling an eight does allow a pawn not in play to re-enter the board at any point around the outer (light colored) ring of spaces. This placement constitutes the entire turn. This is an option; the player may pass the use of the eight to re-enter a pawn into play, moving another piece instead up to 8 spaces.
6. A player can block or trap an opponent’s pawns and keep them so as long as he/she wishes. A pawn may freely enter into a space within a triad of opponent pawns and rest there as long as he/she wishes – however, a winning move into that space would capture the pawn simultaneous to creating the winning formation (therefore the move is not an affective block against a winning move).

