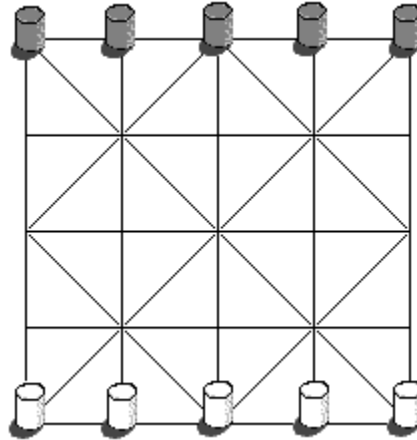


Fourtress - Acorn Games (U.S.A., 2006)



Fourtress is one of our original games that we came up with to show how to get more use out of a standard set of pieces. **Fourtress** is a goal oriented game where the players are each trying to achieve a condition of victory as opposed to capturing an opponent's pieces.

Equipment: Game board, 5 Dark Pieces & 5 Light Pieces set up as illustrated.

Players: 2 Players. Light player goes first and players take turns moving one piece. Players can alternate starts for subsequent games if they wish.

Objective: To be the first player to make a “**Fourtress**”. A **Fourtress** is made when a player moves four of their pieces to form a square with one piece on each of 4 points that are connected by only one line segment on each side of the square. A **Fourtress** can be made either orthogonally or diagonally. A **Fourtress** may be empty if it is formed vertically or horizontally and it may be empty or have a piece trapped inside it if it is oriented on the diagonal.

Moves: Players move 1 piece at a time. A piece moves along a straight line on the board. If a player moves in a direction, the piece must move as far as there are spaces available along that line but not off the board. A piece may not stop early. A piece only stops when it encounters another piece in its way or the edge of the board. There are no captures or jumping.

End Game: The game ends when one player makes a **Fourtress** of 4 of their pieces which are connected by only four line segments.