# GAME RULES

- Each player has eight cubes of one color.
- Initially all the cubes are off the board, forming players' pools.
- Choose the starting player randomly.
- Players alternate moves through the game.

## Cubes

- An on-board cube can be either active or inactive. Active cubes are those rotated by 45 degrees while inactive ones are aligned to the grid.
- The corners of an active cube stick out to the four orthogonally neighbouring spaces. No piece can rest on those spaces. Therefore, an active cube can never be orthogonally adjacent to any other cube, either active nor inactive.
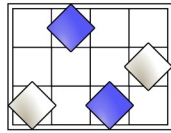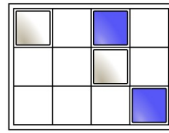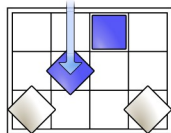
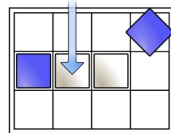Active cubes     Inactive cubes

## A player's turn

- In his turn a player must either **place** or **slide** a cube.

## Placing a cube

- A player takes one of his off-board cubes and place it on an empty board space, not adjacent to any active cube.
- If all of the spaces orthogolanny adjacent to the chosen space are empty, the cube has to be placed in an active position.
- A player is allowed to place a new cube only if he has at least one active and movable cube on the board (excluding placement of the first cube, of course).
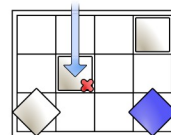
Valid placement     Valid placement
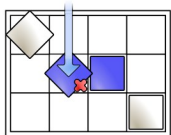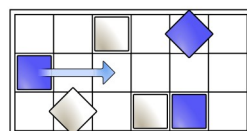
Invalid placement: An active cube cannot have a neighbour.     Invalid placement: A cube placed on this space has to be active.

## Sliding a cube

- An active cube can be slided any number of empty spaces in a row or column.
- The moving cube is turned to the inactive position (in order to fit between the neighboring cubes), then slided to the desired position and finally activated if possible.
- Any active cube that is adjacent to the path of the movement is turned by the moving one and deactivated.
- If the cube ends the move adjacent to another one, it remains deactivated and the player gets a **bonus move.**
- It is not allowed to enter a space in front of an active cube.
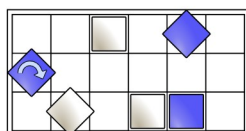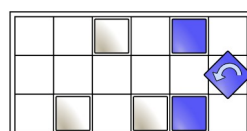
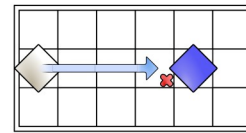Step 1: Temporarily deactivate the cube.     Step 2: slide the cube to the destination space...
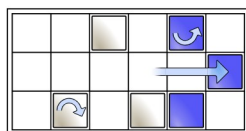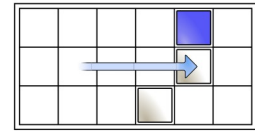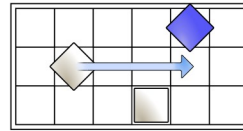
...and deactivate all the cubes adjacent to the path.     Step 3: If possible, activate the moved cube.

A slide to the space in front of an active cube is not allowed.

The moved cube cannot be turned to the active position. Therefore, the light player gets a bonus move.
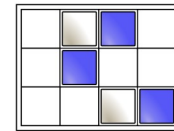
## Bonus move

- When a player moves a cube in such a way that it becomes inactive, he gets a bonus move.
- If the situation repeats, a player gets another bonus move, and so on, as long as he choses to slide a cube in such a way that it becomes inactive.
- The bonus move is optional, a player may choose to finish his turn instead.
- As a bonus move, a player may place or move another cube. He may also **activate** or **pick up** one of his onboard cubes.

## Activating a cube

- A player may turn one of his inactive cubes to the active position.
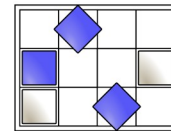- The activated cube may not be adjacent to any other one.
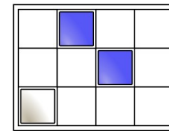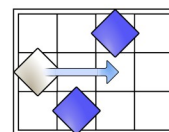
These cubes can be activated.     These can't.
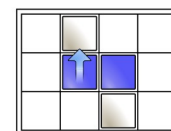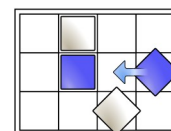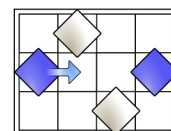
## Picking up a cube

- A player may pick up one of his onboard cubes and place it back off the board in his pool.
- The cube that just has been moved cannot be picked up.
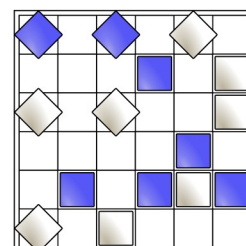
These cubes can be picked up.

This cube cannot be picked up in the immediate bonus move.

A cube sacrificed earlier in the player's turn can be picked up.

## Ending the game

- When a player is unable to make a legal move, he loses.
- It is also possible that players' pieces got enclosed in separated parts of the board, in which case they may be only moved continuously without finishing the game. In this case, a draw is declared.

A game won by light.