



Wood Tactics

Unique wood games, game accessories and everyday items

How To Play Fanorona Tsivy Edition

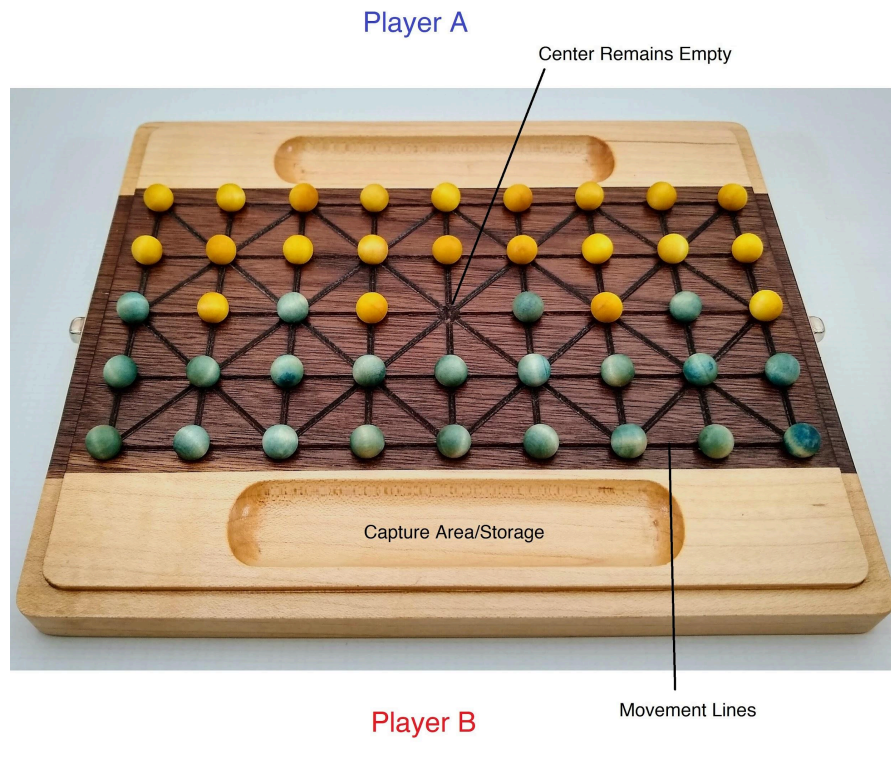
Objective

The object of this game is to capture all opposing pieces

Setup

The board consists of lines and intersections, creating a grid with 5 rows and 9 columns subdivided diagonally. A line represents the path along which a stone can move during the game. There are weak and strong intersections. At a weak intersection it is only possible to move a stone horizontally and vertically, while on a strong intersection it is also possible to move a stone diagonally.

1. Place the game board between the two players lengthwise.
2. Arrange the 22 pieces for each player as shown in the image below, the center remains empty and the left and right sides are alternated between Player A and B placement.



Gameplay Turns

Players alternate turns, each turn consists of a non-capturing (Paika Move) or capturing move.

- Capturing moves are obligatory and have to be played in preference to Paika moves.
- The capturing piece may continue making successive captures if desired, see Gameplay Relay Capturing.

Gameplay Movement

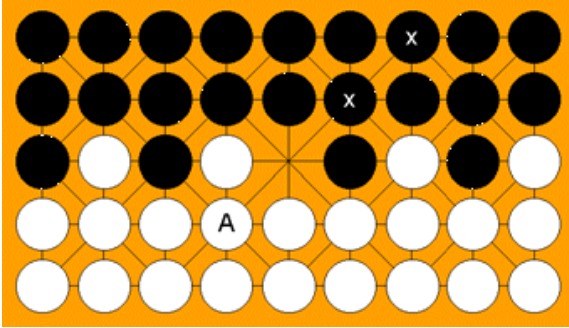
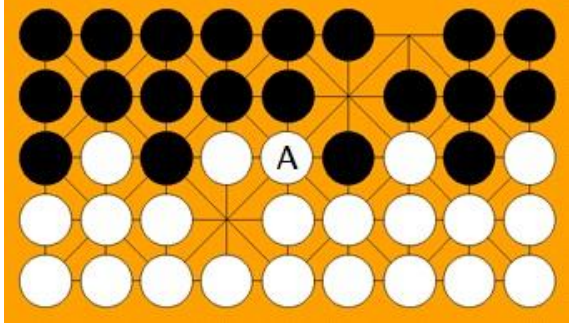
1. The player whose turn it is chooses one of their Tokens.
2. Pieces are moved by sliding one space along one of the lines.
 - Some points have on diagonal, vertical and horizontal lines connecting, while others have only horizontal and vertical lines connecting.

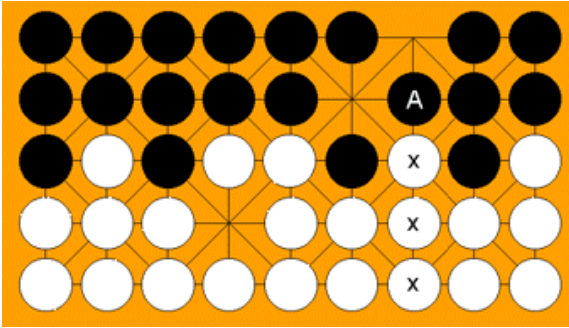
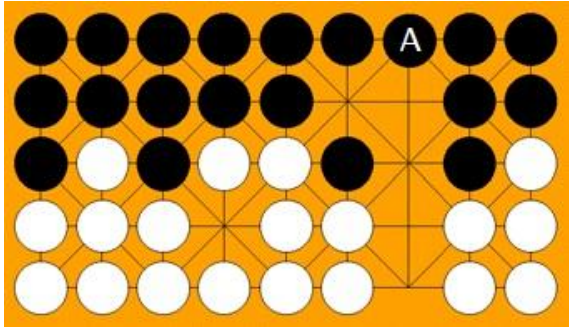
Gameplay Capturing

There are two types of Captures and you must choose Approach OR Withdrawal (Sometimes it's possible to capture either way).

- 1) Approach: You can capture a line of your opponent's pieces by moving toward them into the adjacent space.
- 2) Withdrawal: Starting in the adjacent space to the other Players Token and moving away from your opponent's piece.

Capturing only captures all pieces adjacent to each other in a straight line in the direction you moved to or from.

Example: Capture By Approach	
The piece Marked A moves one space diagonally forwards to the empty position in the middle of the board.	The black pieces marked x are both captured and placed in the Players Capture Area.
	
Before Move	After Move

Example: Capture By Withdrawal	
The piece Marked A moves one space Vertically backwards to the empty position on the board right above it.	The black pieces marked x are both captured and placed in the Players Capture Area.
	
Before Move	After Move

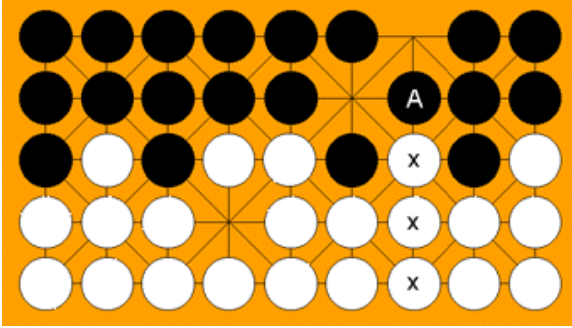
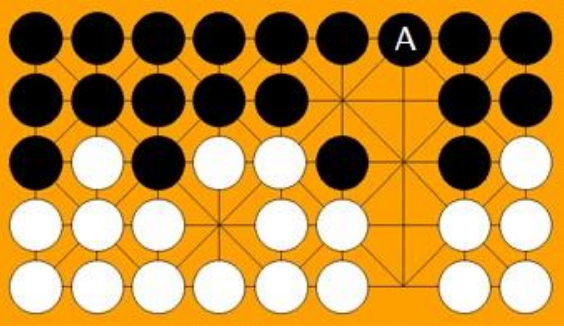
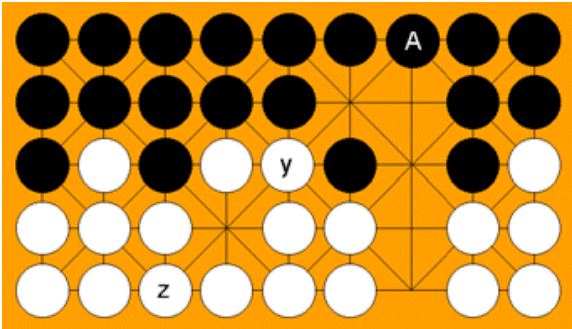
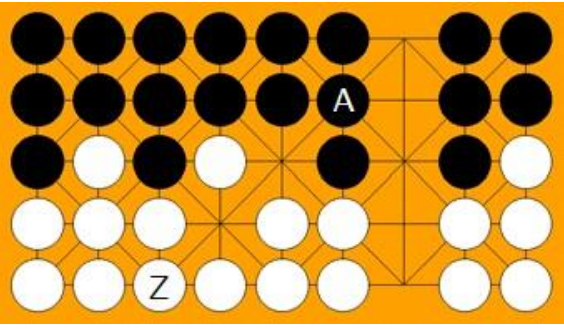
Gameplay Relay Capturing

When you make a capture, it is not necessarily the end of your turn. You are allowed to move the same piece again to capture more pieces. You can do this several times during

the same turn, so long as you keep capturing each time you move the piece. This is optional and you can stop at any time.

Restrictions:

- All the capturing must be done by the same piece.
- The piece must change direction each time it moves during the relay capture.
- It must not stand on the same position twice during this sequence.

Example: Capture By Relay	
The piece Marked A moves one space Vertically backwards to the empty position on the board right above it.	The black pieces marked x are both captured and placed in the Players Capture Area.
	
Before Move	After Move
The piece Marked A moves one space diagonally forwards to the empty position next to the piece Marked Y.	The white piece marked Y is captured and placed in the Players Capture Area. The piece marked Z is NOT captured as it's not adjacent to Y.
	
Before Move	After Move

Gameplay Paika Move

If you cannot make a capturing move, then you are allowed to make a non-capturing move. This is known as a paika move. To do this you simply move one piece along a line to any adjacent position.

Winning the Game

When all of one Player's pieces are removed from the board or a Player can no longer make any moves without having their last piece captured, the opposing Player wins

If neither player can force the other player into a situation to lose their last remaining piece, then the game is a draw.

Optional Variations

Single Capture (First Capture)

- The first time a player captures in each game, only a single capture is allowed – the player's turn ends immediately after the first capture move is taken.

Copyright © 2024 by Wood Tactics LLC

All rights reserved. This game manual or any portion thereof may not be reproduced or used in any manner whatsoever without the express written permission of Wood Tactics LLC except for the use of brief quotations in a review.