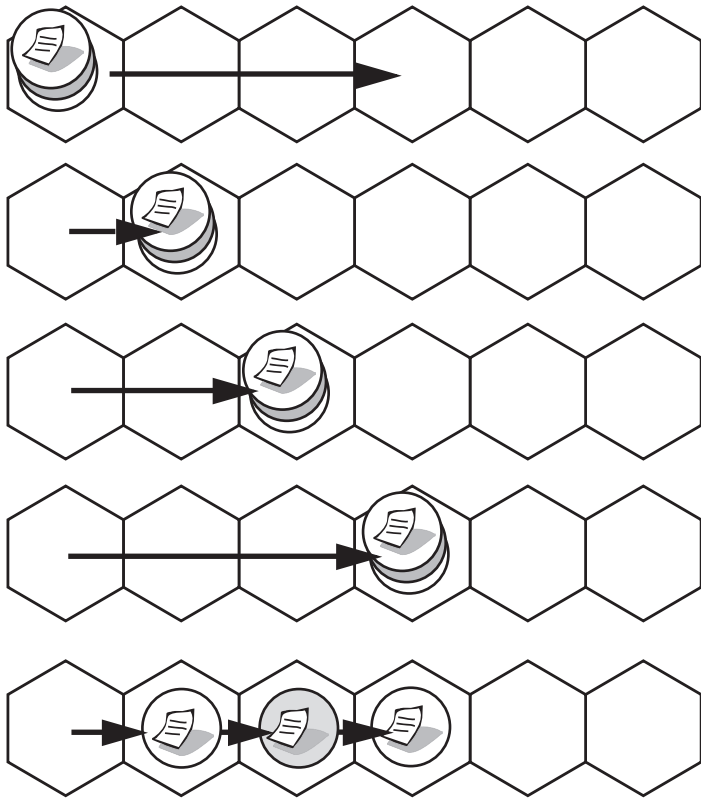


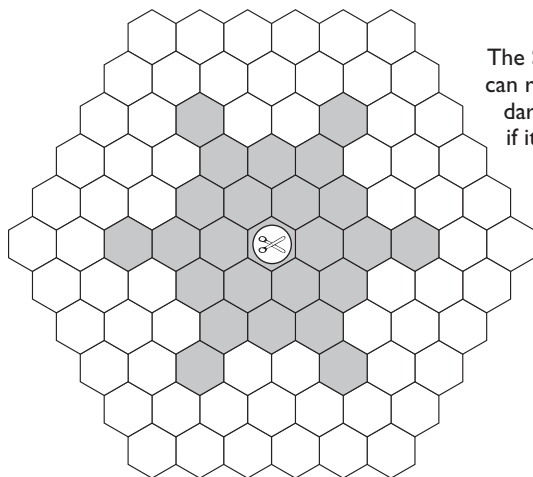
The possible ways a stack of three papers can move down a row.



Scissors

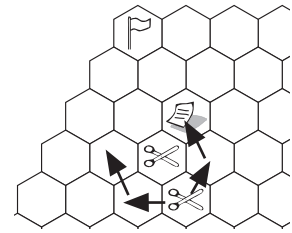
Scissors can move up to three spaces if it moves in a straight line, or up to two spaces if it changes direction. Scissors cannot jump over any other pieces.

If a Scissors moves into an adjacent space with an enemy Scissors, they become locked together immediately, ending the turn. However, any Paper that encounters any locked Scissors is still destroyed. If a Scissors is locked, it may still move but must remain in contact with the enemy Scissors it is locked together with. Locked scissors can still move so long as it remains in contact with the enemy Scissors at all times. A Scissors can be locked together with more than one enemy Scissors. Friendly Scissors do not lock together with one another.



The Scissors shown can reach any of the darkened spaces if it's path is not blocked.

A locked Scissors' possible moves.



Flags

Flags do not move. In the standard game, the capture of one flag ends the game. If a piece is forced to land on a friendly flag (such as a Rock getting knocked backward or a stack of paper being spread out), the flag is still captured.

Two-Flag Version

For a longer, more intricate game, play with the goal of capturing *both* enemy flags. This introduces many complex new strategies into the game, including endgame possibilities. It is usually possible to save one flag even when one flag is doomed.

Notes on Play

As the Rocks are by far the most mobile of the pieces, it is important to guard against them slipping past the defenses and threatening the flag. Papers are important in keeping Rocks in check, and are also able to mount a threat as well. Stacks of Paper are highly mobile and therefore dangerous. Their ability to float over most other pieces make a stack of four or more Papers even more dangerous than Rocks. Scissors can often be used to penetrate deeply into enemy territory by cutting through the line of enemy Papers. Their ability to lock enemy Scissors can sometimes be paralyzing, and also to keep Papers in check.

The loss of all of any one of your types of playing pieces will result in being unable to defend against another. For example, if you lose all of your Scissors, it will be very difficult to defend against a coordinated Paper attack.

In the Two-Flag version, the loss of one flag is not necessarily fatal, as the second flag can become better fortified as a result. You may even begin the game by deciding to fortify one flag while exposing the other.



Pair-of-Dice Games

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