

FORTAC

INTRODUCTION

Abstract board & card strategy game for 2 players.

THE BOARD

Use a 4x4 grid.

THE PIECES

Each player has 4 men (pieces, pawns, tokens, etc.).
One player is Red, the other is Black.

THE DECK

Players share a common deck.

VICTORY

Victory is achieved by being the first to make 2 different Combos.

A Combo is made by placing your 4 pieces into one of 4 arrangements:

1. Occupy all 4 corner spaces of the board (Corner Combo)
2. Occupy 4 spaces in a row diagonally (Diagonal Combo)
3. Occupy 4 spaces in a row orthogonally (Orthogonal Combo)
4. Occupy the 4 center spaces of the board. (Center Combo)

You must verbally declare a Combo on the turn you form it.

After your first combo play continues from the same positions & with the same hands.

Your second combo must be of a different type from the first.

SETUP

Each player places his 4 men in the 4 spaces of one corner.

Diagrammatically (R = Red, B = Black, E = Empty) it would appear thus:

RREE

RREE

EEBB

EEBB

Each player is dealt a hand of 3 cards from the deck.

Cards are always placed face up in front of the player.

Players can always see their own and each other's hand.

Red goes first.

TURN SEQUENCE

Players take turns.

Each turn has 2 phases:

1. Move Phase
2. Draw Phase

MOVE PHASE

To move one of your men, discard one of your cards and

Move the man according to the rules on that card.

(To move you must play (discard) a card)

You must move if it is at all possible.

If it is impossible for you to move, your opponent automatically wins.

You may only play one card (make one move) in this phase.

At the end of Move phase you must have 2 cards in your hand.

DRAW PHASE

Draw phase always comes after move phase.

Draw the top card of the deck and put it in your hand face up.

At the end of Draw phase you must have 3 cards in your hand.

THE COMMON DECK

Card Name:	#	Notes:
Hop	4	Move orthogonally 1 space
Skip	4	Move diagonally 1 space
Jump	4	Jump over adjacent piece
Trade	4	Trade places with adjacent piece
Switch	4	Switch places with non-adjacent piece
Rook	2	Move piece like Rook in Chess
King	2	Move like a King in Chess
Horse	4	Move like a Knight in Chess
Bishop	4	Move like a Bishop in Chess
Zip	2	Move to any empty corner space
Zap	2	Move to any empty non-corner space
Push	4	See Notes

= Copies of that card in the deck.

PUSH CARD

This one requires a little extra explanation:

Move 1 piece into an adjacent space already occupied by another piece.

The other piece is pushed into the next space over in line.

Two pieces in a row can be pushed like this.

The furthest pushed piece must have somewhere to go, there must be an

Empty space for it to be pushed into. It cannot be pushed off the board.

PLAY ON LINE

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