NUMICA

INTRODUCTION
Strategy Board Game for 2 players.
Game of Displacement.

VICTORY
Capture Opponents pieces. Either:
2 Square pieces & 2 Round pieces or
3 Square pieces or 3 Round pieces.

THE BOARD
Use a chess board: 8 X 8 square grid.

THE PIECES
Each player has a set of pieces (Men) of a unique color.
(A red player & a blue player)
A Set consists of 8 Pieces, 4 of them square and 4 of them round.

TILES
Make a set of 64 Tiles as described in the Tile Set List.
Tiles are flat counters/chits.
A Tile must fit within one square on the board and one playing
Piece must be able to be put on top of it.
Each Tile has a Symbol inscribed on it.

SETUP BOARD
Randomly place the Tiles on the squares of the board.
Each of the 64 Squares should contain 1 Tile face up.

SETUP PLAY
Each player places his 8 pieces on the back row of his side of the
Board in any order.
Red player goes first.

STACKING
Pieces never stack.

TURN SEQUENCE
On your turn you may move 1 of your pieces.
How the piece moves is determined by the Tile it is on.
If the Tile Symbol is a number, the piece moves exactly that many
Spaces in a straight line, orthogonally or diagonally and
It jumps over other pieces.
If the Symbol is a K, the piece moves like a knight in chess.
If the Symbol is a R, the piece moves like a rook in chess.
If the Symbol is a B, the piece moves like a bishop in chess.
If the symbol is an X, the piece may move to any empty
Space on the board.

If your piece lands on an opposing piece, you capture it.
You may never land on one of your own pieces.
If you are ever unable to move, you automatically lose.

FIRST MOVE CAPTURE RULE
A piece cannot capture on its first move an opposing piece that
has not moved yet so far during the game.

BASIC TILE SET LIST

Tile Symbol	Copies in Set
1	11
2	10
3	9
4	8
5	7
K	6
X	5
R	4
B	4

GAME DESIGNERS NOTES
Other Tile Types are possible.
Other types of pieces (& victory conditions)
with special abilities are also possible.

PLAY ON LINE
Super Duper Games

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