



A board game for 2 players by **Martijn Althuisen**

Tixel(ティクセル)はTixのフォローアップである2人用アブストラクトゲームです。コマの形が基本的にピクセル(四角形)なのが名前の由来で、その1辺がカーブした凹みになっています。

ゲームの目的は最後まで手番が実行できることです。一時的に3種類の追加の移動方法が可能になる連鎖移動が非常に重要です。移動したティクセルが移動先で非アクティブになった場合(つまり犠牲になった場合)、プレイヤーは自分が選択すれば追加手番を行うことができます。つまり、配置または移動したティクセルを〜〜したり、ボードからティクセルを取り除いたり、非アクティブなティクセルをアクティブにしたり、アクティブなティクセルの中空面の向きを変えたりできます。

内容物

- ボード (6x6マス)
- 2色のコマ 20個 (各色10個)
- キャリングケース

ゲームルール

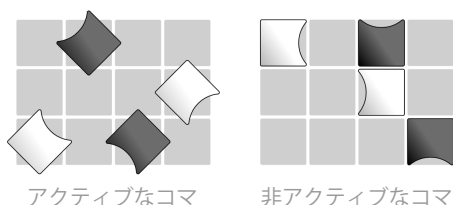
各プレイヤーは1色のコマ10個を持ちます。ボード上にコマがない状態で始め、コマは手元に置きます。

白プレイヤーから始め、初手以降は交互に手番を行います。

コマ

ボード上にあるコマは、アクティブまたは非アクティブのいずれかになります。アクティブなコマとは45度回転したコマで、非アクティブなコマとはマスに沿ったコマです。

アクティブなコマだけが移動できます('コマのスライド'参照)。アクティブなコマの角は縦横に隣接する4マスに突き出ておりこれらのマスにはアクティブなコマを置けません。従って、2つのアクティブなコマが縦横に隣接することはありません。



手番

手番ではコマを配置またはスライドします。

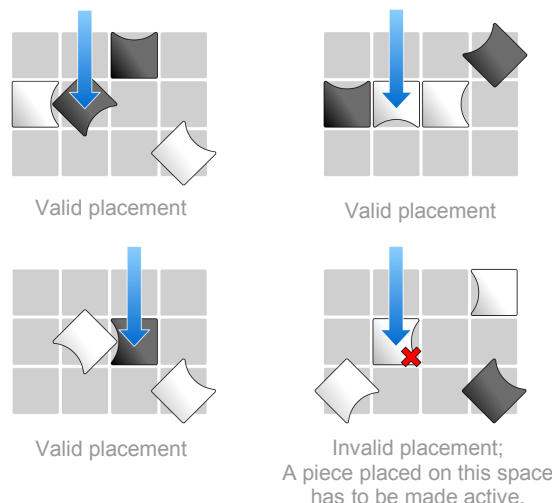
コマの配置

手番開始時に、ボード上に他のアクティブかつスライド可能な自分のコマが1個以上ある場合のみ、新しいコマを置くことができます(もちろん各プレイヤーが最初にコマを置く時は除きます)。

手元からコマを取ってボード上の空きマスに置きます。

If all of the spaces orthogonally to the chosen space are empty, the piece has to be placed in the active stance.

If an orthogonally adjacent space has an inactive piece on it and its hollow side is facing the newly placed piece, the new piece must also be placed in the active stance.



Sliding pieces

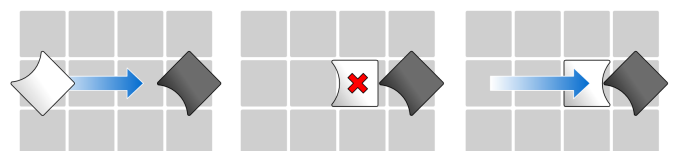
An active piece can be slid any number of empty spaces in a row or column.

The sliding piece is first pivoted to an inactive stance (aligned to the grid in order to fit between neighbouring inactive pieces), then slid to the desired space **and activated if possible**.

A piece may be pivoted **any amount** before sliding.

Any active piece that is adjacent to the slide path gets deactivated by the sliding piece. Adjacent pieces are deactivated by pivoting them in clockwise or anti-clockwise fashion, depending on how the sliding piece passes them.

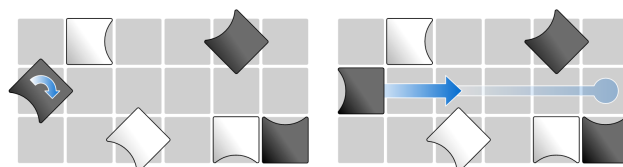
You can only slide to a space in front of another active piece if the hollow side of the sliding piece is facing the active piece.



The white piece wants to slide to the space directly in front of the black piece.

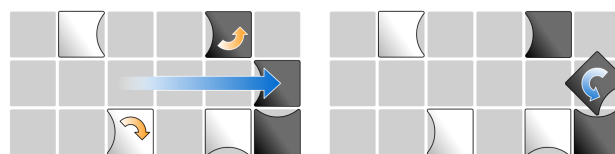
It cannot slide there ...

... unless its hollow side is first pivoted to face the black piece.



Step 1; Temporarily pivot the piece to an inactive stance.

Step 2; Slide the piece towards the desired space ...



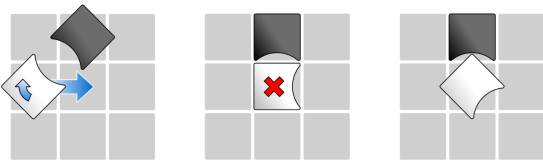
... whilst deactivating all the pieces that are adjacent to the slide path.

Step 3; At the desired space, pivot the piece back to an active stance (if possible).

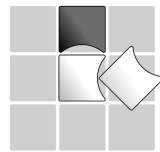
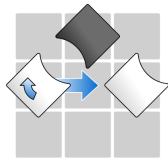
Sacrificing pieces and Bonus moves

When a player **slides a piece** in such a way that it becomes inactive, he gets a bonus move. This is called sacrificing a piece.

If this situation repeats, the player gets another bonus move, and so on, as long as he keeps sacrificing pieces.



The white piece cannot be sacrificed by sliding it next to the black piece. It remains active after the slide.



Now though, the white piece can be sacrificed. It cannot remain active as there now is another active piece on an adjacent space.

The bonus move is **optional**, a player may choose to end his turn instead.

As a bonus move, a player may do one of the following:

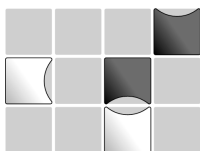
- **Place** a piece (see 'Placing pieces').
- **Slide** a piece (see 'Sliding pieces').
- **Activate** an inactive piece.
- **Pick up** a piece (and put it back in his pool).
- **Pivot** an active piece to reorient its hollow side (the piece remains active).

Activating pieces

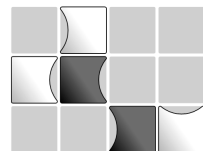
A player may pivot one of his inactive pieces to any desired active stance.

The piece to be activated may not be adjacent to other **active** pieces.

If an adjacent space has an inactive piece on it, its hollow side must be facing the piece that the player wants to activate.



These pieces can be activated.

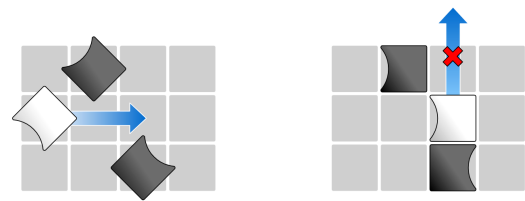


These can't.

Picking up pieces

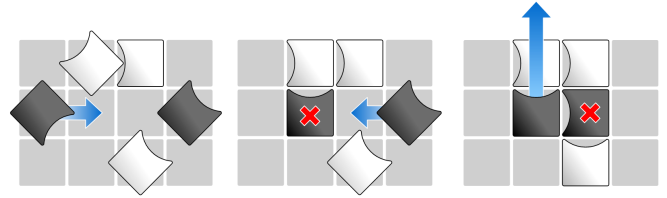
A player may pick up one of his on-board pieces and put it back in his pool.

The piece that was sacrificed to gain the bonus move cannot be picked up straight away.



The white piece is sacrificed by sliding it next to the rightmost black piece.

That same white piece (which was just sacrificed) cannot be picked up in the resulting bonus move.



The black piece on the left side is sacrificed ...

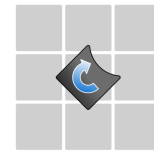
... but it cannot be picked up. Then the black piece on the right side is sacrificed ...

... and now the black piece that was initially sacrificed can be picked up.

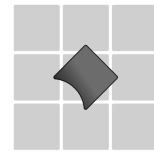
Pivoting pieces

A player may pivot one of his active pieces in quarter turn increments so that its hollow side points in a different direction.

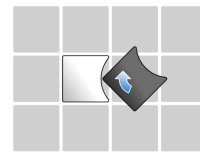
A piece that is pivoted must remain active. It may not be pivoted to an inactive stance.



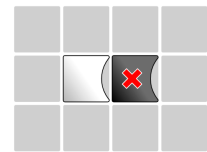
Active pieces must be pivoted in quarter turn increments ...



... so that they remain active.



Pivoting pieces so that they take on an inactive stance ...



... is not allowed.

Ending the game

When a player is unable to make a legal move, he loses. Players can agree to declare a game a draw.

EXPANSION SETS

An expansion set consists of four white and four black square-shaped pieces (eight in total). For each expansion piece used, **remove** a similarly colored regular piece from the players' pools.

Compared to regular pieces, expansion pieces have less tactical potential because they cannot be placed (in an inactive stance) next to an active piece, nor can they be sacrificed by sliding them next to other active pieces that are in the same row or column.

You can also play the original Tix game with 2 sets of this expansion.