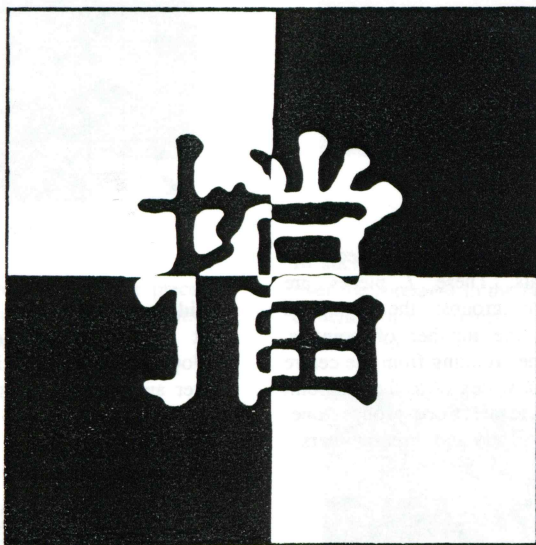


TANG



A game of skill for 2 players
(copyright: Paul Velleman, 1982)

Rules of the game

Figure 1 shows the starting position of the game of Tang. You win the game if you succeed in having two of your pieces on adjacent squares at the other end of the board. For white, the 'other end' is row 8, for black it is row 1. White and black move alternately. White begins.

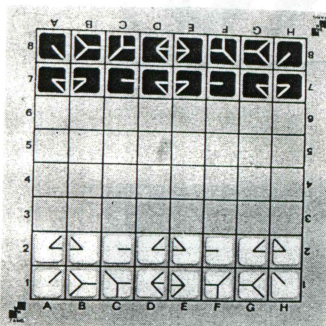


fig. 1

Figure 2 shows the 7 different pieces for both contestants. These 7 pieces are subdivided into groups; the group is determined by the number of pointers. (Pointers are lines running from the centre of the piece to a vertex or to the midpoint of a side). There are three groups: one-pointers, two-pointers and three-pointers.

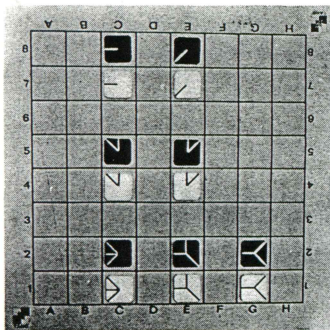


fig. 2

Sliding.

A piece may be moved in one of the eight possible directions in a straight line to an unoccupied square. This is called a 'slide' move. The squares that are passed in this way, must be empty. A one-pointer may slide 1, 2 or 3 squares, a two-pointer may move 1 or 2 squares and a three-pointer may only move 1 square. See figure 3.

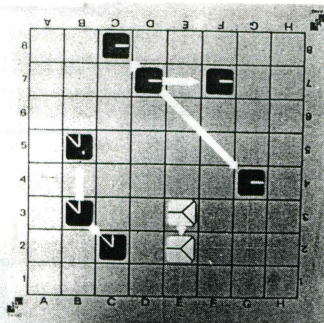


fig. 3

Sliding with a turn.

At the end of a slide move you are allowed to turn the position of the pointers over an angle of 90° to the left or right. See figure 4. Turning without moving is not allowed.

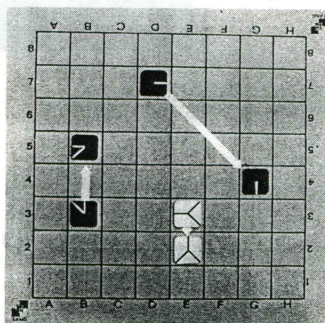


fig. 4

For one-pointers there is an alternative way of turning at the end of a slide move: a turn over 45° to the left or right. This can be accomplished by taking the one-pointer from the board, turning it upside down and by putting it back in the correct position (see figure 5).

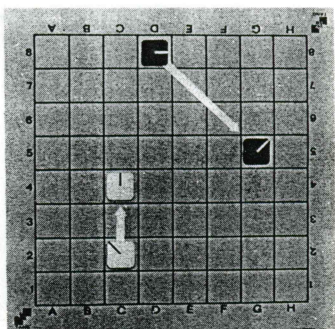


fig. 5

Jumping.

The second type of moving a piece is by jumping. A 'jump move' involves two of your own pieces. These pieces must be in adjacent squares and must have pointers in the same direction to a common square (see figure 7).

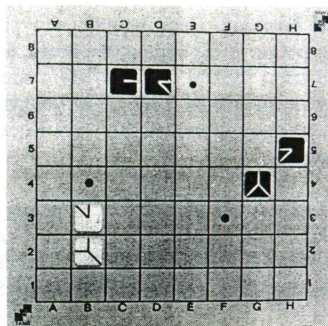


fig. 7

Exception:

You are not allowed to turn the piece at the end of its move if these situations occur simultaneously (see figure 6):

- (1) the piece has moved for its maximum distance;
- (2) the square where one has moved to is adjacent to one or more squares occupied by opposing pieces.

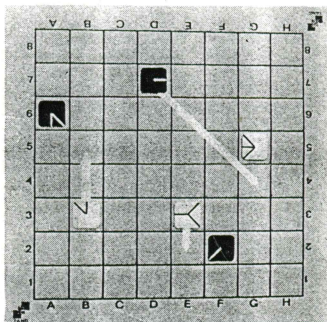


fig. 6

In such a case the hindmost piece jumps over the foremost to the next square in the direction of the common hands. The result is shown in figure 8.

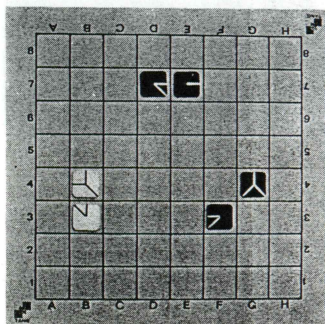


fig. 8

Capturing.

If the square where one jumps to contains an enemy piece, this enemy piece is captured and immediately removed from the board. Only enemy pieces can be captured.

Blocking.

Another way to capture an enemy piece is called blocking. Each pointer of a piece either points to the edge of the board, or to an adjacent square. If this adjacent square contains an enemy piece, the pointer is blocked. An adjacent edge always blocks a pointer.

As soon as all pointers of a piece are blocked, this piece is eliminated and immediately removed from the board. The square remains empty in this case. See figure 9.

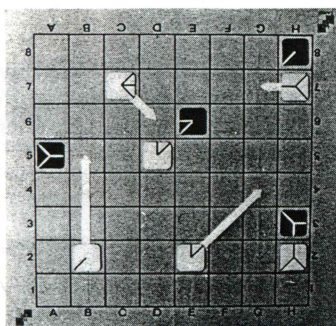


fig. 9

Move-restricting rule.

A piece may not be moved in such a way that all his pointers will be blocked at the end of that move. This rule holds even in cases that one or more enemy pieces would have been blocked by that move: see figure 10.

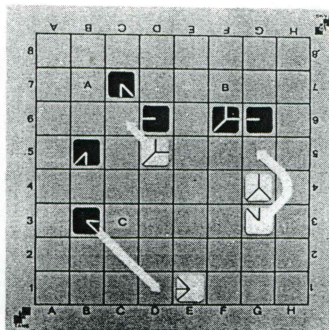


fig. 10