

SARUS



Spielanleitung

Instructions

Règle du jeu

Sirius

Playing instructions

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1. Short description

Sirius is a mental game for 2 players. Each player receives 3 kinds of figures: suns, moons and stars.

Each figure may move one field in any direction. Beating is somewhat more complicated: The star beats the sun, the sun beats the moon and the moon beats the star. If a figure succeeds in reaching the edge of the opponent's field, it will be nominated champion. A champion may move 2 fields and can only be beaten by another champion.

2. Equipment of the game

Figures: 2x10 moons, 2x10 stars, 2x10 suns (in two colours), board, divided into 10x10 fields, playing instructions

3. Object of the game

Object of the game is to beat all opponent's figures.

4. Set up

Each player receives 10 moons, 10 stars and 10 suns of one colour. The colours will be drawn. Each player occupies with his figures the three rows of the board in front of him. Any arrangement of the figures is possible: one figure per field.

Illustration
set up at start

White starts.

Each turn consists of one moving and one beating phase.

5. Moving the figures

In each turn one figure may move one field in any direction.

6. The champion

If any figure succeeds in reaching the edge of the opponent's field (the last row of the board), it becomes a champion. To distinguish this, the figure will be turned over — blank side on top. This figure may immediately move once more. Remember: A champion may always move 2 fields in any direction.

7. Beating

Beating is effected by moving a figure on a field being occupied by an opponent's figure. A beaten figure is to be removed from the board immediately.

To clarify:

Placing a picture on a vacant field is one move. Putting the figure onto an opponent's field, is also one move. This moving is, however, an attack which ends by beating.

Various possibilities of beating:

- Star beats sun
- Moon beats star
- Sun beats moon
- Champion beats champion
- Champion beats all figures

Beating is obligatory, i. e. if a player misses a beating chance, the opponent can immediately remove the figure involved before starting with his move. This does not apply in case a figure has two beating possibilities at the same time and it can use only one at a time. However, a player may not miss both of his beating possibilities. After beating, the opponent follows and starts with moving.