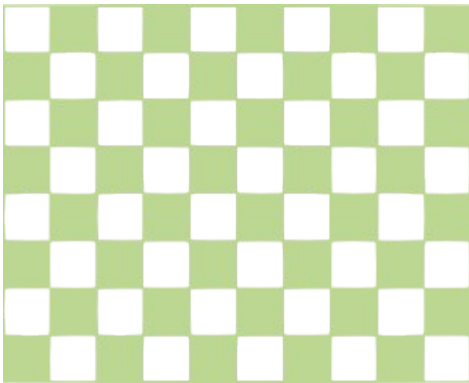


An abstract board game for 2 players by Dieter Stein.

Material

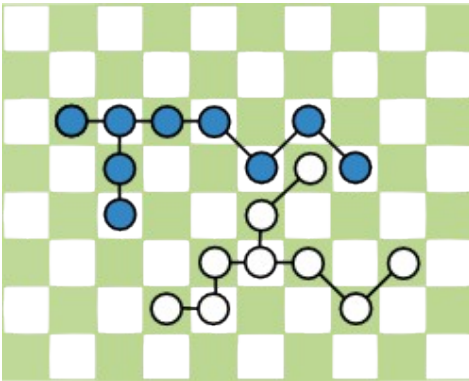
Ordo X is played on a 10 x 8 board with 2 x 20 pieces in two colors.



Ordo board.

Terminology

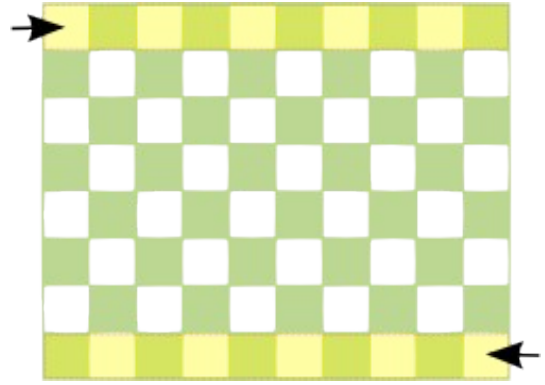
Group: Orthogonally or diagonally connected group of all pieces of a player.



Pieces of the same color are connected forming a group.

Ordo: Orthogonally (in a straight horizontal or vertical line) connected group of 2 or more pieces of a player.

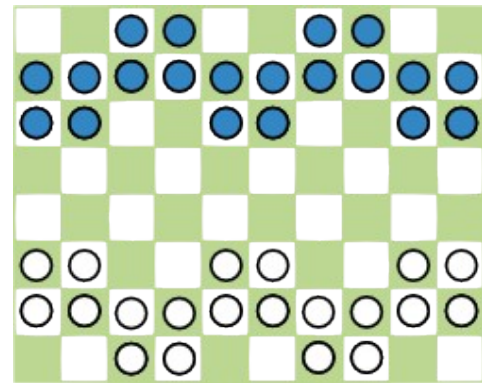
Home row: Nearest row on the board seen from a player's perspective.



Home rows.

Setup

Pieces are setup as shown in the following figure:



Initial setup.

Objective

Players move their pieces trying to reach the opponent's home row.

Game Play

Players choose their colors and take a seat on their side of the board.

White starts, then players take turns making a move. They may not pass.

Connection: Throughout the game, after a player's move, all pieces of said player must be connected in one sole group.

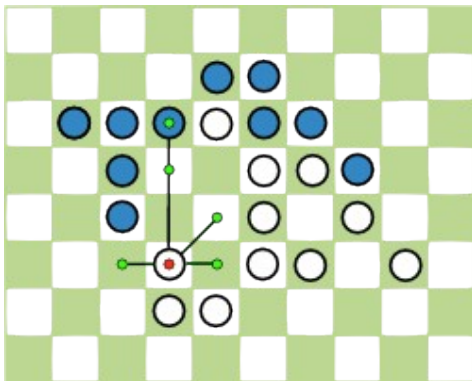
In general, pieces move (orthogonally or diagonally) forward or sideways, **never** backwards. A sideways move **must** be instantly followed by **any other** move (including the same or any other pieces, but now **forward only**) in the

same turn. Apart from that, a sideways move is a regular move in every respect (see below).

There are two possible ways to move the pieces: **singleton moves** and **ordo moves**.

Singleton Move

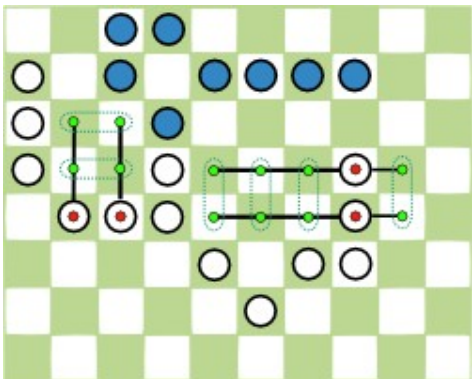
A singleton can move forward or sideways, orthogonally or diagonally in a **straight** line any number of **empty** squares. It may end the move in an empty square or a square occupied by an opponent's piece, which is then captured and removed from the board.



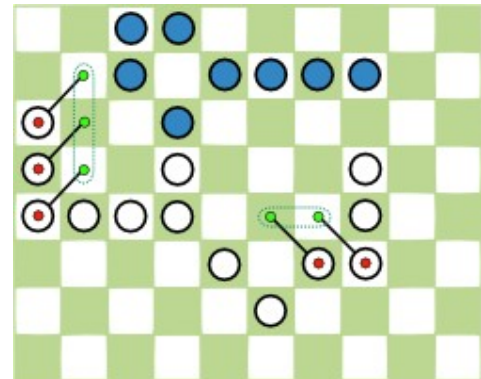
The marked piece has 5 possible moves. Moving one space ahead and further moves to the left are not allowed as they would split the group. If the piece is moved to the left or the right, the player must make another (forward) move.

Ordo Moves

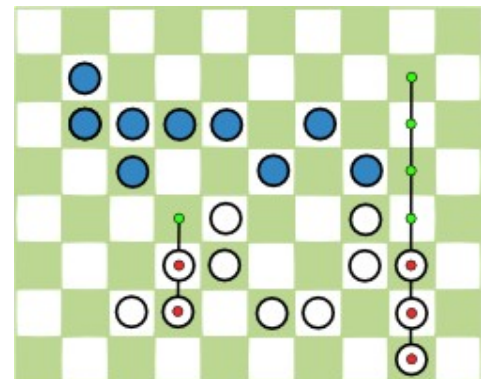
2 or more pieces, which are connected in a straight horizontal or vertical (never diagonal!) line, can move **side by side** or **go in single file** any number of **empty** squares. They may move orthogonally forward, diagonally forward, or sideways. They must move **in parallel** and they may **not** capture.



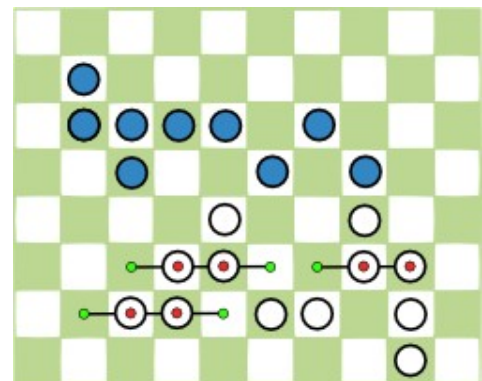
Orthogonal ordo moves. Note: **Sideways** ordo moves must be instantly followed by another **forward** move.



Diagonal ordo moves.



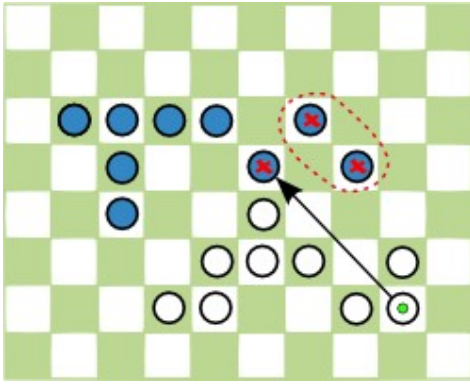
Forward ordo moves in single file.



Sideways ordo moves in single file. Note: a sideways move must be followed by a forward move in the same turn.

Disconnection

If a player disconnects the opponent's group by capturing a piece, then said player must also remove all opponent pieces, which are not part of the **largest** subgroup. If there are subgroups with the same number of pieces, the attacking player may choose the pieces to remove.



White captures a piece and removes it together with the smaller subgroup of 2 other pieces.

End of the Game

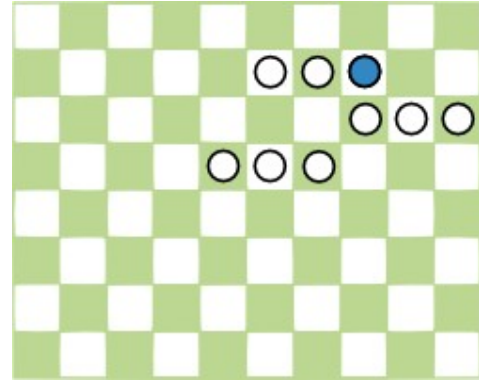
The main goal of the game is to place a piece on the opponent's home row.

Also, a player wins the game if he manages to capture all pieces of the opponent.

Please note: If a player has only **one** piece left, said piece is still considered a group!

An Endgame Problem

Black to move and heavily under pressure – yet there is one (only **one!**) possible move for Black to win.



Black to move and win. The solution can be found here:
<http://spielstein.com/games/ordo-x/problems/1>

Visit **spielstein.com** for tips and further information.