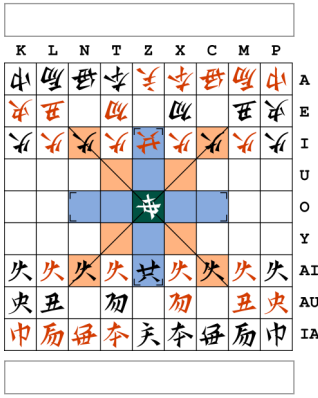




The Standardized Rule of Cetkaik



Tam2 hue (Minds' field)

Pieces here change the way they move.

Tam2 nuu2 (Minds' water)

With a few exceptions, casting the sticks is required when a piece enters here.

Tam2 zo1 (Minds' hill)

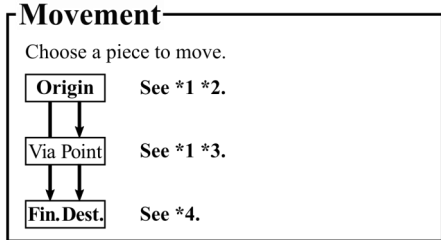
Both Tam2 hue and also Tam2 nuu2 simultaneously.

Captured pieces

Pieces that each players have taken.

- Can move here **provided that** no piece blocks the path.
- ⊙ Can move here **even if** a piece blocks the path.
- Can move in this direction, crossing empty squares.
- Can move in this direction, crossing squares and optionally a piece.

How a turn goes



Capturing a piece

When the destination contains an opponent's piece, capture the piece.

Declaration

Check whether what you captured comprises any hands. If any, declare.

<i>Ty mok1</i>	<i>Ta xot1</i>
Declaring to continue.	Declaring to end.
Double the stake; now it's the opponent's turn.	Obtain the points and go on to the next <i>xot1</i> .

Each player move a piece in turns. Repeating *xot1* (rounds by scoring) four times, each called Spring, Summer, Autumn, and Winter, makes a game. Players needed, the number of *xot1* can be set as once or twice.

• A game usually starts with each player having twenty points.

• The game also ends when one of the player has lost all the points.

Hands	Pieces	Pts.
The Unbeatable	Every kind but	50
The Social Order		10
The Culture		7
The Cavalry		5
The Attack		5
The King		3
The Animals		3
The Army		3
The Comrades		3
The Deadly Army		3
The Stepping	Stepping over <i>tam2</i>	-5
The Futile Move	The Futile Move of <i>tam2</i>	-3
The Flash	Consistent color	+2

Movements

*1 Moving from tam2 hue

When moving from *tam2 hue*, the movements change according to the diagram on the right.

*2 Using captured pieces

You can place a piece that you have previously captured on an unoccupied square.

*3 Stepping over

When the tentative goal is occupied by another piece, you can "step over" the piece and make an additional move from there.

• Only one via point exists in a turn. That is, once you step over a piece you can step over no more.

• Directional movement from the via point requires **casting five sticks**. The number of heads determines the **upper limit** of how many squares you are allowed to cross.

It is recommended that you declare the final destination beforehand.

*4 Entering tam2 nuu2

When the final destination is *tam2 nuu2*, cast five sticks; **three heads or more** allows the entry.

• *Tam2* and *nuak1* can enter without casting sticks.

• The move whose origin is *tam2 nuu2* requires no casting. Neither is it needed when placing a captured piece.

Hands

The Futile Move of Tam2

Moving *tam2* immediately after the opponent has moved it is a hand worth negative points. Using *tam2* to effectively pass also is.

Io as a wildcard

Io can stand for another piece of the same color.

Multiple hands

A single piece can be used for a component of multiple hands. For instance, having a **Horse**, a **Tiger**, a **Chariot** and a **Vessel** as your captured pieces gives you eight points: five from **The Attack**, three from **The Animals**. You cannot count the same hand twice; two tigers and two horses do not amount to six points. **The Flash** is the exception to this rule.

not in tam2 hue

in tam2 hue

共 Vessel nuak1 felkana

火 Pawn kauk2 elmer

丑 Archer gua2 gustuer

每 Chariot kaun1 vadyrd

勿 Tiger dau2 stistyst

𠂇 Horse maun1 dodor

巾 Officer kua2 kua

史 Shaman tuk2 terlsk

𠂇 General uai1 varxle

夫 King io ales

申 Minds tam2 tam

When in *tam2 hue*, *uai1* prevents any of the player's pieces in the surrounding eight cells from being captured.

Tam2 makes two moves of *io* in a single turn. The surrounding eight cells of *tam2* become *tam2 hue*.

Both players can move *tam2*. It cannot capture a piece, nor can it be captured.