

# Sudoku goes Classic

for 2 players from the age of 8 up

Gaming equipment and the common **DOMINARI** -rule

## Board

Sudoku goes classic is played on a **square board** of 6x6 **fields**. 4 connected fields of the same color form a **block**.

## Gaming pieces

The gaming pieces have labels on both sides. Depending on whether the white or the black side is on top a gaming piece belongs to the black or the white player.

There are:

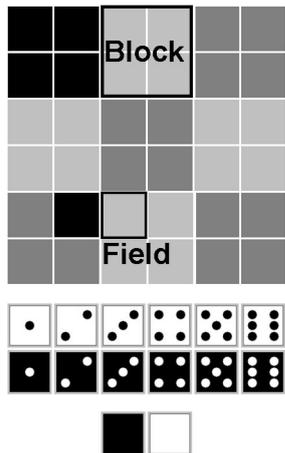
36 number pieces, each 6 per number 1-6

12 blank pieces.

## **DOMINARI** -rule

On a board with 6x6 fields the DOMINARI-rule says that:

**In each row, column and block every number must not occur more than once!**



Contents:	Page
common rules	1
Halma - <b>DOMINARI</b>	3
Vierer - <b>DOMINARI</b>	6
Revers - <b>DOMINARI</b>	8
Score - <b>DOMINARI</b>	13

## ***Sudoku goes classic***

... contains **additional gaming pieces** that were not mentioned on the first page because they aren't needed for the 4 game variants explained in this book of rules. These gaming pieces are for future game variants:



## ***Sudoku goes classic***

... was published for the first time in 2007 under the name **Dominari**. For this reissue it was extended from 2 to 4 games by Martin Pforte and Klaus-Peter Rudolph and commonly published by **Spielpforte Verlag GbR** and **Bambus Spieleverlag**.

The book of rules was revised by Günter Cornett with the help of Dr. Klaus-Peter Rudolph and Stefan Brach and translated into English by Stefan Brach and Günter Cornett.

Your feedback will be very much appreciated! You can contact us through

[info@bambusspiele.de](mailto:info@bambusspiele.de)

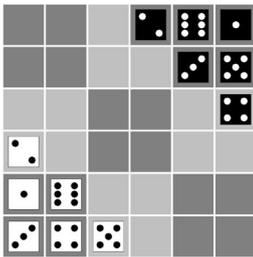
# Halma - **DOMINARI**

## Gaming material:

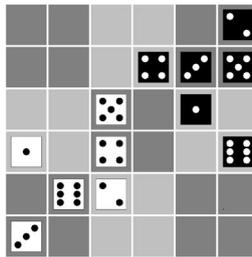
Each player gets a set of number pieces (Values: 1, 2, 3, 4, 5, 6). All other number pieces as well as the blank pieces aren't needed.

## Objective:

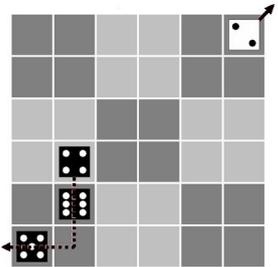
The **objective** is to bring all own pieces over the opposite corner field out of the game (see figure below-right). The player to achieve this first wins. Moving and jumping is equal to Halma, but is allowed only in forward direction. In addition at the end of each turn the **DOMINARI**-rule must be fulfilled (that is no equal numbers in the same row, column or block).



*Game start*



*No equal numbers  
in the same row,  
column or block*



*End of the game*

## Setup:

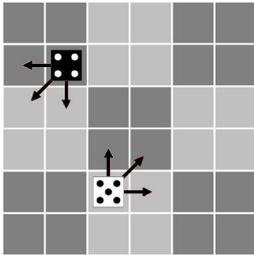
Both players place their gaming pieces in the opposite corners of the board (as shown in figure top left). The order of the numbers in the corner is freely selectable

## Play sequence:

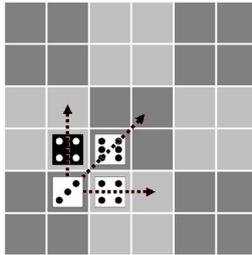
White and Black take turns alternately, where White takes the first turn. Each player's turn consists of moving a single piece of one's own colour in one of the following ways:

- One move to an adjacent empty square
- One jump over an adjacent piece of any colour, if there is an adjacent empty square on the directly opposite side of that piece
- Jump sequence: After any jump, one may make further jumps using the same piece

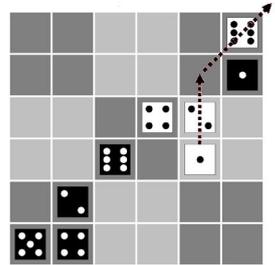
**Direction:** Moving or jumping is allowed only in direction of the opposite corner, that is orthogonally 'up' or right or diagonally 'up' right.



*Move to an adjacent square*



*Jump*



*Jump sequence*

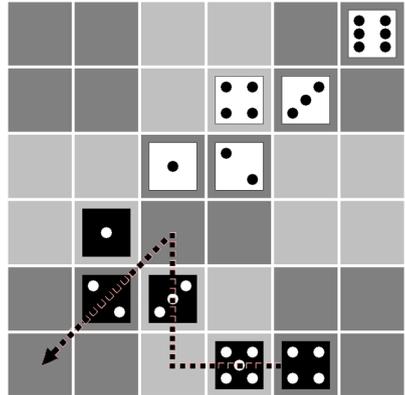
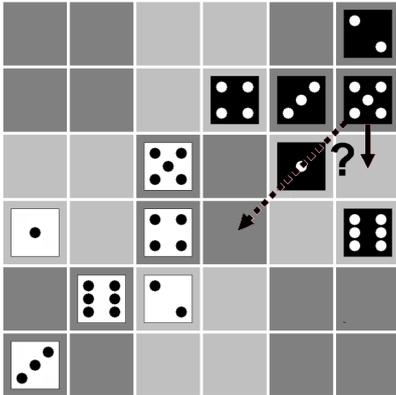
At the end of each turn in any row, column or block every number must not occur twice. However when stopping over during a jump sequence that is allowed (see figure top right)

Players **have to move** a piece if they can. Only if a player can't move any own pieces one has to miss turns until being able to move again. If one after the other both players aren't able to move any pieces, the game ends in a draw.

### End of the game:

As soon as one player has moved the last own piece over the opposite corner out of the game, this player wins. (That is by moving from the opposing corner out of the game or by jumping over a piece at the opposing corner out of the game),

### Examples of not allowed turns:



The black Five would break the **DOMINARI**-rule in both cases because of the white Five:  
In the first case the white Five is in the same row, in the second case the white Five is in the same block.

This **multiple jump** isn't allowed, because when jumping over the Three Black moves away from the opposing corner field.

# Vierer - **DOMINARI**

## Gaming material:

30 number pieces with the values 1-5 as well as the blank pieces are needed. The number pieces with the value 6 aren't needed.

## Objective:

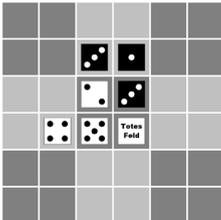
The objective is to place four pieces of one's own colour side by side in one row, column or block.

## Play sequence:

White and Black take turns alternately, where White takes the first turn. At the beginning of each player's turn one has to put a number piece of one's own color on the board. After the initial move every number piece has to be put horizontally or vertically (diagonally isn't enough) adjacent to an already placed (own or opposing) piece.

Of course when placing a piece the **DOMINARI**-rule has to be fulfilled: **In each row, column and block every number must not occur more than once!**

**Dead fields:** During the game almost always fields come into existence that can't be occupied with a number piece without breaking the **DOMINARI**-rule (see example below). On such a **dead field** one can only place a **blank piece**:



*In the **central block** already a **2**, a **3** and a **5** exist.*

*In the **fourth row** already a **4** and a **5** exist.*

*In the **fourth column** already a **1** and a **3** exist.*

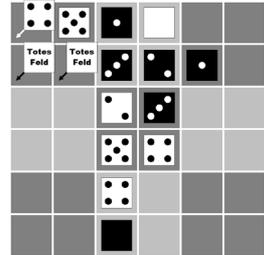
In each player's turn after one has placed the number piece one can occupy as many dead fields with blank pieces of one's own color as possible. (If one player misses to occupy a dead field with a blank piece, this can be done also later by the opposing player or in one of one's own next turns).

Because blank pieces have no value, they are not affected by the **DOMINARI**-rule. Therefore it is allowed that several blank pieces lie in the same row, column or block. Moreover blank pieces don't have to be put adjacent to already placed pieces.

### End of the game:

The first player to have 4 adjacent pieces of one's own color in a row, column or block wins the game.

For example this can be achieved quiet tricky by creating dead fields. In the example on the right White puts the Four in the upper left corner. Thereby the two remaining free fields of the upper left block turn dead. White occupies them with blank pieces and thus wins with a block of four own pieces.



### Illegal turns:

If one player places a piece although it is illegal, in the following turn the opposing player may remove that piece and undo all actions (i.e. placing a blank piece) associated with that piece.

If an illegal position remains unnoticed for several turns, the game is abandoned and results in a draw.

# Revers - **DOMINARI**

## Gaming material:

36 number pieces with the values 1-6 as well as the 12 blank pieces are needed.

## Objective:

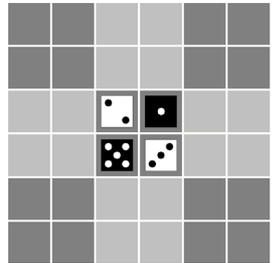
In Revers-**DOMINARI** everything is about turning over pieces.

In each player's turn one places a piece in a way that it encloses one or more opposing pieces. Enclosed pieces are turned over and thus take on one's own color.

At the end of the game players get points for every piece of their own color as well as for single-colored rows, columns or blocks.

## Setup:

The game begins with four pieces of different values placed in the central block: In two diagonal opposing corners two pieces facing White-up, in the remaining two corners two pieces with the Black side up.



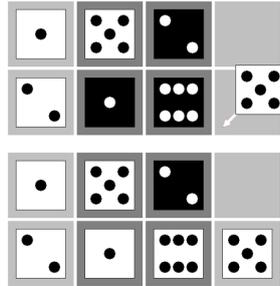
## Play sequence:

White and Black take turns alternately, where White takes the first turn. In each player's turn one places a number piece of one's own color horizontally or vertically adjacent to an already placed **opposing** piece in a way that at least one opposing piece is enclosed. Subsequently one turns over all enclosed opposing pieces so that one's own color is on top. If a player can't place a piece in a way that at least one opposing piece is enclosed, the player has to miss that turn.

There are three different ways to enclose opposing pieces:

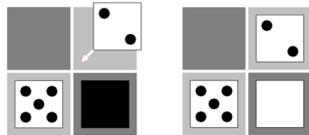
**a) Enclose lines:**

The new piece and a different piece of one's own color are the endpoints of a contiguous line of opposing pieces (horizontal, vertical). In this case a single piece also counts as a line.



**b) Enclose across the corner:**

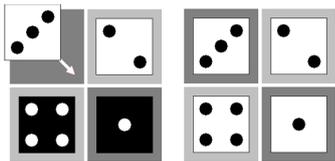
The new piece and a different piece of one's own color enclose a **single** opposing piece across the corner..



**Important:** Enclosing across the corner is possible everywhere on the board (and not only in the 4 corners of the board).

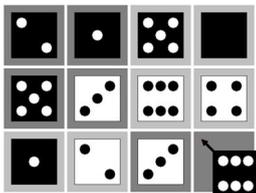
**c) Double pair 2+2:**

The new piece and an adjacent piece of one's own color together with two adjacent pieces of the opposing player form a 2x2 square.

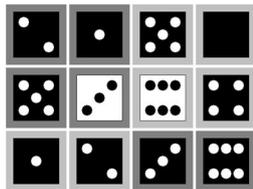


**Important:** Enclosing by creating a double pair is possible everywhere on the board (and not only in the 2x2 blocks of the same color).

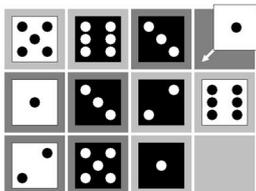
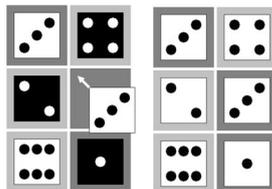
It can happen that the new piece encloses several groups at a single blow:



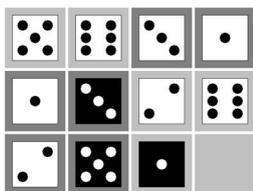
*Black encloses the white pieces horizontally and vertically.*



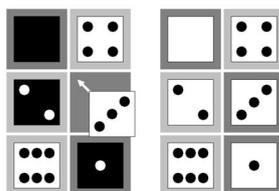
*White encloses three single black pieces across the corner.*



*White creates a double pair and at the same time encloses the horizontal line.*



*On top White creates a double pair and in addition encloses a single Black piece across the corner.*



Of course also here the **DOMINARI**-rule has to be fulfilled: **Per row, column and block every number must not occur more than once.!**

### Dead fields:

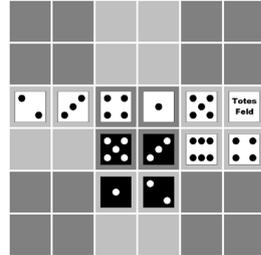
After a player has placed one's number piece one has to check whether **dead fields** have been created:

During the game almost always fields come into existence that can't be occupied without breaking the **DOMINARI**-rule (see example on next page). On such a **dead field** one is allowed to place a **blank piece** instead of a number piece::

In the **third row** already a **1, 2, 3, 4** and a **5** exist.

In the **right middle block** a **6** already exists.

Hence on the last remaining field in the **third row** no number piece can be placed any more.



At each turn placing a number piece is compulsory. However the subsequent placing of blank pieces is optional in several ways:

- The player can choose for every dead field whether one wants to occupy it with a blank piece or not.
- The player can choose whether one wants to place a black or a white blank piece.
- If there are several dead fields the player can choose the order in which one occupies them with blank pieces (if the player wants to occupy them at all).
- One can place a blank piece on a dead field even if the dead field isn't adjacent to any other already placed piece.
- Because blank pieces have no value, there can be several blank pieces in one row, column or block.

Every time a player has occupied a dead field with a blank piece of **one's own** color, the player checks whether one has enclosed opposing pieces. The player turns them over before one places the next blank piece (or as the case may be ends one's turn). Important: After placing a blank piece of the opposing color one never turns over any pieces.

Tips: Occupying dead fields offers much room for tactical tricks. For example it can make sense to place a blank piece of the opposing color aiming at

eventually enclosing this piece along with other pieces. If several dead fields are occupied also the order of occupying can be very important.

### **End of the game:**

The game ends when both players are not able to place a number piece. The player with the most points wins. Players get points according to the following table:

<b>Pieces on the board</b>	<b>Points</b>
Every own number piece <i>(blank pieces don't count):</i>	<b>1</b>
Every complete block, consisting of one's own number- and blank pieces:	<b>1</b>
Every complete block, consisting only of one's own number pieces:	<b>2</b>
Every complete row or column, consisting of one's own number- and blank pieces:	<b>2</b>
Every complete row or column, consisting only of one's own number pieces:	<b>3</b>

*(For an example of an evaluation see last page of this book of rules).*

### **Illegal turns:**

If one player places a piece although it is illegal, in the following turn the opposing player may remove that piece and undo all actions (i.e. placing blank pieces) associated with that piece.

If an illegal position remains unnoticed for several turns, the game is abandoned and results in a draw.

# Score - **DOMINARI**

## Gaming material

36 number pieces with the values 1-6 as well as the 12 blank pieces are needed.

## Objective:

In each player's turn one places a number piece of one's own color adjacent to another piece of one's own color.

At the end of the game players get points for every piece of their own color as well as for single-colored rows, columns or blocks.

## Play sequence:

White and Black take turns alternately. White makes the first move by placing a number piece in the bottom left corner. In the following turn Black places a number piece in the diagonally opposite corner. After these initial turns number pieces have to be placed horizontally, vertically or diagonally adjacent to other pieces of one's own color. Of course in doing so the **DOMINARI**-rule has to be fulfilled: Per row, column and block every number must not occur more than once!

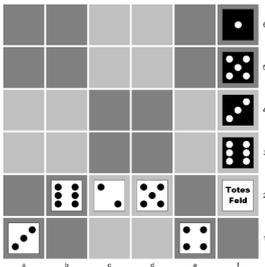
If a player can't place a number piece according to the rules, he has to miss a turn (without having the opportunity to place any blank pieces, see below).

However in the next turn this player has to place a number piece on an arbitrary free field, even if this field is not adjacent to any piece of one's own color. Only the **DOMINARI**-rule has to be fulfilled. In the next turns though number pieces have to be placed adjacent to pieces of one's own color again.

## Dead fields:

After a player has placed one's number piece one has to check whether **dead fields** have been created:

During the game almost always fields come into existence that can't be occupied without breaking the **DOMINARI**-rule (see example below). On such a **dead field** one is allowed to place a **blank piece** instead of a number piece:



*In the **right column** a 1, 3, 5 and 6 already exist.*

*In the **fifth row** a 2, 5 and 6 already exist.*

*In the **down right block** a 4 already exists.*

In each player's turn after one has placed the number piece one can occupy as many dead fields with blank pieces of one's own color as possible. (If one player misses to occupy a dead field with a blank piece, this can be done also later by the opposing player or in one of one's own next turns).

Because blank pieces have no value the **DOMINARI**-rule doesn't apply to them, that is there can be several blank pieces in the same row, column or block. Moreover blank pieces don't have to be placed adjacent to other pieces.

## End of the game:

The game ends when both players are not able to place a number piece. The player with the most points wins. Players get points according to the following table:

<b>Pieces on the board</b>	<b>Points</b>
Every own number piece <i>(blank pieces don't count):</i>	<b>1</b>
Every complete block, consisting of one's own number- and blank pieces:	<b>1</b>
Every complete block, consisting only of one's own number pieces:	<b>2</b>
Every complete row or column, consisting of one's own number- and blank pieces:	<b>2</b>
Every complete row or column, consisting only of one's own number pieces:	<b>3</b>

*(For an example of an evaluation see next page)*

## Illegal turns:

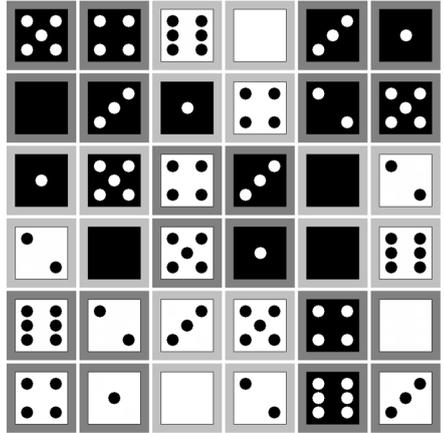
If one player places a piece although it is illegal, in the following turn the opposing player may remove that piece and undo all actions (i.e. placing blank pieces) associated with that piece.

If an illegal position remains unnoticed for several turns, the game is abandoned and results in a draw.

## Example of an evaluation

The illustration on the right shows the final position in a game of **Score-Dominari**.

In a game of **Revers-Dominari** the final position in general would look different, but the evaluation works the same way.



White has

15	own number pieces	+ 15 Points
1	2x2 block consisting of number pieces (bottom left)	+ 2 Points
1	2x2 block consisting of number- and blank pieces (bottom middle)	+ 1 Points
<hr/>		
	Sum:	= 18 Points

Black has

14	own number pieces	+ 14 Points
1	2x2 block consisting of number pieces (top right)	+ 2 Points
1	2x2 block consisting of number- and blank pieces (top left)	+ 1 Points
1	column consisting of number- and blank pieces (5th column)	+ 2 Points
<hr/>		
	Sum:	= 19 Points