TALPA

A game for 2 players by
Arty Sandler

TALPA ('MOLE' in Latin), by **Arty Sandler** (AKA Artyom Tchebotaryov), is a member of the connection game family.

The goal of **TALPA** is to open a path of orthogonally connected empty spaces linking the opposite edges of the board marked by your color without opening a similar path between your opponent's edges.

COMPONENTS

TALPA includes:

- 64 squared pieces in 2 colours - red and blue (32 each)
- A square board of 8x8 cells, with an inner board of 6x6 cells for shorter games.
- Carrying case

SETUP

TALPA is played on a 8x8 board. The inner smaller board (6x6) can also be used by beginners or for quick games. The left and right edges are colored *blue* while the top and bottom edges are colored *red*.

Initially the board is filled with *red* and *blue* pieces arranged in the *checkerboard* pattern. Each player has an allocated colour (red or blue).
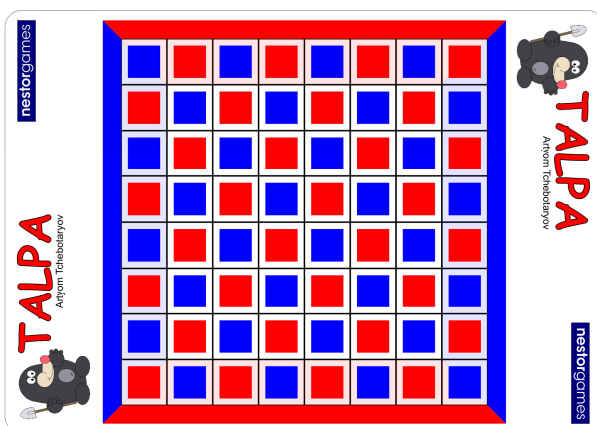
RULES

Players move alternately, starting with the player controlling the *red* pieces.

A player moves by picking up one of his pieces and capturing an opponent's piece on an **horizontally or vertically** adjacent square. The captured piece is removed from the board and the capturing piece moves to its square. The capture is mandatory if possible. When capturing becomes impossible, players remove one of their stones per turn.
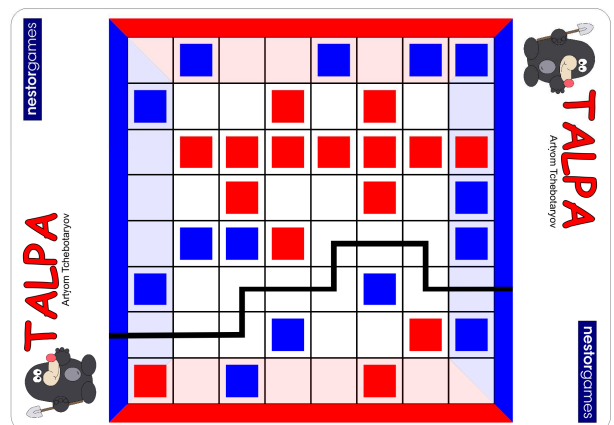
GAME END

The goal of **TALPA** is to open a path of orthogonally connected empty spaces linking the opposite edges of the board marked by your color **without** opening a similar path between your opponent's edges.

A player **loses** the game immediately if he makes a move that opens the path of empty spaces between the opponent's edges even if this move opens the path between his own edges the same time.

A corner is considered to be part of both adjoining edges.

No draws are possible in **TALPA**.

Example of a game won by BLUE