Help For RazzledazzleX

Introduction

Welcome to the network RazzledazzleX server. RazzledazzleX is an implementation of the tournament version of Razzledazzle.

Razzledazzle is (c) 2005 Donald Green and Family Games. Check out his other games on the server: Octi <octi.html> (Octi3base <octi3base.html>, OctiLite <octilite.html>), Hexi <hexi.html> (Hexi3base <hexi3base.html>), and Razzledazzle <razzledazzle.html>.

The rules of Razzledazzle rules> are below. Commands <commands.html>
are the same for all pbmserv games.

Move Notation

Moves are of the form <from>-<to> where from and to are specified as file and rank coordinates. Files run from a to g and ranks run from 1 to 8. Passing the ball is indicated in the same fashion, possibly with additional -<to> squares tacked on the end.

Rules for Razzledazzle

Object of the game:

On a 8x7 board, players alternate turns. On your turn you must either move one of your pieces or pass your ball. The object is to get your ball to your opponent's back line.

Initial board layout:

ABCDEF

3	•	•	•	•	•	•		3	
2	•	•		•	•	•	•	2	V
1	•	0	0	0	0	0		1	
	A	В	C	D	\mathbf{E}	F	G		

The Ohs player is attempting to move her ball ('O') to row 8. The Eks player is attempting to move his ball ('X') to row 1. Ineligible receivers are indicated by ' \sim o \sim ' and ' \sim x \sim '.

Movement:

Moves and passes must satisfy the following:

- * Pieces move like chess knights to any empty square.
- * The piece with the ball may not move.
- * The ball may be passed in a straight, unobstructed line to any of your pieces. The ball may be passed horizontally, vertically or diagonally.
- * You may pass the ball as many times as you like on a given turn so long as no piece touches the ball more than once.
- * When a piece passes the ball, it becomes an ineligible receiver and may not receive further passes (on later turns). An ineligible receiver becomes eligible to receive passes after it moves.
- * If your opponent's previous move results in one of her pieces being adjacent to your ball, you must pass if you can. If you cannot pass, then you are free to move a piece. If one of your opponent's pieces is next to your ball, but it did not just move there, then it does not force you to pass.
- * You may not move so as to recreate an earlier board position.

Here is a sample game opening:

	A	Ъ	C	ט	Ľ	T.	G			
8		х		Х	Х	Х	•	8		
7				•	•	•	•	7	Eks	Ohs
6	•	Х	•	•	•	•	•	6	c8-b6	
5				•	•	•	•	5		
4	•	•		•	•	•	•	4		
3	•	•	•	•	•	•	•	3		
2	•	•	•	•	•	•	•	2		
1	•	0	0	0	0	0	•	1		

D E

F

G

A B C D E F G

в с

Α

. X	x x	. 8 . 7 . 6 . 5 . 4 . 3 . 2 . 1	Eks c8-b6	Ohs e1-f3
C D . ~x~	E F x x	G . 8 . 7 . 6 . 5 . 4 . 3 . 2 . 1	Eks c8-b6 d8-b6	Ohs e1-f3
	x x		Eks c8-b6	
	C D	C D E F C D E F . ~x~ x x	C D E F G C D E F G . ~x~ x x x . 8	C D E F G C D E F G . ~x~ x x x . 8 6 c8-b6

4			•	4
			0	
			•	
			~0~	