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## Maintenance

To clean your Antipalos board, simply wash with a mild soap and water.

Please note: If you require extra game pieces for additional players, or to replace lost pieces, simply write to:

Antipalos Games, Inc.  
302 S. Cheyenne  
Tulsa, OK 74103

If you ever have any questions with regard to strategy, write to the above address. All of your questions will be responded to in a timely fashion.

## Equipment

The game of Antipalos includes a game board with a squared grid pattern and two game pouches containing "Trirods" (game pieces), in each of two colors.

This rulebook applies to all board sizes. However, each size will use a different amount of Trirods.

To determine how many Trirods should be used on your board, count the number of squares along one side, then refer to the chart below.

### Trirod Chart:

Size of Board	Number of Trirods
12 x 12 board	18 per player
14 x 14 board	21 per player
16 x 16 board	24 per player
18 x 18 board	27 per player
20 x 20 board	30 per player

## Object of Antipalos

To be the first player to construct a continuous chain of Trirods, connecting two opposite borders. See Diagram 1.

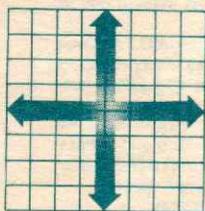


Diagram 1

Players attempt to connect two opposite borders.

## Rules for Two Players

1. Before beginning, each player counts out a number of their own colored Trirods determined by the Trirod Chart. (See Equipment page 2)

2. "Phase One" of Antipalos begins with all Trirods off the board. Players alternate turns, placing one of their own Trirods onto any empty square in a diagonal position, connecting two diamonds.

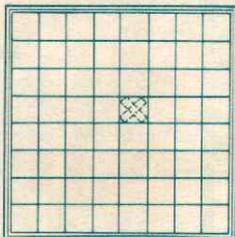


Diagram 2

There are two possible diagonal positions per square.

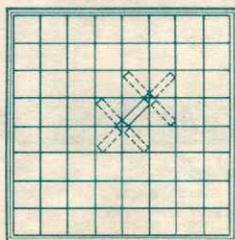


Diagram 3

There are six ways a Trirod can connect to another.

Players continue alternating turns in an attempt to construct a continuous chain across the board.

3. "Phase Two" of Antipalos begins only if both players have **not** completed a chain and all of their Trirods have been played onto the board.

The game continues as each player "repositions" one of their own Trirods, each turn, to another unoccupied square. A Trirod may also be repositioned within its original square, by turning it to the other diagonal position.

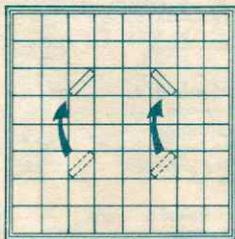


Diagram 4

Two examples of "repositioning" to another unoccupied square.



Diagram 5

"Repositioning" within the original square.

4. Each player uses the preceding rule until one player succeeds in constructing a continuous chain connecting opposing borders.

## Rules That Relate to Both Phase One & Two

- A Trirod may be placed onto any empty square and does not immediately have to be connected to another Trirod or to a border.
- The two player's chains may cross through each other. Diagram 6 shows two chains crossing through a single point. Both of these chains are still considered continuous and neither is blocking the other.

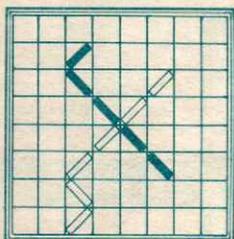


Diagram 6

Two chains can cross through each other.

- A border is defined as any of the four boundaries and their corners. Therefore, a Trirod played onto a corner square touches two adjacent borders. This would not constitute an immediate win, of course, since a chain must connect two opposite borders.

## Common Questions About Antipalos

- Q. Do I have to start on a border?**  
**A.** No. In fact typical starting moves are usually played near the center of the board to gain a more flexible position.
- Q. Do I have to place my Trirod so that it is connected to another?**  
**A.** No. Each move can be independent of another. For example, a player may  
 ----start a new chain  
 ----add to an existing chain  
 ----place a "Trirod" as a block.
- Q. Who goes first?**  
**A.** Since the player who goes first is considered to have a slight advantage, we recommend that you use any method of chance to determine which player begins. In successive games, the loser should always begin.
- Q. How often may I change the direction of my chain, in the course of the game?**  
**A.** You may change the direction of your chain as often as you like.
- Q. Must I announce my intentions with respect to the borders I wish to connect; or must I announce a change in the direction(s) of my chain?**  
**A.** Unannounced, strategic development of your chain is one of the keys to the game. You need never announce your intentions to your opponent.
- Q. Can I play a Trirod on a horizontal or vertical line?**  
**A.** No. Trirods must be played in one of two diagonal positions within the perimeter of a square.
- Q. When does "Phase Two" start?**  
**A.** "Phase Two" begins when all the Trirods of both players have been played and neither player has successfully connected opposite borders. The game can be concluded before reaching "Phase Two".
- Q. What happens if I lose several Trirods? Can I still play?**  
**A.** We have included extra Trirods to cover any losses. If, over the years, you have less than the desired amount in either of the two colors, you have two options. Either order new pieces from the manufacturer, or begin the game with both players having an equal number of Trirods, even if it is less than the desired number.

## Basic Strategy

For an explanation of the simple notation system, using letters, numbers, and asterisks, please turn to page 7.

The following brief explanations cover the three key elements of Antipalos Strategy: Double Options, the Two Types of Chains, and Effective Blocking.

### Double Options

The easiest way to explain a Double Option is to show what one looks like. See Diagram 7.

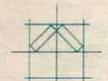


Diagram 7

This particular Double Option, called the V, is the most powerful offensive tool you will have to break through your opponent's defenses. The V in action is demonstrated in Diagram 8.

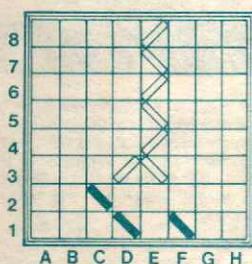


Diagram 8

All White needs to do is reach the bottom border, but is it possible? If White plays \*F2 then Black will block with G1\*. And both \*D2 and E2\* can be answered by E1\*. So how does White break through? The correct move is \*E1, and White wins because he has TWO possible ways to connect with his V — hence Double Option.

To understand how to make Double Options work for you, consider what Diagram 8 looked like one move earlier.

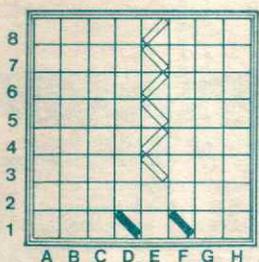


Diagram 9

It is usually quite easy to break past a line of your opponent's Trirods that are only two squares away, and this example demonstrates why. In Diagram 9, White needs only to reach the bottom border. But both E2\* and \*F2 can be blocked. The correct strategy is to play D3\* (The V) with the threat of playing C2\* next turn. To stop this threat, Black will be forced to play \*C2, allowing White to reach the previous position in which White wins with \*E1.

Of course, the above explanation of Double Options also applies when trying to break past a line of Trirods out in the middle of the board.

### Two Types of Chains

There are two ways in which Trirods can be chained together; Diagram 10 displays both.

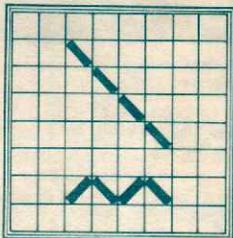


Diagram 10

The chain on the top is called a Straight Chain; the chain on the bottom is called a Zig Zag Chain. In actual play, your chains will usually be a combination of both types. Whenever possible, you should strive to build Zig Zag Chains. This is because a Zig Zag Chain CANNOT be crossed by your opponent's chain, while a Straight Chain can be crossed.

The obvious conclusion is that the best way to block your opponent's chain is to build a Zig Zag Chain across its path. The method for achieving this is explained next.

## Effective Blocking

As the previous example suggests, the ideal place to begin the construction of a chain is directly across the path of your opponent's oncoming chain. A common beginner's error is to attempt to build such a blockade too close to the end of an opponent's chain. As a result, they allow their opponent to easily run around the end, or right through the middle of their partially-constructed blockade.

The **only** way to have enough time to build a chain long enough to completely block the progress of your opponent's chain is to start at least SIX squares away. Diagram 11 demonstrates an Effective Block in action.

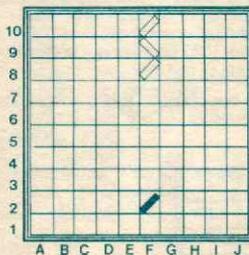


Diagram 11

In Diagram 11, Black's objective is to block White from reaching the bottom border. For purposes of this example, ignore the fact that White could switch towards the left and right borders.

By playing the Trirrod at F2\*, Black intends to construct a horizontal chain that will block the forward progress of White's vertical chain. Due to the fact that Black started a full six squares away, Black will have little problem achieving this. A possible continuation of play is:

	White Plays	Black Replies
1.	*F7	H2*
2.	F6*	D2*
3.	E5*	B2*
4.	*E4	*E2
5.	*F3	*G2

White is blocked. Note also that Black is now close to connecting the left and right borders.

## Game Variations

### Team Antipalos

Follow these rules when playing with four players.

- Players split into two teams. Team members sit opposite each other.
- Each team selects a color of Trirrods and begins with the appropriate number (See Trirrod Chart, page 2).
- All four players take turns in a clockwise direction, placing one Trirrod per turn in the normal manner.
- Players on the same team cannot confer on specific strategy.
- The game ends when one team has constructed their chain across the board.
- All other rules of Antipalos apply to Team Antipalos.

### Cut-Throat Antipalos

Cut-Throat can be played with 3 or 4 players. Each player competes individually against one another.

- Each player selects a color of Trirrods and begins with the appropriate number (See Trirrod Chart page 2). (Extra sets of Trirrods may be purchased from the manufacturer.)
- In a clockwise fashion, each player takes a turn positioning one Trirrod per turn in the normal manner.
- All remaining rules of Antipalos apply to Cut-Throat Antipalos.

### Match-Play Antipalos

One of the most fascinating elements of Antipalos is that there are several possible objectives other than trying to connect opposite borders. Some of the more complex strategies include trying to connect three borders, trying to win before Phase Two begins, etc.

An interesting diversion is to play a match to either 6, 9, or 15 points, using the scoring system shown in Chart A.

## Scoring

### Chart A

Connect chain to opposite border	1 pt.
Connect chain to three borders	2 pts.
Connect chain before "Phase Two" begins	3 pts.
Connect chain to three borders before "Phase Two" begins	4 pts.
Connect chain to two opposite corners, making connections to all four borders	5 pts.

## Antipalos Notation

A simple method has been devised to allow you to record your own games or to play back over other players games.

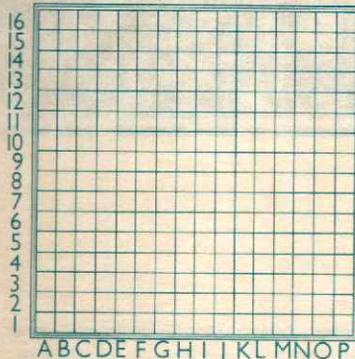


Diagram 12

For each move it is necessary to record both the square and the diagonal position of the Trirrod played.

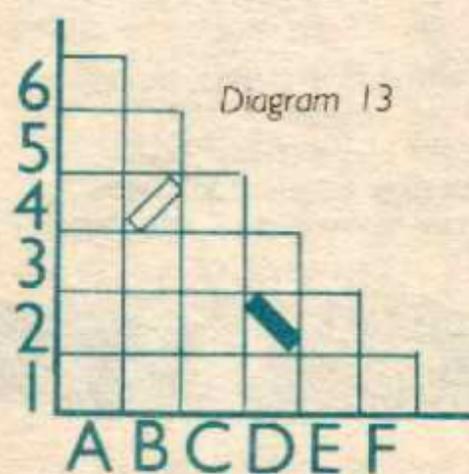
### Square Position

Although Diagram 12 is a 16 x 16 board, this notation system will work for all board sizes. Starting at your own lower left hand corner, mentally **letter** the vertical columns, and **number** the horizontal rows. The lower left hand corner is then referred to as A1, the square directly above it is A2, etc.

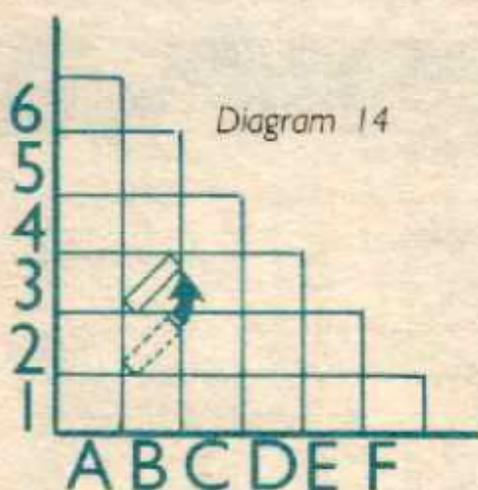
### Diagonal Position

The diagonal position of the Trirod is recorded by indicating which of the top upper corners of the square the Trirod is touching. This is done by writing an asterisk (\*) left of the move if the Trirod touches the upper left hand corner, or to the right of the move if the Trirod touches the upper right hand corner.

For example, in Diagram 13 the White Trirod is located at B4\*. The Black Trirod is located at \*D2.



During Phase Two of the game (repositioning), you will need to record both the current and the new position of the moving Trirod. For example, if the White Trirod in Diagram 14 were repositioned to the square directly above, in the same diagonal position, the move would be recorded B2\* - B3\*.



Each player should record both his own moves and his opponent's moves, from his own point of view.

