

Notation

Notation method is used to register a **Dakalio** game and analyze player's turns.

Notation rules:

Two line groups are indicated with letters:

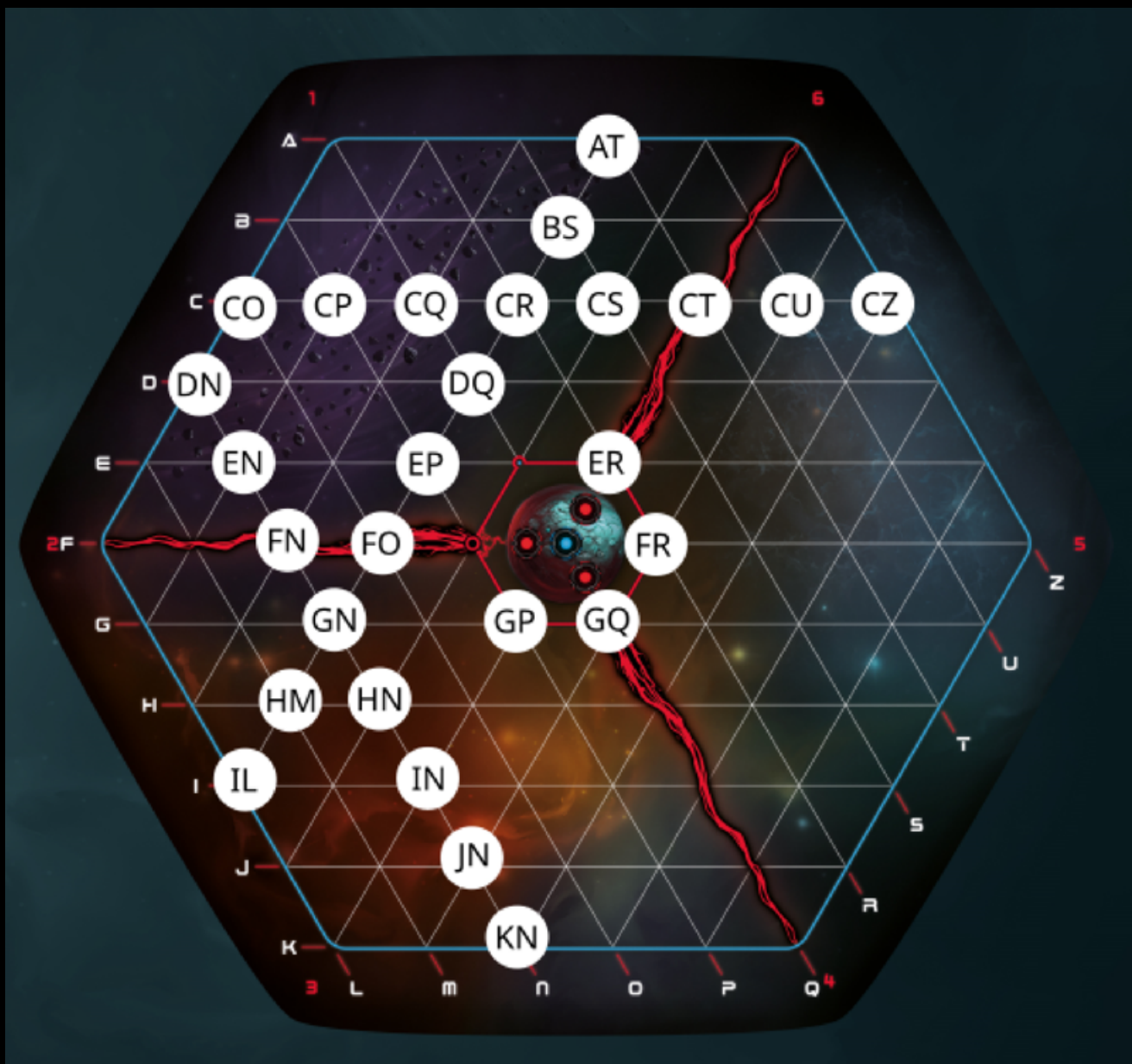
Horizontal Lines: ≡

From A to K

Diagonal Lines: ≡

From L to U and Z (to avoid confusion between U and V)

Horizontal and Diagonal lines create intersections that represent a specific spot in which a **spaceship**, **Portal** or **Asteroid** can be located at any moment during the game.



A **spaceship** can move in 6 different directions, from 1 to 6 in a counterclockwise order.

There are **red numbers** in the board corners to indicate directions.



Each row indicates players action taken per turn. Row '-1' indicates setup position for **Portals** and row '0' for **Asteroids**.

Example:

	Player 1	Player 2
-1	IN	ET
0	IO	ES
1	-FZ2	-JR1
2	-GL5	-FZ2
3	-DN4=5	FS5

Enter

Symbol '-' indicates enter action, **Control Zone** spot and direction.

Simple entry:

...	-KL6	-FZ2	-FZ2=6
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Entry and block (End of the game):

...	-KO1#	-KO1=4#
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Entry and capture:

...	-HT2x	-HT2=5x
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Portals

Move:

Spaceship location and direction are indicated.

Simple move:

...	DR1	DT4	DT4=3
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Move and block (End of the game):

...	GT2#	GT2=5#
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Move and capture:

...	DR4x	-DR4=6x
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First Dakalio delivery:

...	HP6*	HP6=6*
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Second Dakalio delivery (End of the game):

...	CT2**	CT2=1**
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Portals

Dakalio:

Symbol '+' indicates **Dakalio** action and can be placed before or after location.

...

+FP

EQ+

Asteroid:

Asteroid location is indicated.

...

HS

CR

Resign:

Symbol '%' indicates a player has resigned. **(End of the game):**

...

BS6

%