

Notation

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

Notation rules:

Two line groups are indicated with letters:

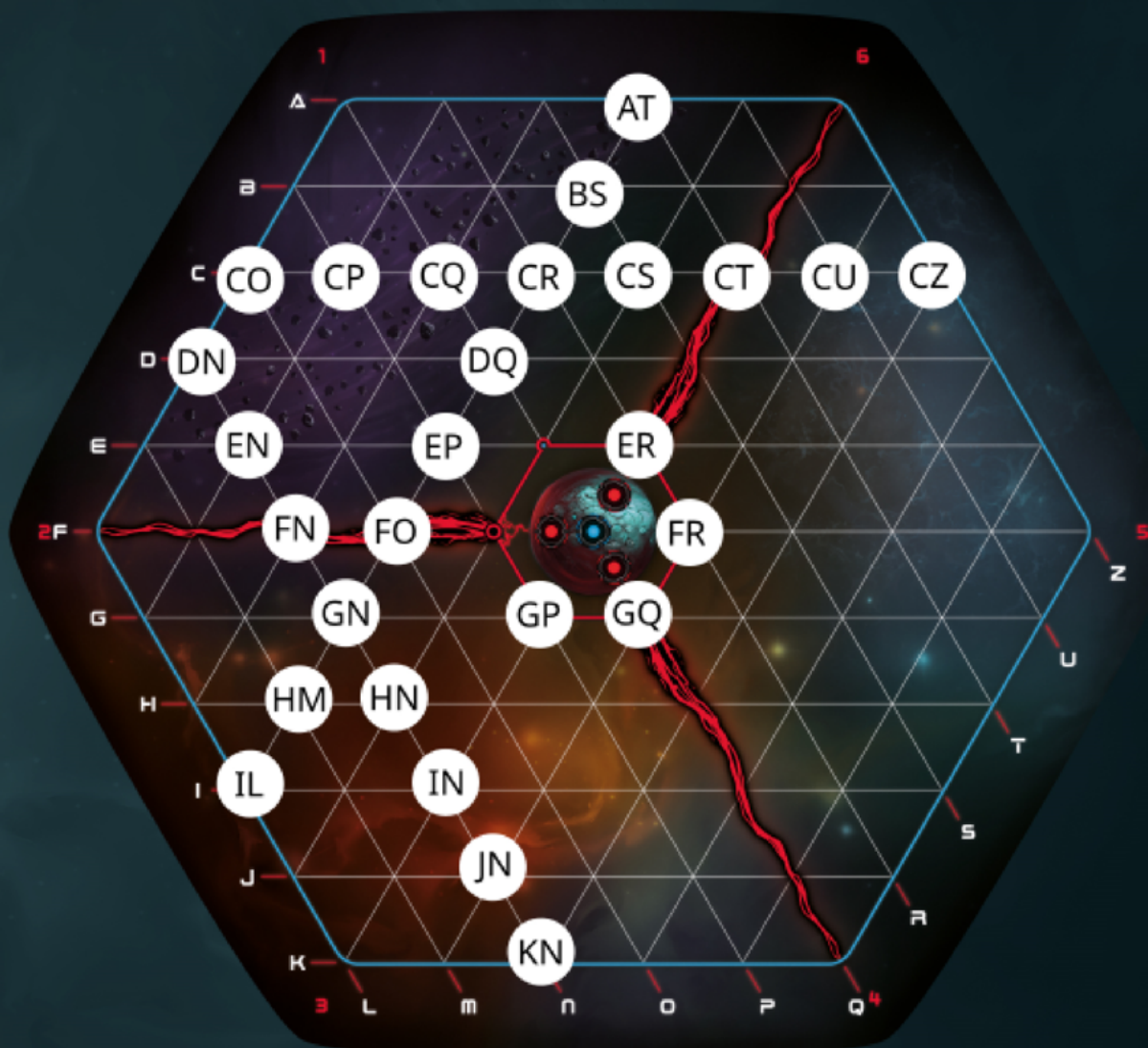
Horizontal Lines: ≡

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 'P' indicates setup position for **Portals** and row 'A' for **Asteroids**.

Example:

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

Enter

(Full notation)

-

Enter

-AQ4

A-Z

Start spot

1-6

Direction

-FZ2=6

=

Portals

Enter

(Short notation)

-

Enter

-EQ

A-Z

End spot

-FR

Move:

A-Z

Start spot

DR1

1-6

Direction

DT4=3

=

Portals

Dakalio:

+

Load

EQ+

A-Z

Spot

+FP

Asteroid:

A-Z

Spot

HS

CR