

SAPIENS



Game Manual

Natricio Vale Almeida

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Game Manual

1^a Edition

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I dedicate this game to those who took on the responsibility of being a good example and improving the people around them.

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You cannot hope to build a better world without improving individuals. To that end, each of us must work for our own improvement and, at the same time, share a general responsibility for all of humanity.

Marie Curie

1. Nature and Objectives

1.1 Sapiens is a board game, based on strategic and tactical, played between two participants.

1.2 Each player is represented by different colored pieces.

1.3 Players alternately move the pieces across the board.

1.4 The goal of the game is to increase the value of your pieces as you capture the other player's pieces.

1.5 Whoever captures all of his opponent's pieces wins.

1.6 The game is tied if it results in an arrangement where neither player has the ability to continue capturing pieces.

2. Board and Pieces

2.1 The Sapiens Board is composed of an 8x8 grid with 64 equal squares alternately light (the 'white' houses) and dark (the 'black' houses).

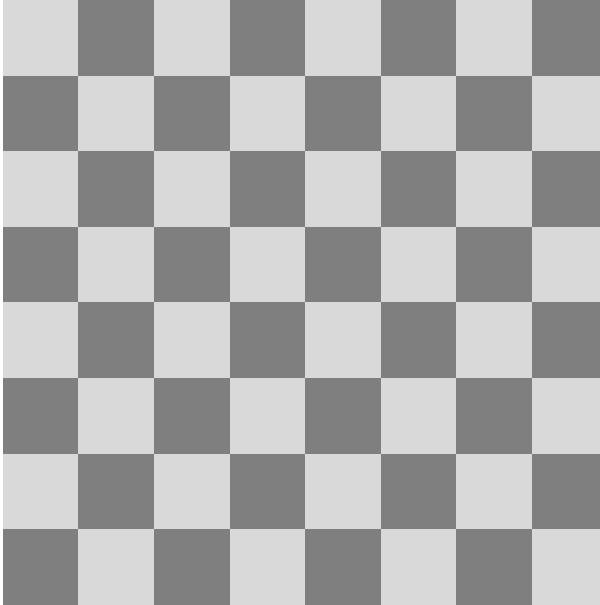


Figure 1 - Representation of the Sapiens Board

2.2 The eight vertically arranged houses are called 'columns'. The eight horizontally arranged squares are called 'rows'. The straight direction of squares of the same color, moving from one edge of the board to an adjacent edge, is called 'diagonal'.

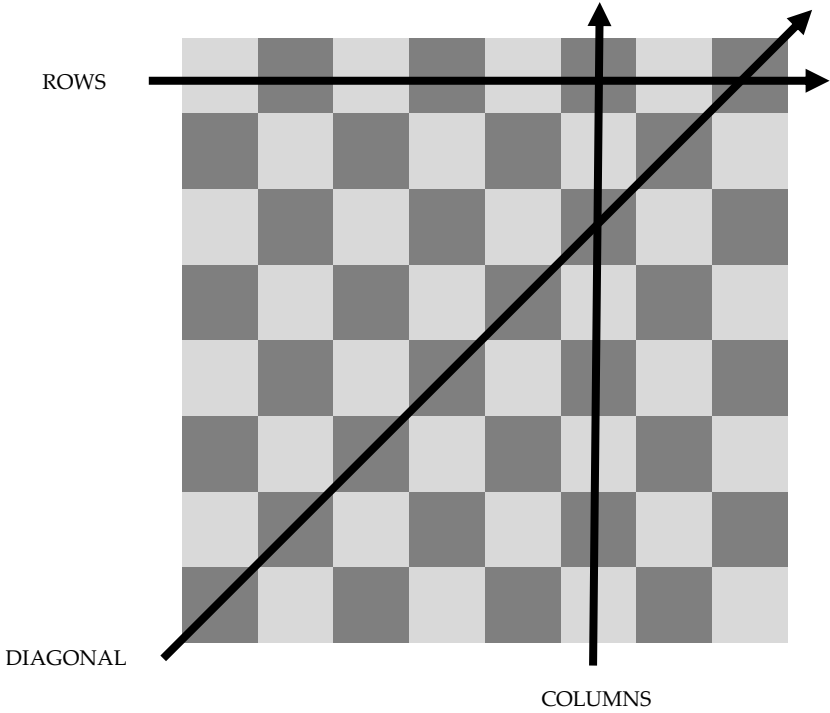


Figure 2 - Indication of rows and columns on the board

2.3 The board is placed between the players so that the corner square to each player's left is black.

2.4 At the start of the game, each player has 16 pieces which can be either the dark color ('black' pieces) or light color ('white' pieces).

2.5 Game pieces are cubes with numerical representation on each face ranging from 1 to 6, also popularly known as six-sided dice or D6.

2.6 As for the pattern of the parts, it is recommended that:

- a. Are slightly smaller than the squares on the board.
- b. Be equal in size to each other.
- c. Have straight corners.
- d. The sum of the numbers present on opposite sides of the D6 die is equal to seven.
- e. Black pieces has white numeric representation and white pieces has black numeric representation.

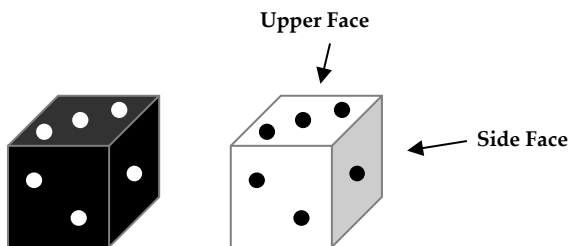


Figure 3 - Game Pieces: D6 dice with upper and side face indication

2.7 The pieces can move at a time a number of spaces that corresponds to the limit number

shown on their upper face. The number shown on the top of the piece is known as “piece value”

Example: a piece of value 3 can advance 1, 2 or 3 spaces for each move

3. Starting position

3.1 The pieces are initially placed in the first two rows next to their players, namely, eight pieces per row.

3.2 On the line closest to the player, all pieces are arranged with the value 2 facing upwards with their four side faces pointing straight ahead (See Figure 4 and item 4.2).

3.3 In the next line, the pieces are arranged with the value 1 facing upwards and equally with their lateral faces indicating movement in a straight direction (See Figure 4 and item 4.2).

3.4 The first move is made by the participant who, when casting a lot with the dice, obtains the highest value of the piece.

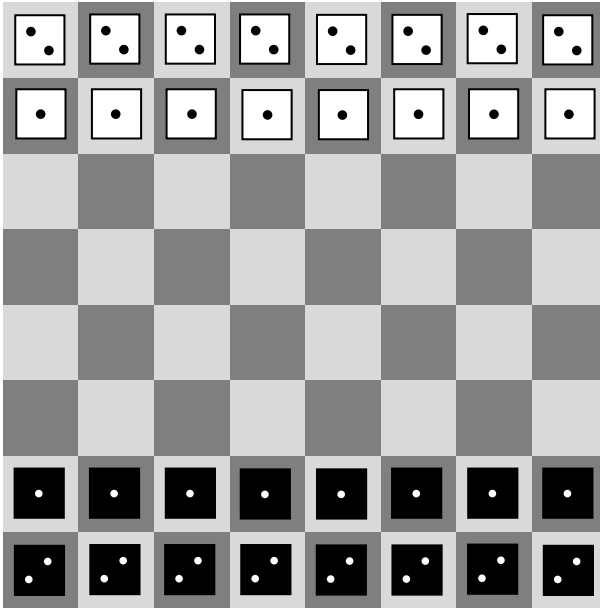


Figure 4 - Arrangement of the pieces before the start of the game

4. Direction and Movements

4.1 The pieces can move in four directions in a straight direction (rows and columns) or in four directions in a diagonal direction (See fig. 5).

4.2 The direction in which the piece should move is indicated based on the direction where the 4 side faces of the cube are pointing, whether straight or diagonal as shown in Figure 5.

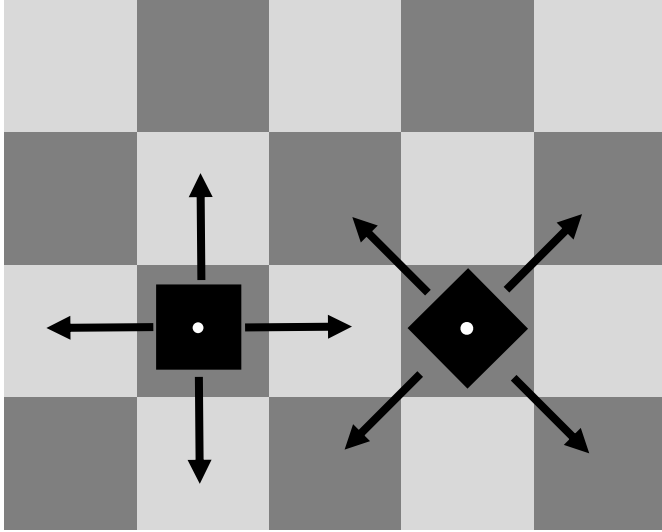


Figure 5 – Direction of movement of pieces, straight (left) or diagonal (right)

4.4 In turn, the player can choose to move the piece forward or backward in the direction determined by the position of the piece or change its movement direction without advancing squares, ending the move.

4.4 Changes of movement direction are unlimited for all parts.

4.5 It is not allowed to move a piece to a square already occupied by another piece of the same color, except in the criteria set out in item 6.1.

5. Capture and Evolution

5.1 Capture occurs when a piece moves to a square already occupied by an opponent's piece, taking its place and increasing its value by +1.

Example: if a piece of value 2 captures an opponent's piece, it takes its place and becomes a piece of value 3.

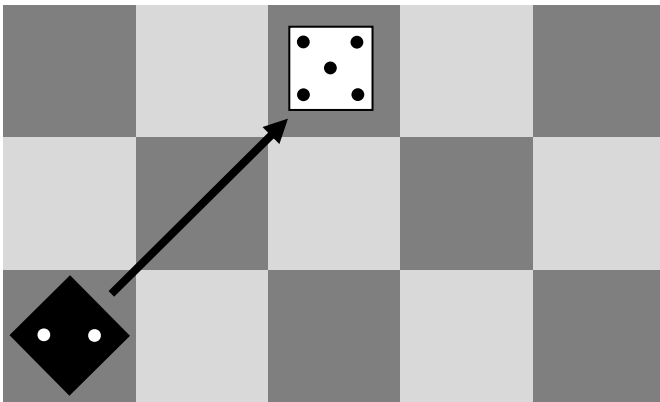


Figure 6 - Arrangement representation before the capture movement

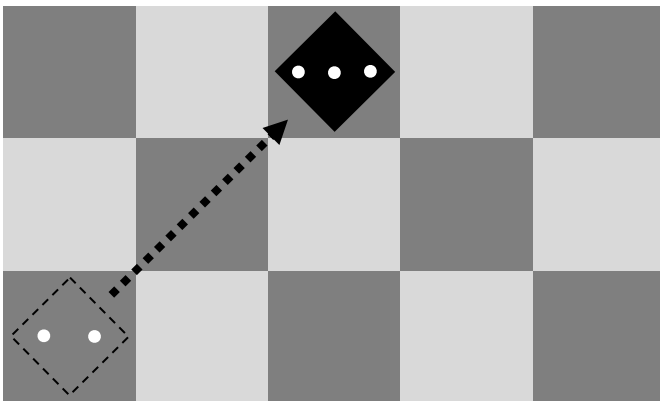


Figure 7 - Representation of the arrangement after the capture movement

5.2 Regardless of the value of the captured opponent's piece, the piece responsible for the capture will always have a +1 increase.

5.3 A piece is said to threaten the opponent's piece if it can make a capture on that square.

5.4 All pieces can advance or rewind capturing opponent pieces in the four directions determined by their position.

5.5 A piece can increase its value up to the maximum limit of six.

5.6 When a piece evolves from level 5 to level 6 the player must immediately decide between:

- a. To use the “martyr's right” which consists in delivering such a piece to your opponent in exchange for any piece or alliance of the opponent.
- b. Renounce the right and keep your piece of value 6 in the game, and it is not possible to invoke the martyr's right for that piece again.

6. Alliance - Advanced Movement

Note: for didactic purposes it is recommended to read or teach this rule after playing two games or when the learner assimilates the game dynamics.

6.1 When two pieces with equal values join together, adding their values and increasing their movement range, we call it an Alliance.

For this to occur it is necessary that the parts:

- a. Are in squares side by side, straight or diagonal.
- b. They have equal value and movement direction capable of advancing one another.
- c. Both have crossed half the board, namely after the fourth row in front of the player.

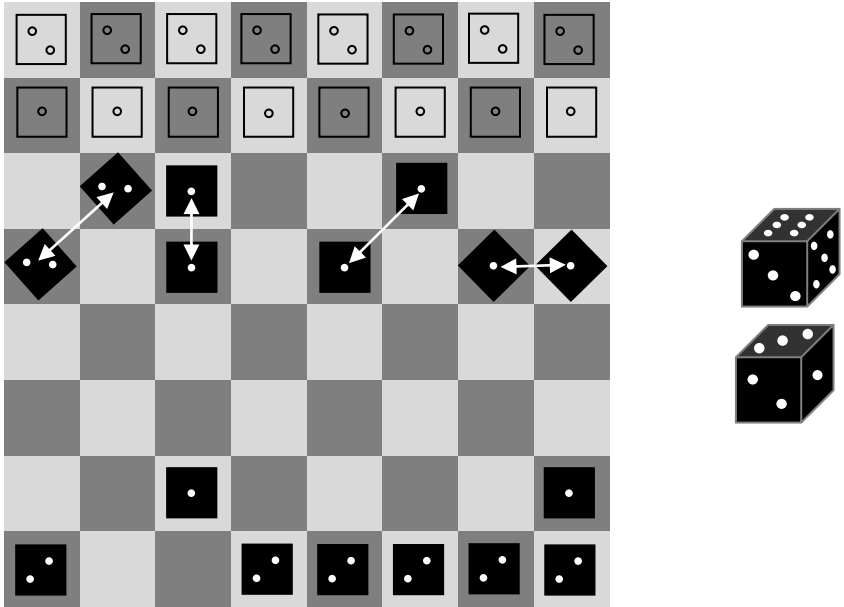


Figure 8 - Examples of possible arrangements for making an Alliance

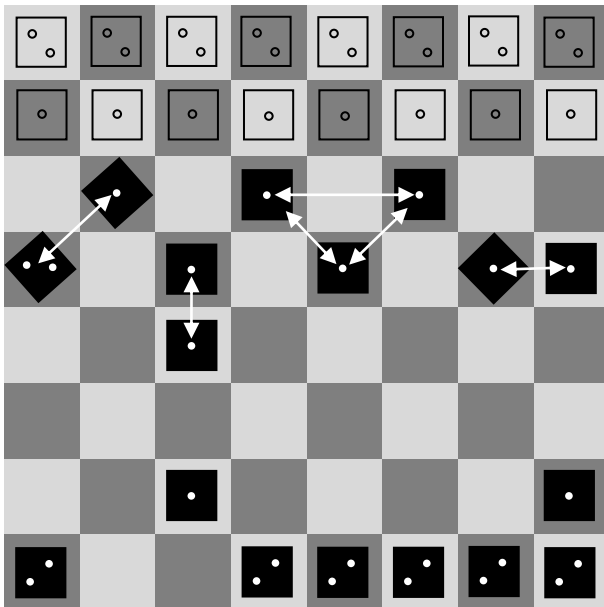


Figure 9 - Examples of arrangements that DO NOT allow Alliance

6.2 The formation of the alliance on the board is recognized by the overlapping of the pieces that led to its origin, leaving the superior piece of the formation with the value resulting from the union.

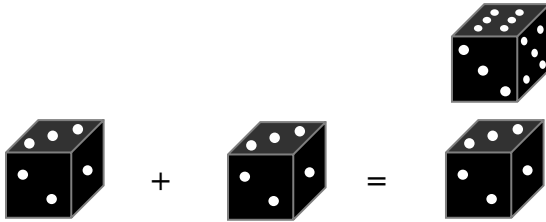


Figure 1 - Representation of an alliance

6.3 The maximum limit of the value of an alliance is 6, so if the player chooses to ally, for example, two pieces with a value of 4 or 5, the formed alliance will be worth 6, advancing up to six squares per move.

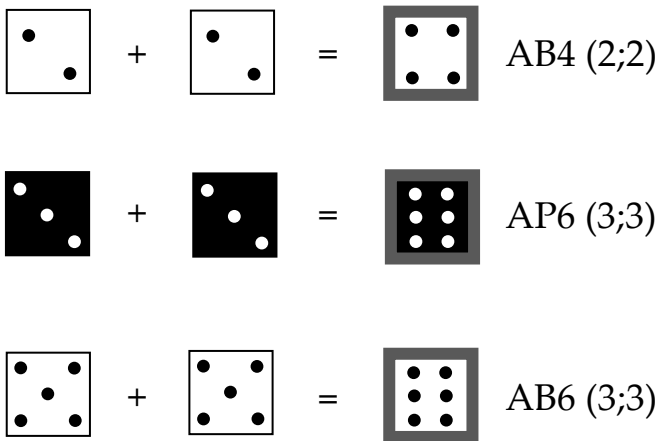


Figure 11 – Alliance representation in 2D and written citation

6.4 The player can choose which of the two squares occupied by the pieces about to make the alliance will have the union established.

6.5 An alliance cannot invoke the right to martyrdom.

6.6 The alliance will start in the same movement direction as the pieces that originated it, and can change its direction as necessary following the rules already defined.

6.7 If an alliance with a value lower than 6 captures opposing pieces, it will continue increasing the value of the superior piece by +1 up to the maximum limit, that is, value 6.

7. Four Players and Variations

7.1 If a game with four players is of interest, each participant starts with 8 pieces in a special arrangement using the corners of the board (fig. 12) you can choose a game:

- a) In groups of two: where participants from opposite corners have pieces of the same color and can move in turn to play their pieces or those of their partner at the discretion of strategic need, which can be

discussed openly during the game, or through signs and codes combined with each other. Winning the team that captures all the pieces of the opposing team first.

- b) **Individual Game:** where each participant starts in a corner represented by a different color, being able to move only pieces of their own color, the participant who captures the last piece of their opponents wins.

7.2 To start the game, players cast a lot of luck with a dice, whoever gets the piece with the highest value starts the game, then they play the others in a clockwise order.

7.3 The Sapiens Game can undergo infinite variations in its:

- a. **Colors and/or shapes** of the board, squares and game pieces.
- b. **Number** of squares on the board, players and faces of the pieces.
- c. **Representations** of the value of the piece mentioned in item 2.7 that can range from numerical representations on the faces of the dice or characters or elements

associating its figure to the value indicating its ability to move in the game.

We leave here the record of such possibilities and the reservation of your rights, recommending using the model presented in this manual as it is simpler for your understanding and fabrication, but leaving free the variation and themes that are more interesting for players and educators.

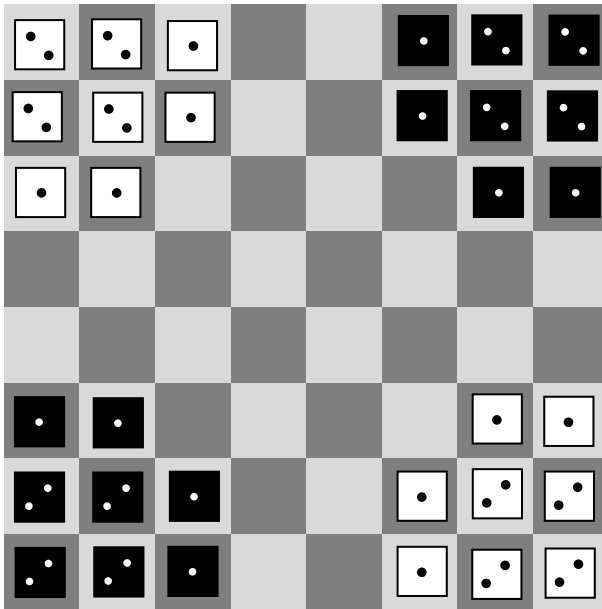


Figure 12 - Arrangement of the pieces before the start of the match between pairs, in the case of the version with four individual players, the pieces have four different colors on the board.

Final Considerations

I close with great gratitude for your dedication and time in reading this manual.

Now you are one of the guardians of this knowledge, and as a gift I leave in your hands the mission to discover and name the countless possible strategic moves, with the certainty that as you practice and share such knowledge, sublime lessons will be revealed to you, camouflaged in every detail and strategy of this game.

The author

You can help!

Small actions make a big difference in anyone's life, and you can do a lot by donating a little of your time or skills for a better future.

Be part of the network of collaborators!

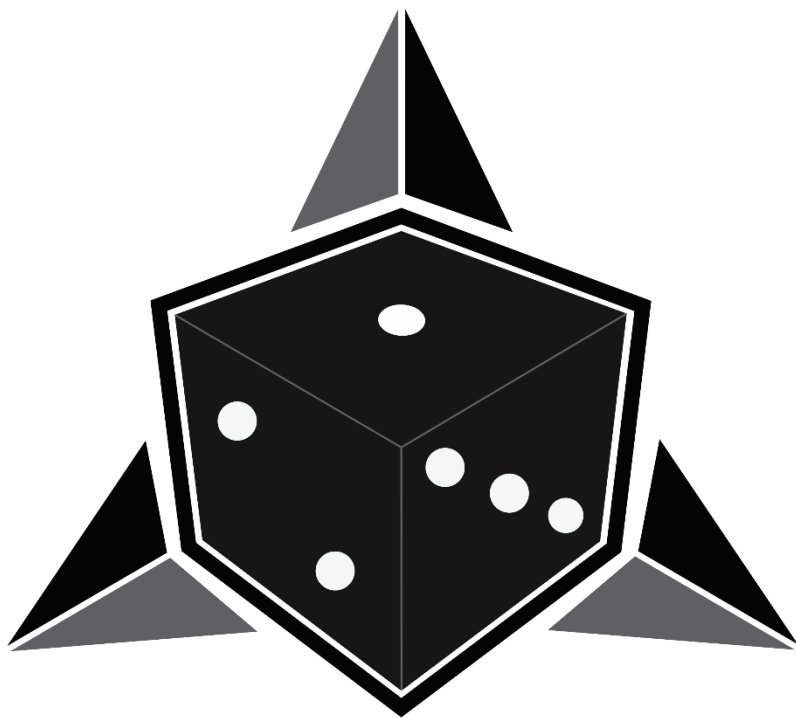
Find out how at:

<https://linktr.ee/jogosapiens>



Or scan to find out more

All profits raised with the Sapiens Game and its variations will be donated to actions or projects that encourage well-being, creativity and reasoning in children and adolescents.



Natrcio Vale Almeida

