

# Tortus


## Instructions to Tabletopia platform


### Definition

Tortus is a thinking game of “Find the Lethal” style where to win you need to push your enemies into pits.

### Preparing

1- Each player chooses a pawn color and take one side of the board;

2- Roll the die in order to decide who begins; 

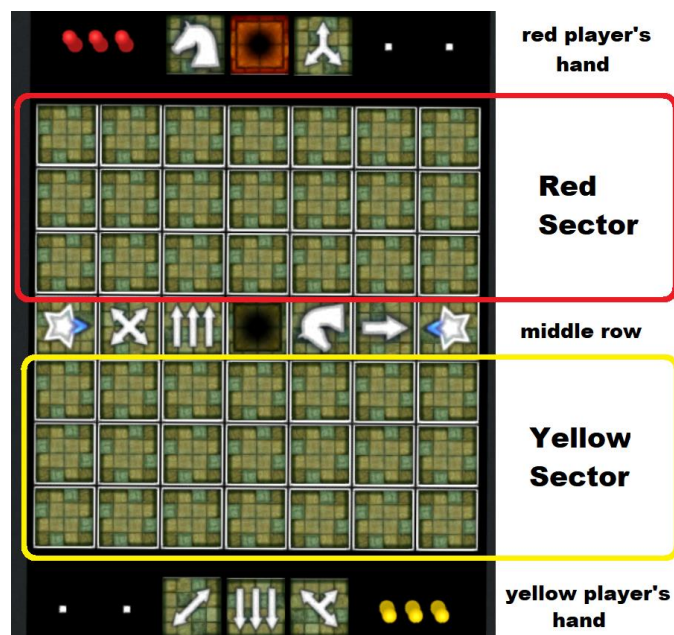
3- Pits tiles  and the Endless Pit tile  can't start in hand.

If the first player owns any of these tiles, he must switch each one to a faced-up tile on the board.

Afterwards, the second player does the same.

*If it is not possible, restart the game;*

4- The first player takes a pawn of his color and put it onto any tile on his board sector. Afterwards the second player does the same. Repeat it until all pawns are on the board.



### The Match

The match begins with first player turn. Once it is finished the second player turn begins and so on.

### Actions

A player can perform 2 actions on his turn. However, if he owns only 1 pawn in game, he goes to **Pindaiba** mode. Pindaiba allows a player to perform 3 actions instead of 2 per turn.

Possible actions are: Rotate, Flip, Switch and Move.

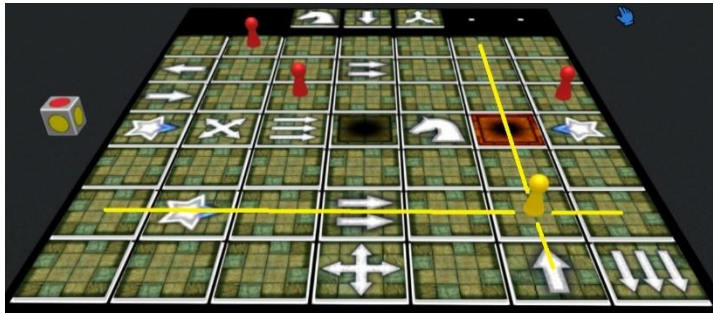
## Rotate

You can rotate any tile at will on the board.

## Flip

You can flip any faced-down tile in a straight line with a pawn you own. (horizontal and vertical)

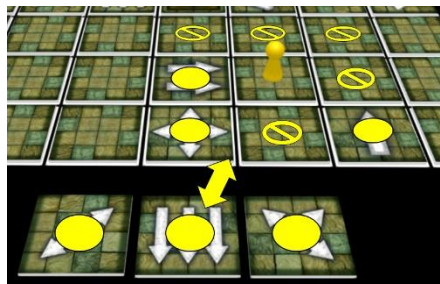
In case of flipping an invalid tile, as a penalty, you chose a pawn of your color and remove it from the game.



## Switch

You can switch any tile in the hand to a faced-up tile in the board since the board one is around a pawn you own. You chose the direction of the switched tile.

Pits and the Endless Pit can't be switched.

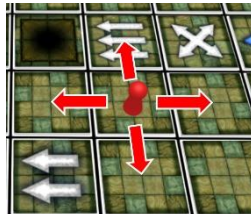


## Move

You can move your pawn to an adjacent tile (side, front or back)

IMPORTANT: You can't follow the instruction of a tile to begin the movement of a pawn.

Neither for regular movement nor for capture.



## To follow or not to follow the flow

When your pawn is moved to a faced-up empty tile, you can decide to continue the action by following the tile instructions or you can decide to not continue the action and keep the pawn on that tile.

You can follow instructions as long as possible. The action will finish when you decide to stop, or you moved a pawn to a pit/endless pit, or you moved a pawn to a faced-down empty tile (no instructions).

## Capture

When you move a pawn (#1) to a tile occupied by another pawn (#2), you have a capture.

In this case, pawn#1 stays on the tile and pushes pawn#2 to an adjacent tile. (side, front or back)

Then, you can continue the action by moving pawn#2. Capture can happen as much as possible in an action.

## Pushing a pawn into a Pit

When you move an opponent pawn into a Pit, you must perform the following actions:

- Put that pawn in opponent's hand
- Put the pit tile in your hand
- Fill the gap left in the board with a non-pit tile from your hand (in any direction)

However, if you move your own pawn into a Pit then:

- Put that pawn in your hand
- Put the pit tile in opponent's hand
- Fill the gap left in the board with a non-pit tile from opponent's hand (in any direction)

PS.: If the Pit is a cloned star then the tile isn't removed from the board, only the pawn.

PS2.: Tiles keep face-up in this process.

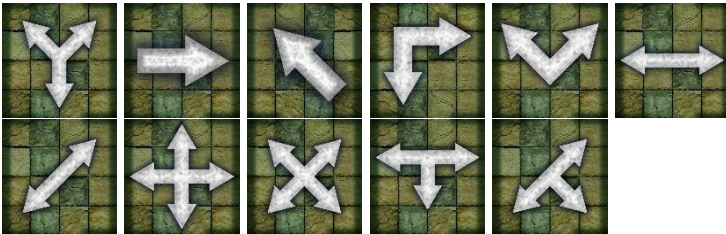
## Pushing a pawn into the Endless Pit

If a pawn is moved into the Endless Pit, the owner of the pawn loses the game.

## Tiles Instructions

### Single Arrows

Move a pawn to the first tile pointed by one chosen arrow. If it is pointing to outside the board boundaries, this direction can't be chosen.



### Double Arrows

Jump a pawn to the second tile pointed by the arrow. If it is pointing to outside the board boundaries, this direction can't be chosen.



### Triple Arrows

Jump a pawn to the third tile pointed by the arrow. If it is pointing to outside the board boundaries, this direction can't be chosen.



### Horse

Jump a pawn to a tile using L movement. Just like chess horses.



### Pit

If a pawn is moved into a pit, the pawn and the pit leave the board.



## Endless Pit

If a pawn is moved into the endless pit, the game finishes and the owner of the pawn loses.



## Star

Stars have 2 functionalities. You can choose any of them.

1- Teleport

A pawn moved to a star can be teleported to any other star on the board.

2- Copy

The star becomes a perfect copy of the tile pointed by the blue part of the star.

While a star is copying a pit or the endless pit, the star loses teleport functionality, i.e., it can't neither receive teleported pawns nor teleport them away. Also, they are not removed from the game if a pawn goes onto it.

A star doesn't copy another star, only its copied content.

