

Otsi.

- Otsi is a pure strategy, perfect information game for two players.
- It is played on a six by six grid of squares.
- Each player has twenty pieces.
- Starting with white, players take it in turn to place their pieces in any of the squares of their home row and the row in front of it, one piece at a time.
- A square can contain up to three pieces, no more.
- When both players have placed all their pieces, the game begins.
- White has the first turn.
- Pieces move in straight lines in any direction, including diagonally.
- A stack of three pieces can move one square.
- A stack of two pieces can move up to two squares.
- A single piece can move up to three squares.
- Instead of moving, you may also break and make stacks by moving one piece one square in any direction from and to existing stacks or empty squares.
- Pieces cannot leap over other pieces, friend or foe.
- If you move pieces into a square occupied by opponent pieces, you are performing an attack.
- When attacked, the defender always loses one piece from the attacked square.
- If the attacker has attacked with an equal number of or fewer pieces

than the defender, the attacker also loses one piece.

- If the attacker has attacked with more pieces than the defender, they do not lose any pieces.
- If there are any defender pieces remaining after the attack, these are pushed back one square in the opposite direction to that of the attack.
- If that square is occupied by friendly pieces, form a stack.
- If that stack would contain more than 3 pieces, push the remainder back another square, and so on.
- If a piece is pushed off the edge of the board, the piece is lost.
- If a piece is pushed into a square occupied by a foe, treat it as an attack from the pushed piece on that foe.
- The first player to occupy any square in their opponent's home row with at least one piece is the winner.

