



Fidchell Rules English

Introduction

This reinvention of the mythical Fidchell was proposed by Nigel Suckling after his extensive reading and study of sagas and myths that reference the game. Nye Dimser are proud to present a newly revised 3D-printable version of the game, incorporating a few modifications to the rules and board.

Overview

Fidchell is played on a round board with a king positioned in the centre. Surrounding the king are seven rings, connected by columns that radiate towards the king. To give a better overview of the game board, it can be divided into sections as marked by the different colors in Fig 1. Sections' only purpose is to reference the location of a piece, but more on that later. Each player starts with 27 pieces. As pieces are captured they are added to a discard pile and will not come into play again. The Game has 2 phases. In phase one, pieces are only placed. When a player has placed all pieces, the player moves to phase 2. In phase two, the player moves pieces instead of placing.

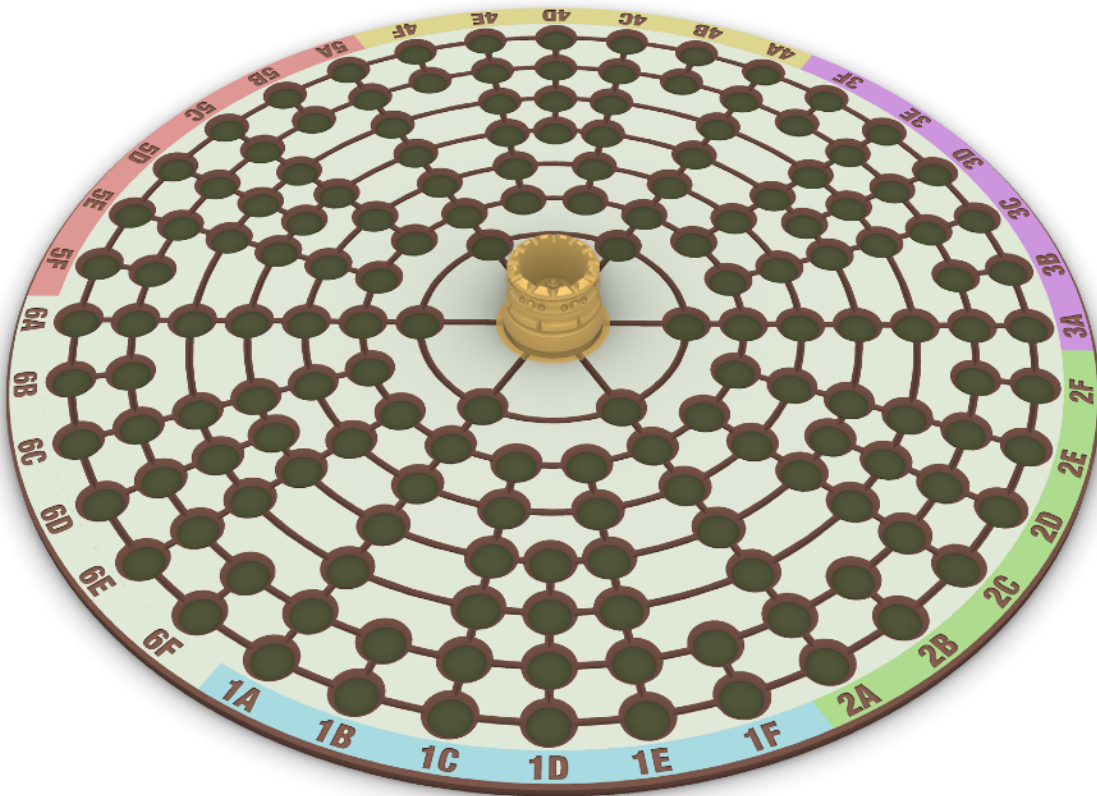


FIG. 1 OVERVIEW OF THE GAME BOARD

The board discussed in this rulebook supports up to three players, but other boards with different layouts do exist. The only thing you need to know about sections for now is that they are groups of fields, and all sections are identical. For each section there is a connection to the king.

Objective and Turns

The objective of the game is to create a continuous line of pieces that connects the king to the outer circle of the board.

Each player takes turns placing one piece on the board. A piece may be placed anywhere that is not already occupied. Once all a player's pieces have been placed, the player enters phase 2 and can begin moving pieces, but more on that later.

Whenever a player captures one or more of their opponent's pieces, they are granted an additional turn. If the extra turn is also used to capture a piece, another turn is granted, and this continues until the player fails to capture a piece on their turn.

For clarity, we will focus on just a part of the board in the following explanation. We imagine cutting out a piece of the board (fig 2).

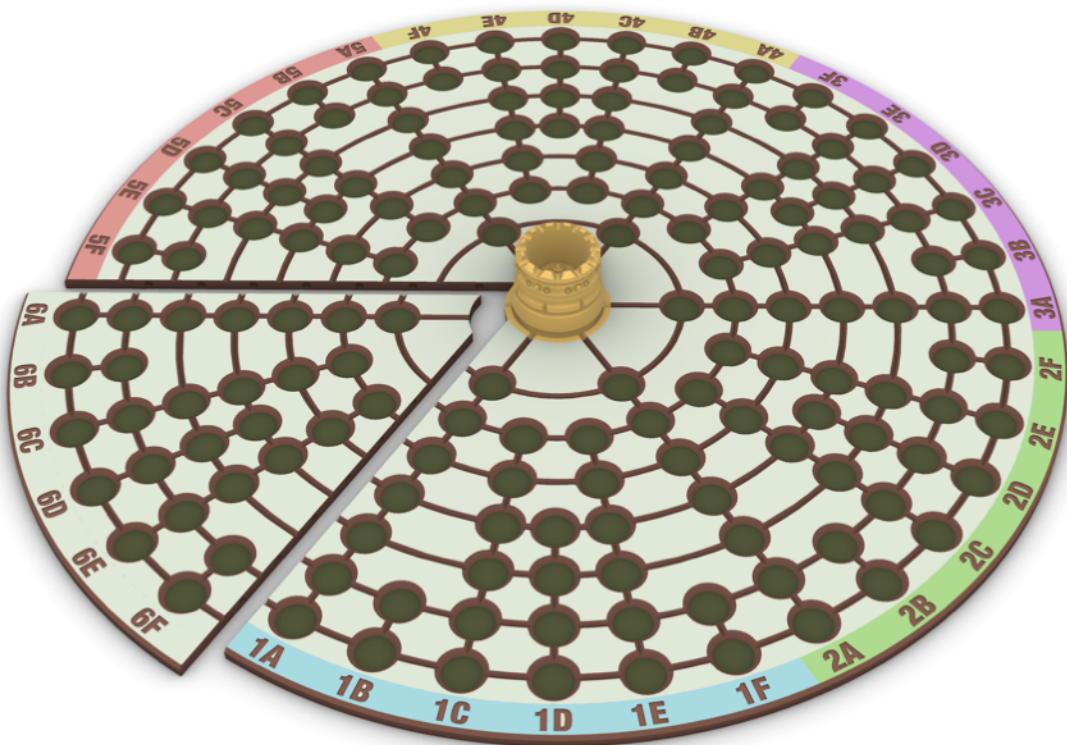


FIG. 2 A CLOSER LOOK ON A SECTION OF THE BOARD

Winning and Losing:

There are two ways to win: by connecting the king to the outer ring or by making the opponent lose.

Winning

Let us first look at winning. In both figure 3a and figure 3b red has made an uninterrupted path from the king to the outer ring, both examples are therefore valid. In figure 3a the path is direct, using the least amount of pieces, 7 to be precise, to win the game. In figure 3b, red has also connected the king to the outer ring but had to use more pieces.

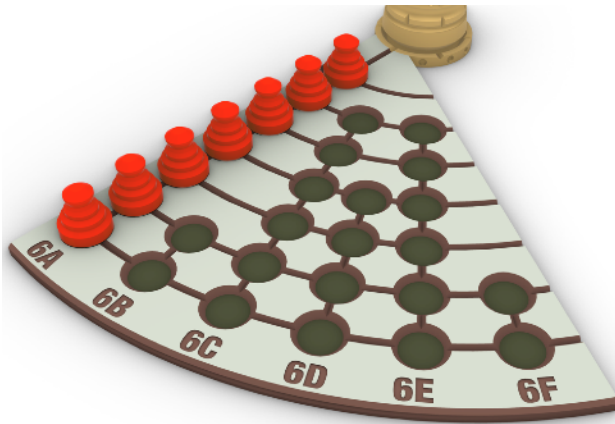


FIG. 3A: RED WINS BY CREATING A DIRECT PATH CONNECTING THE KING TO THE SIDE.

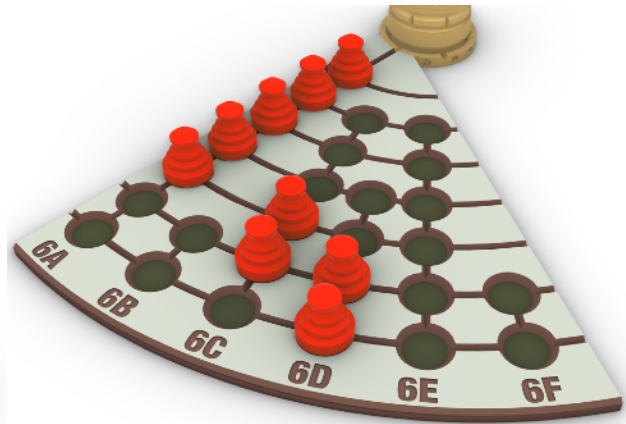


FIG. 3B AN EXAMPLE OF A CONNECTED BUT INDIRECT PATH. RED WINS.

Losing

Alternatively, you can reduce your opponent to fewer pieces than are required to form a line. In the example on the board, it takes 7 pieces to create the shortest possible line to the outer ring. If the opponent is reduced to 6 pieces on hand and on board in total, they can no longer win and therefore lose. See figure 4. When a player lose in a 3 player game, his pieces are left on the board as obstacles for the other players.

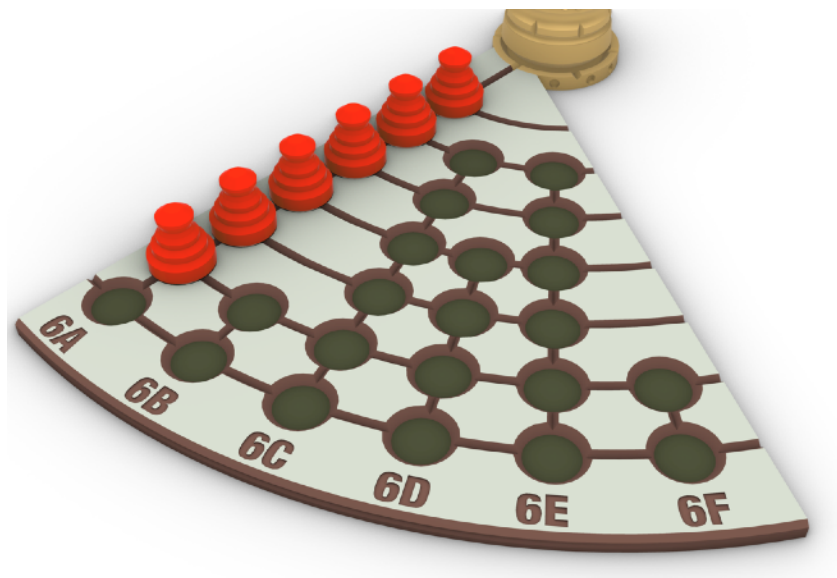


FIG. 4 RED CAN NEVER WIN WITH 6 PIECES ONLY, THEREFORE RED LOSES.

How to Capture

A single piece

When you can place a piece in such a way that your opponent's piece is surrounded on both sides by your pieces, you can capture the opponent's piece and place it in a discard pile.

Example:

If Red places a piece adjacent to Green's piece (fig. 5a), Red may remove the Green piece (fig. 5b). This only counts if you already have a piece on one side of the opponent's piece and can place another to surround it. Red gets an extra turn for capturing a piece and can continue to take additional turns as long as they can capture more pieces.

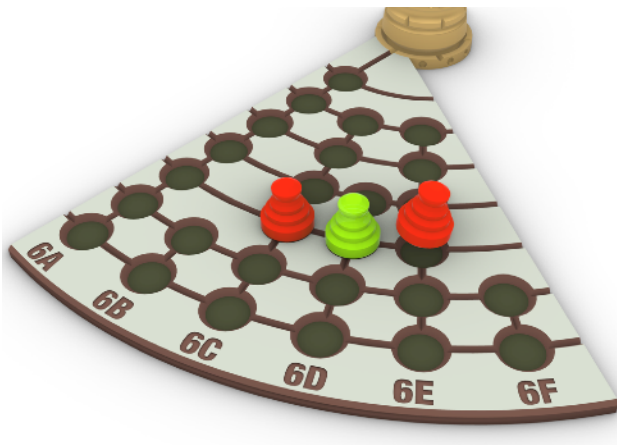


FIG. 5A RED PLACES A PIECE TO SURROUND GREEN

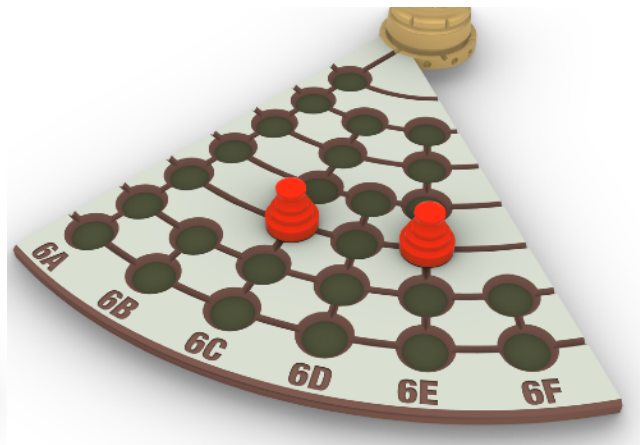


FIG. 5B GREEN HAS BEEN CAPTURED AND A HOLE LEFT IN PLACE

Staying safe

Remember, pieces are captured the moment a player places a piece that sandwiches the opponent's piece. What if the sandwich is already there but missing the "filling" (Fig 5b)?

Be careful! In figures 6a and 6b, there is a 'gap' left from the captured Green piece. If Green places a piece in this gap, it is safe since Red cannot surround Green due to this field being occupied by Red. Green is quite safe for now but could attack from the other direction next.

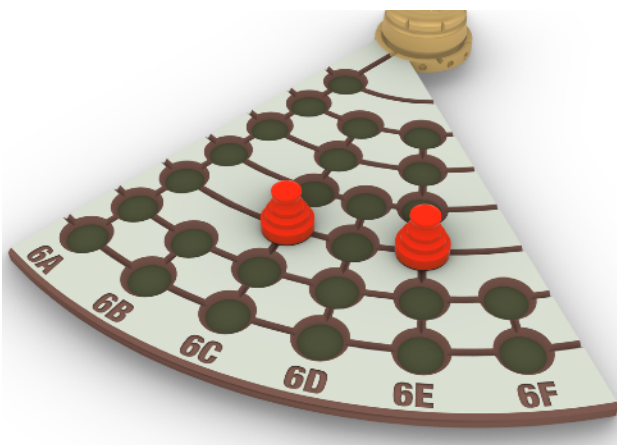


FIG. 6A A HOLE LEFT TO ADVANTAGE OF GREEN

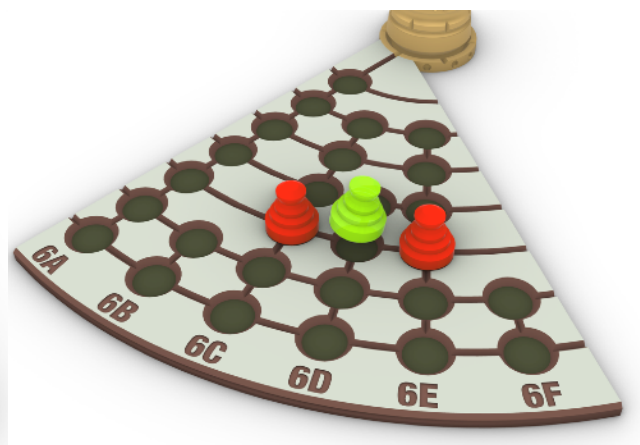


FIG. 6B GREEN IS SAFE FOR NOW BETWEEN RED

Capture more than one piece

If Green places their pieces in a way that allows Red to surround two of Green's pieces (fig 7A), Red gets to capture both Green pieces (fig 7B) but only receives one additional turn.

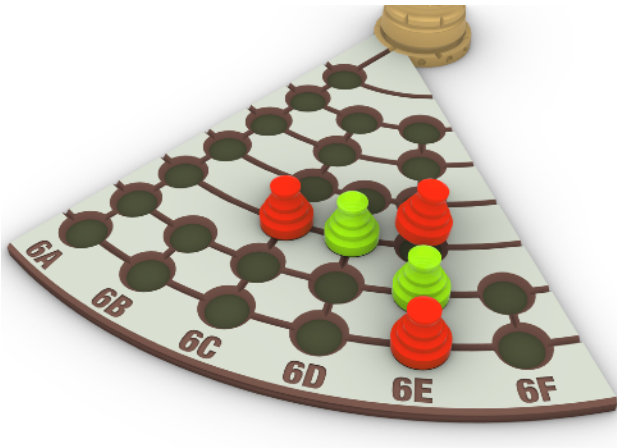


FIGURE 7A GREEN HAS LEFT RED AN OPPORTUNITY. RED TAKES IT.

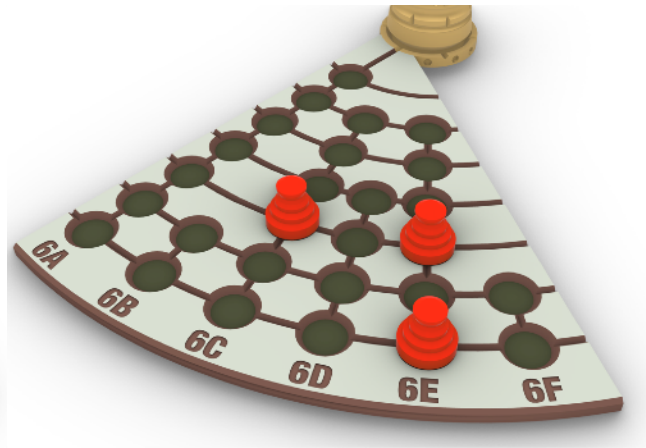


FIGURE 7B BOTH GREEN PIECES HAS BEEN CAPTURED.

Be aware of the king

The king is both helpful and potentially treacherous. A king can be used to capture the opponent's pieces as if it were your own piece. For instance, if Green places a piece next to the king (fig 8a), Red can then place a piece to surround the Green piece between the king and the newly placed Red piece. Red removes the Green piece and places it in the discard pile (figure 8b), earning an extra turn.

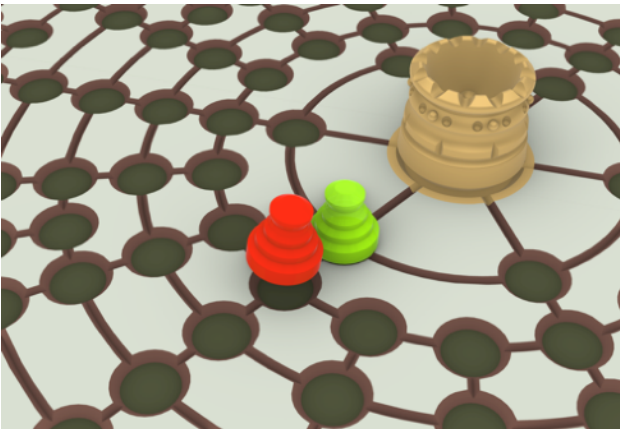


FIGURE 8A RED USES THE KING TO CAPTURE GREEN

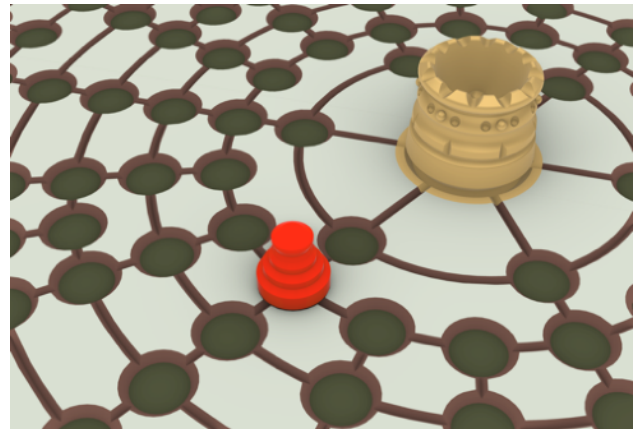


FIGURE 8B GREEN HAS BEEN CAPTURED AND HAS LEFT A VERY VALUABLE SPOT

Moving pieces (Phase 2)

When a player has placed all their pieces, they can then move a piece instead. A piece can be moved as far as the player likes in one direction, but only as long as it does not jump over or coincide with other pieces. In this example in figure 9, it is Red's turn to move. Red can move the piece along the circle until it is blocked by another piece, which in this case is Green, though it could also be one of Red's own pieces. Alternatively, Red can choose to move the piece toward or away from the king until it is blocked by Green.

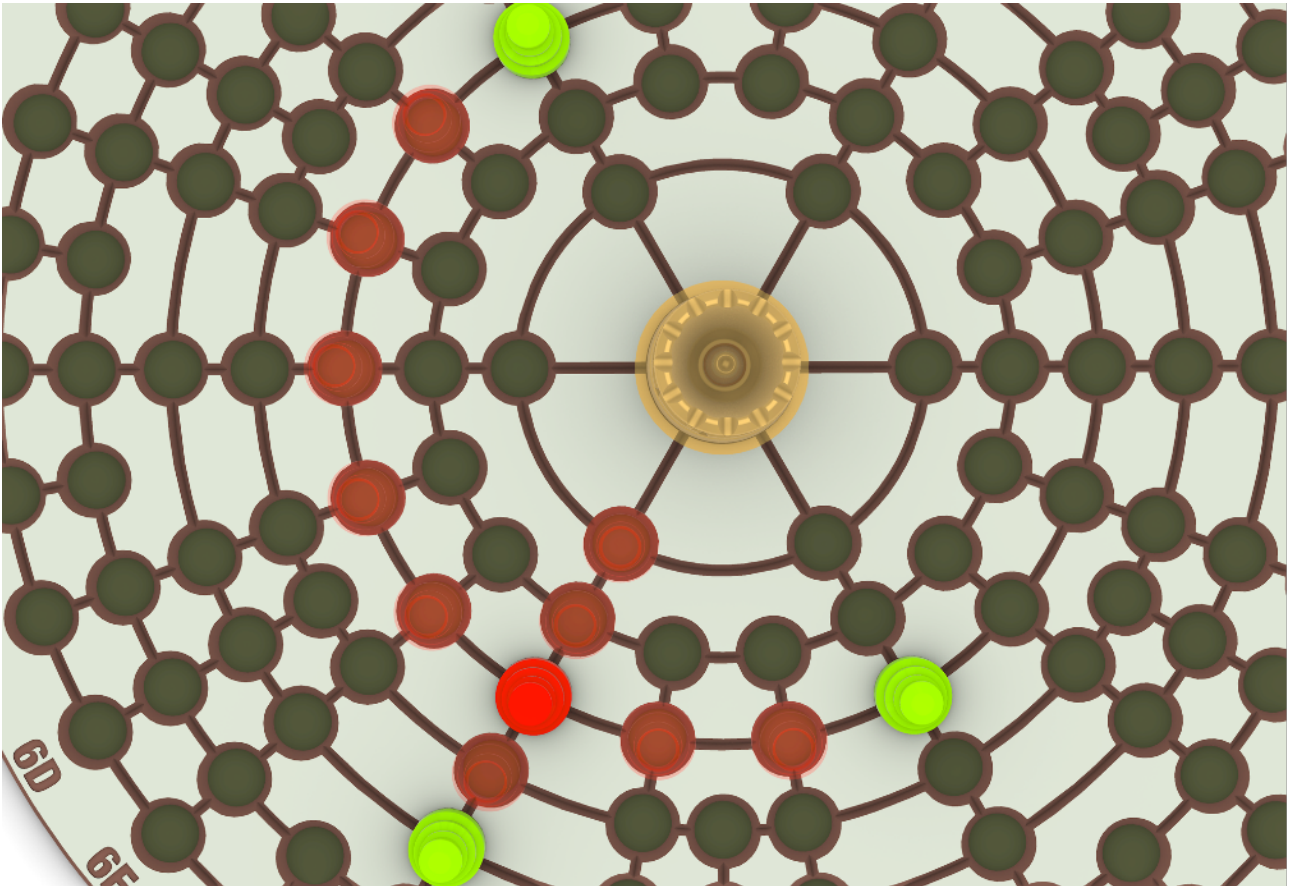


FIG. 9 RED IS LIMITED TO MOVING TO ONE OF THE MARKED POSITIONS. GREEN LIMITS FULL MOVEMENT OF RED.

Naming the fields

When you start playing, this might not be as important, but as you progress in your Fidchell adventure, you may find yourself wanting to communicate a specific field on the board. The board, as mentioned before, is divided into sections. Each section has a number, and each row within each section has a letter. In this example, the sections are colour-coded for clarity.

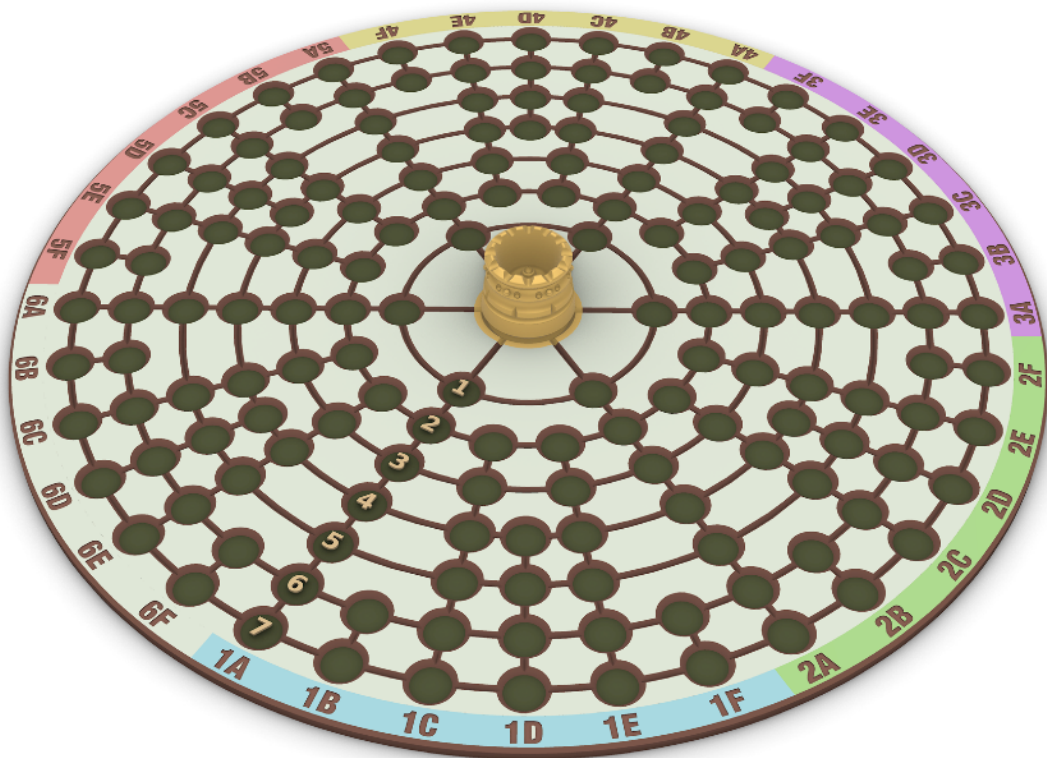


FIG. 10 GAME BOARD IS DIVIDED INTO SECTIONS AND THE RINGS ARE NUMBERED 1 TO 7

The board consists of 8 circles, including the one where the king resides. The king's circle is referred to as Circle 0. The circle nearest to the king is Circle 1, the next one is Circle 2, and so on, until the outermost circle is Circle 7 as in figure 10. Thus, a position might be referred to as Section 5, Row D, Circle 4, or abbreviated to 5D4.

Looking at a previous example, it's clear that Green on 6D5 is in trouble! There is already a Red piece on 6C5, so the Red piece on 6E5 will capture Green on 6D5. Do you understand the concept? It takes a little practice to get used to, but it can be very helpful when discussing the game or playing with friends from a distance.

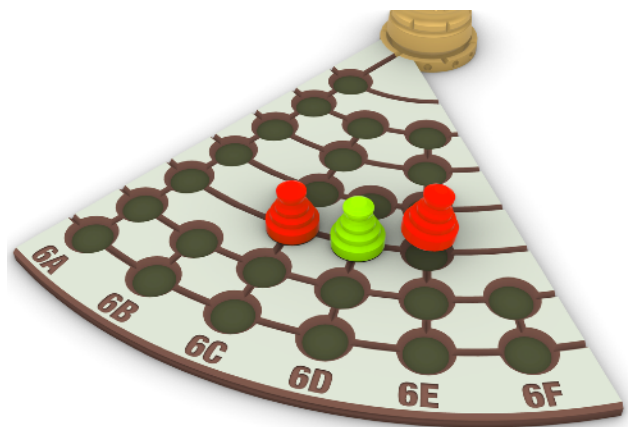


FIG. 11 CAPTURING REVISITED

Happy playing!

Print your own set and follow us

We are happy that you have come all the way to the end. Congratulations you now have an understanding of the basic rules of Fidchell. This game and these rules are brought to you by Nye Dimser. Under here you will find links to digital files you can print yourself. You are also welcome to follow us on Facebook and Printables.com. And we can't wait to see your make!



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