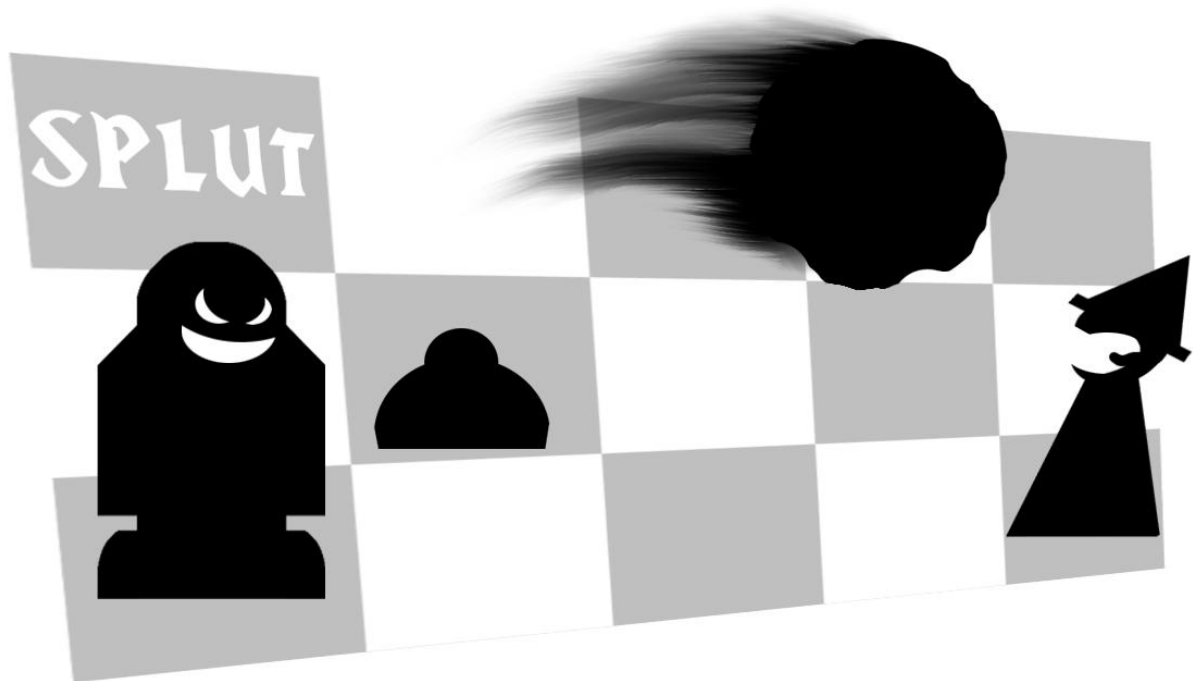# SPLUT©

**Abstract Strategy Boardgame by Tommy De Coninck**

*Long time ago wizards fought each other in arena's to show who's the strongest. (Seems like not so long ago to me…)*

**www.toco.be/splut**

## Components

Splut! is a boardgame, so a Splut! gameboard is required. Each player also needs 3 pieces to play with, a Sorcerer, a Troll and a Dwarf.

There are always 4 Rocks located at the board, regardless of the amount of players.

## Start of the Game

"*Players, take Positions!*" All four Rocks are used in every game. Place them at the outmost squares of the board. (The 4 squares with only one adjacent square.)
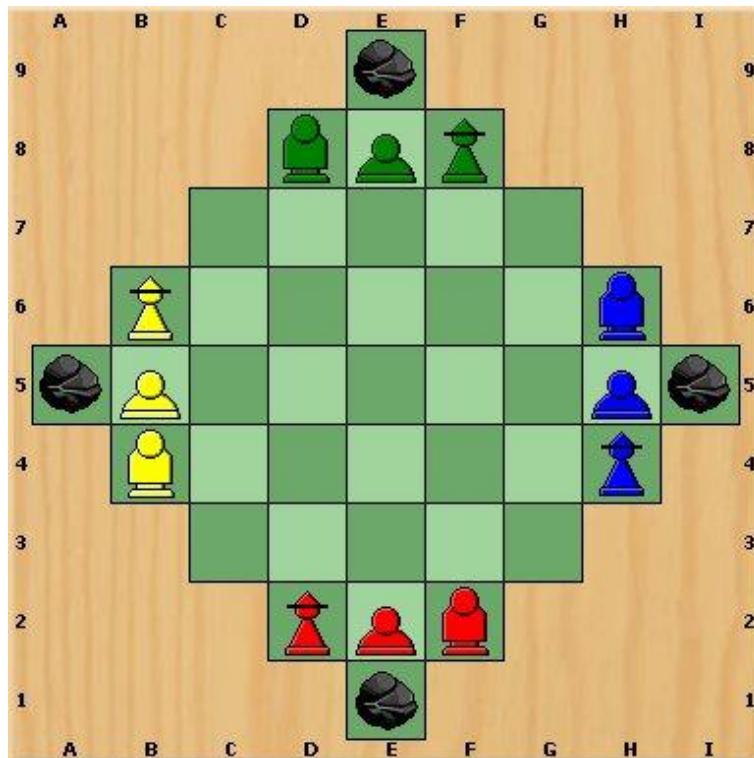


For each team, the Dwarf start at the square in front of a Rock. The Troll is on the square to the right of the Dwarf and the Sorcerer stands on the square to the left of the Dwarf. (From the Rock's point of view.)

In a 2-player game, the teams take opposite positions.

## How to Win

The object of the game is to kill all opposing Sorcerers by throwing a Rock on their brittle heads. Once a Sorcerer dies, his entire team is removed from the Arena (gameboard).

## Gameflow

Splut! is designed for 2 to 4 players. When a player's turn is over, the player to the left takes his/her turn.

## A Player's Turn

Players alternate turns. During each turn you MUST perform 3 moves (steps) with any of your three pieces. Each piece has its own unique way of acting. (Spread your obligatory 3 moves among your pieces as desired.)

> *e.g. One step with the Troll, then one step by the Dwarf, followed by another step by the Troll. Totalling three steps (or "moves").*

The player who has the first turn of the game can only perform one move (instead of three). In a four-player game, the second player has only two moves during her/his first turn of the game.

## Endgame

You win a game of Splut! when your Sorcerer is the last one standing in the arena.

## Moving Pieces

- All pieces can move one square in a horizontal or vertical direction. Diagonal movement is never allowed.

- You only control your own three team members: a Sorcerer, a Dwarf and a Troll. See special rules below.

- You cannot move into or through an occupied square.

- Squares referred to as "Adjacent" are never diagonally adjacent. (Only horizontal and vertical.)

## Overview of the Playing Pieces

### TROLL

*Pull Back*: Because of his bulky size a Troll can put his hands on a Rock and pull it towards him. When moving, he can Pull Back (or "drag") a Rock from an adjacent square onto the square he just left. Only Pull Back Rocks in a straight line aligned with your Troll!

*Throw*: When your Troll ends his move on a square containing a Rock, he picks it up and Throws it away in any horizontal or vertical direction. The flying Rock only stops when it hits an Obstacle. Throwing immediately ends your turn. (Note: You cannot Levitate Rocks onto a square occupied by a Troll in order to then Throw the Rock away.)

The Thrown Rock flies over empty squares (and over Dwarves) until it hits an Obstacle;

- The border of the gameboard          (Rock lands on last square)
- Any Troll                            (Rock lands on square before Troll)
- Another Rock                         (Rock lands on square before other Rock)
- Any Sorcerer (Hopefully not yours!)  (Rock lands at square of the killed Sorcerer)

*SPLUT!*:

Thrown Rocks can fly over the square occupied by a Dwarf. The Rock will however land directly on top of that Dwarf if the following square is an Obstacle. That unfortunate Dwarf is then removed from the game.

When you hit a Sorcerer with a flying Rock, remove the Sorcerer and his entire team from the board, and put the thrown Rock at the square where the Sorcerer died.
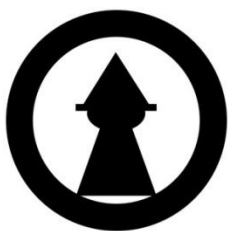
### SORCERER

*Levitate*: A Sorcerer may Levitate Rocks. This is not a mandatory action. When Levitating a Rock, move the Rock simultaneous with your moving Sorcerer. (The Levitated Rock follows the same movement path as the Sorcerer.) You can use this action for only one Rock each turn.

*e.g. The Sorcerer moves one square forward. Then also move the chosen Rock one square forward.*

A Rock that moved (either being Thrown or Levitated) during the previous player her/his turn cannot be Levitated during your turn! A Rock that is Pushed or Pulled during YOUR turn can still be Levitated in your turn.

Obstacles AND Dwarves do block Levitated Rocks. You cannot kill a Sorcerer by Levitating a Rock to him.

## DWARF

*Push*: The small muscular body of the Dwarf is to his advantage. As a special action, the Dwarf can Push all pieces in his path when moving. All pieces in a straight line are moved in the same direction as the Dwarf until they hit a border of the gameboard.

*Small*: Thrown Rocks will pass the Dwarf because of his small size. Levitated Rocks are still blocked because they are floating too low above the ground. You cannot Levitate Rocks onto or through squares occupied by a Dwarf. (Also see rules for Throwing.)

## ROCK

When you hear "*SPLUT!* " caused by a Rock that just landed upon a Sorcerer, then the game is over for the player controlling that unfortunate Sorcerer. There are always four Rocks provided in the arena regardless of the amount of players. Rocks are not part of any player's team.
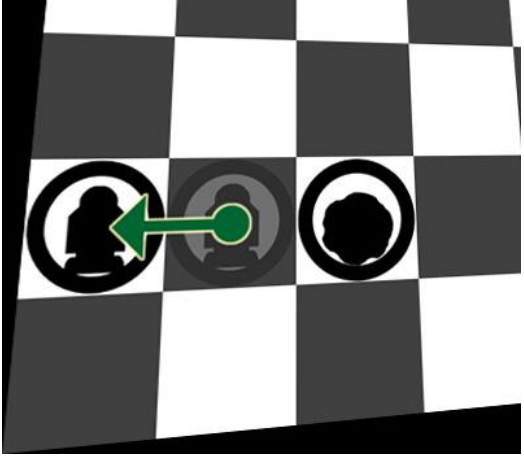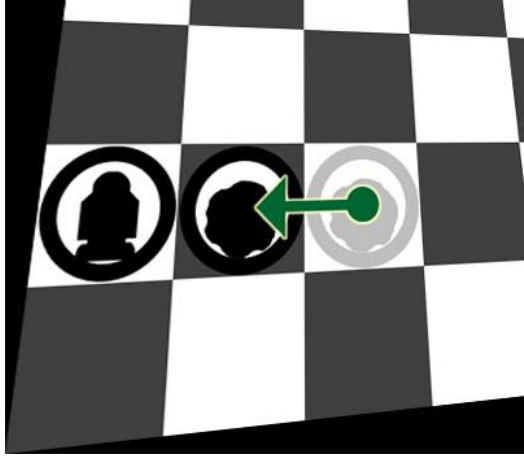
## Strategy

Always try to position Rocks in a straight line with Sorcerers of your opponents. Then move your Troll for the kill!

Make cunning use of the Push skill of the Dwarf. Try to block some movement options of your opponent.

Try to Levitate Rocks at least three squares away from enemy Trolls. However, do remember that Rocks that moved during the previous player's turn, cannot be Levitated now. (Concentration is needed, and a Sorcerer cannot concentrate when the Rock is moving…)
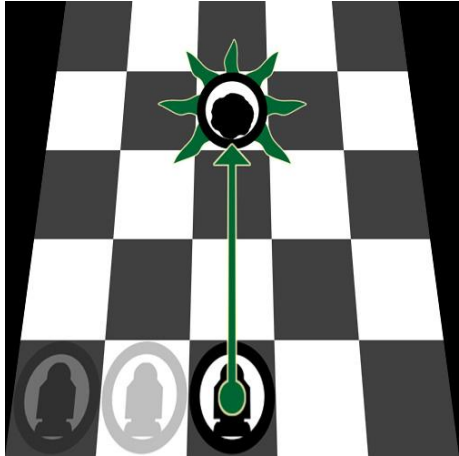
## Pull

When a Troll is adjacent to a Rock, he can put his arms on top of the Rock and Pull it to him.

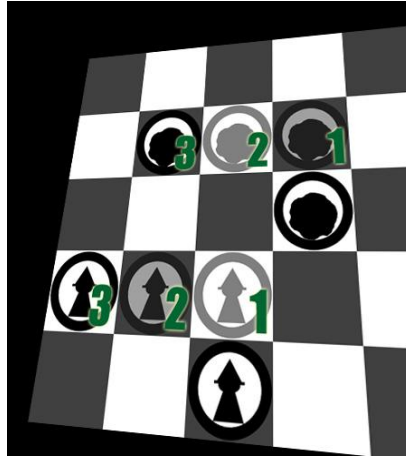| | |
|---|---|
| *The Stonetroll moves away from the Rock …* | *… and Pulls it to him.(This action equals one move.)* |

## Throw

When a Troll lands on a square with a Rock, he immediately Throws it away with great force.

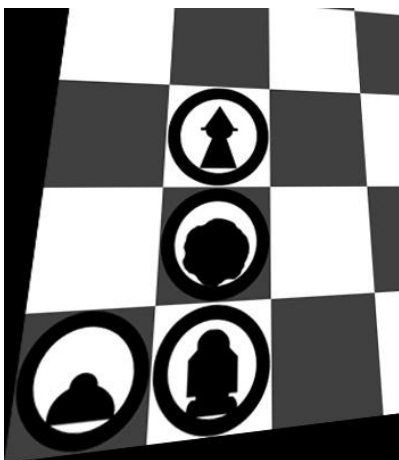| | |
|---|---|
| *The Rock is in a straight line with a Sorcerer!* | ***SPLUT!*** *The Rock crashes on top of the Sorcerer.* |

# Levitate

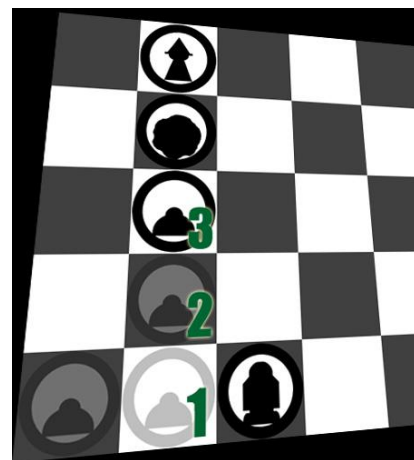By focusing all energy on a Rock, the Sorcerer can move it by sheer will alone.



*The Sorcerer moves (one, two or three squares) and the Rock does the same move(s).*

# Push

All pieces that are in the way will be moved in the same direction as the Dwarf.



*The Dwarf first Pushes the Troll aside ...*



*... and then all other pieces.*

# SPLUT glossary

Adjacent:          Squares next to each other but not diagonally.

Dwarf:             Can Push. With an Obstacle in the back, a Thrown Rock can crush the Dwarf.

Levitate:          Move a Rock close near the ground, simultaneously with your Sorcerer. Obstacles and Dwarves block Levitation.

Move:              All moves (or steps) are either horizontal or vertical. Diagonal moves are prohibited.

Push:              Move all pieces in a straight line until the pieces reach a border of the gameboard.

Rock:              Used to be Levitated or Thrown. Four Rocks are always present.

Sorcerer:          Can Levitate. You lose the game if a Rock happens to land on your Sorcerer.

SPLUT!:            The sound of a thrown Rock crushing a Sorcerer (or occasionally a Dwarf).

Throw:             A Troll landing on a square with a Rock, immediately rockets it away. A Throw always immediately ends your turn.

Toco:              Nickname of game designer and solid slug slinging sorcerer Tommy De Coninck

Troll:             Can Pull or Throw. Is an Obstacle for Rocks. Is ugly and strong.

## Publication

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