

NEVO™ Instructions

NEVO – The future in strategy

A two player game – The object is to move your NEVO playing pieces (white and black) into your opponent's white area of the board and score 16 or more points. You can score in any combination of 2, 5, and 8. See examples of scoring in Diagram A. In this figure, black has 9 points to white's 17 points (and white wins).

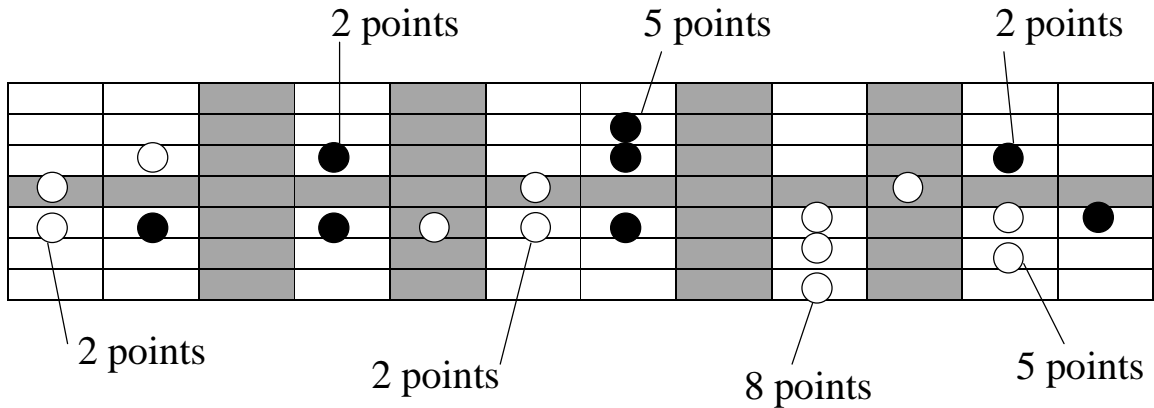


Diagram A

SETUP

Each player sets up their 12 playing pieces as shown in Diagram B. White moves from top to bottom and black moves from bottom to top.

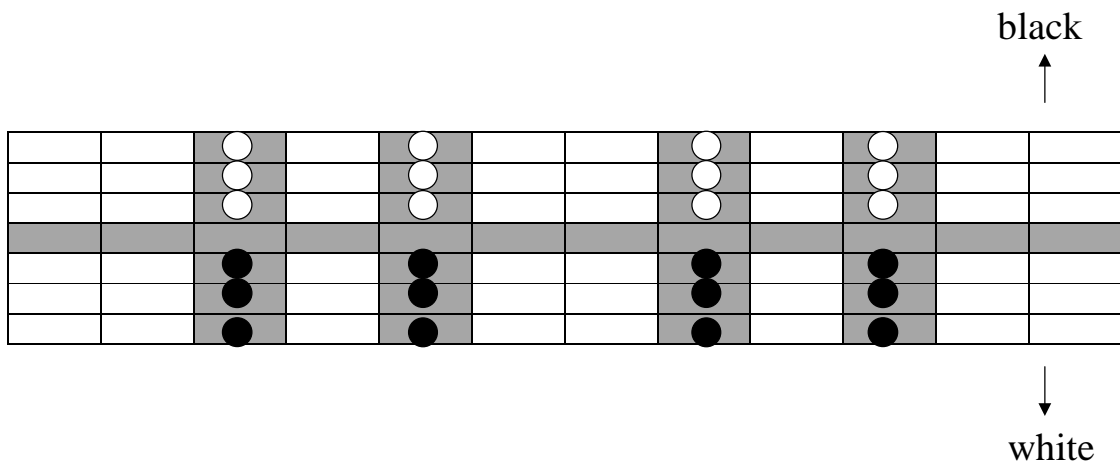
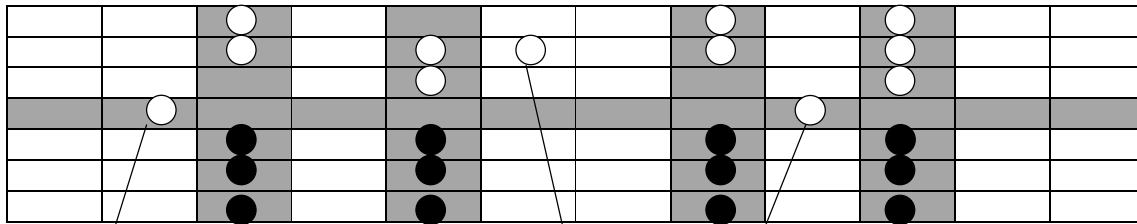


Diagram B

THE MOVEMENT OF PLAYING PIECES

Move one playing piece one square per turn in any direction, including backwards. You may move into any square that is unoccupied. White moves first. Movement must be

made so that all of your playing pieces are next to another playing piece of the same color in any direction. Moving in groups of two or more playing pieces is helpful. If your opponent's turn ends with any of their playing pieces not next to their own on any square, you may remove them from the game before taking your turn. If any playing piece goes unnoticed, it may remain in play. There is no jumping of playing pieces. Examples of good opening moves are shown in Diagram C.



Bad move - playing piece
not adjacent

good move,
adjacent

Diagram C

SCORING

The object of this game is to be first to score 16 or more points **at one time**. Scoring is set up so that the deeper you move into the game board, the more points you score. Each player can score points when they are in the opponent's territory according to the value shown in Diagram D. Any playing piece moved to the 2 point row is worth 2 points. Any playing piece moved to the 5 point row in the same scoring column still having a playing piece on the 2 point row is worth 5 points, not 7 points. Any playing piece moved to the 8 point row in the same scoring column with playing pieces in the 5 and 2 point rows is worth 8 points, not 15 points. A total of three playing pieces is required to score 8 points. Examples of scoring points is shown in Diagram E.

8	8		8		8	8		8		8	8
5	5		5		5	5		5		5	5
2	2		2		2	2		2		2	2
2	2		2		2	2		2		2	2
5	5		5		5	5		5		5	5
8	8		8		8	8		8		8	8

Diagram D

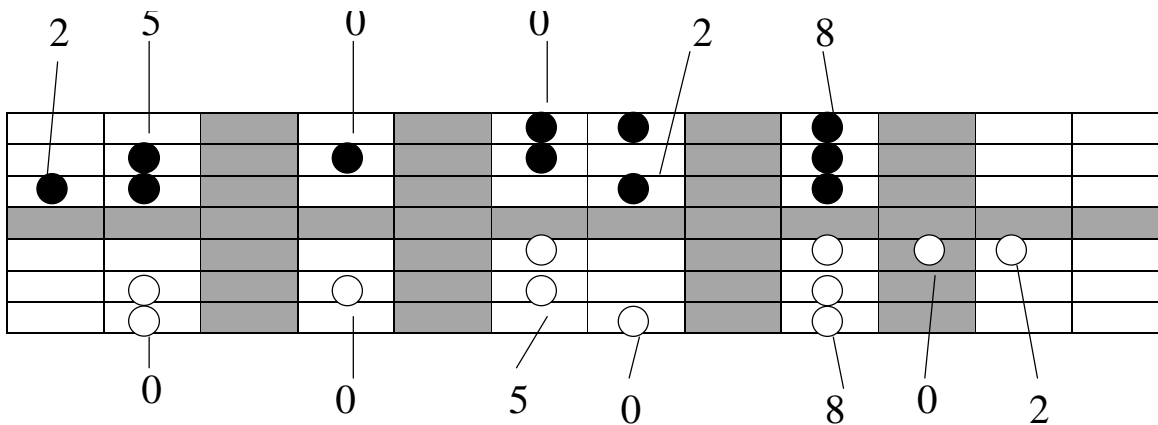


Diagram E

RULES TO REMEMBER

You can stop your opponent from scoring by moving your playing pieces on the 2,5, and 8 point rows that your opponent is trying to score on. White squares are for scoring, not grey squares. Watch for playing pieces that are not next to another playing piece of the same color.

GAME MODIFICATIONS FOR CS441/541

We will adopt the following modifications to the game's rules for this course:

1. If a player does not correctly remove its playing pieces that are not adjacent to other playing pieces, then that player immediately forfeits the game.
2. If no progress is being made, e.g. both players are just moving the same piece back and forth, then the winner is the player with the most points at the time no progress is being made (unless the points are tied in which case there is a tie.)