

Zuber
Created by FRC Round 24

Zuber is played on a 10x10 board.

Pieces: {A, E, I, O, U, Q, R, S, T, V, W, X, Z}

Restrictions: Only one of each of {A, E, I, O, U} may be used. Only two of each of {W, X, Z} may be used.

All vowels have special abilities (except 'I', apparently) that must be used when they are placed on the board.

When two pieces of the same type are on the same line (meaning row, column, or diagonal) a player may use their turn to move one of them to any other unoccupied point on that line.

New pieces after the first are placed next to an already existing letter.

No words of three or greater may be formed.

Special letter: 'X' - Creates hot spots at points that are a knight's move away for the duration of the turn. Any piece on a hotspot may be moved to another hotspot or destroyed ('U' cannot be destroyed. See "Special letter (vowel): 'U'").

If there is a piece in a corner, no new pieces may be placed in a corner.

At the end of a player's turn, if a piece is sandwiched between two pieces of the same type, the piece may be removed.

Movement: Moves consist of moving or placing a single piece. Exceptions:

- Placement of a piece causing a different piece to be orthogonally surrounded, in which case the piece may move anywhere on the board, barring other restrictions.

Special letter (vowel): 'E'. Exchange any piece on the board for the next piece alphabetically. Consider this new piece to have just been placed.

Special letter (vowel): 'U'. No pieces may be moved or placed on the board. 'U' can only be removed by being surrounded. (This seems to contradict an earlier rule: "Pieces of type {W, X, Z} may not be placed on the board." If you wish to use the earlier rule, you may disregard anything about 'U' not being destroyable.)

Special letter (vowel): 'O'. Pieces of type {W, X, Z} may not be moved.

Special letter (vowel): 'A'. No 'U's may be placed on the board.

Passing: A player may pass if the previous player placed one of {E, R, T, X} on the board. (Think EXCRETE).

Winning: The object is to get the game board into a position where no other legal moves are taken, at which point the last player to move wins (Note: In the original rules, the first

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player to say "SAPERLIPOPELEPET" wins).