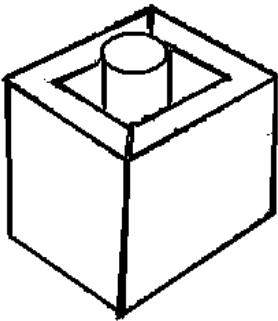


For 1 or 2 players
Ages 10 to adult

Manuel Garcia's

TeleportersTM

A strategy game of warp-speed travel



Game Rules Solitaire Quests

Contents:

- 1 game mat**
- 8 Pole pieces (4 each of 2 colors)**
- 8 Port pieces (4 each of 2 colors)**
- 2 round Pole markers**
- 2 angled Port markers**
- 1 rule book**



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Teleporters is a trademark of Manuel Garcia, used by Kadon Enterprises, Inc., under exclusive license for its strategy game of moving cylindrical pieces (“Poles”) to the other side of an 8x8 board through unique “Teleports” formed of V-shaped wall segments (“Ports”). Special thanks to Sean Garcia for playtesting and strategy insights.

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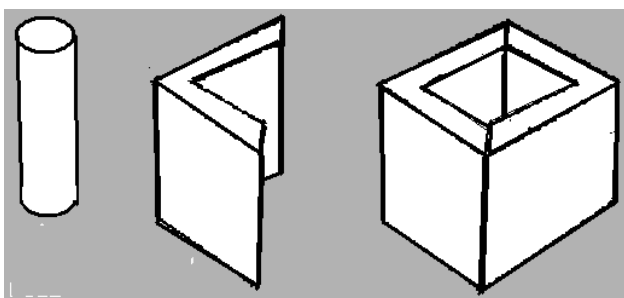
Kadon Enterprises, Inc.
1227 Lorene Drive, Suite 16
Pasadena, MD 21122
www.gamepuzzles.com

Introduction and Definitions

Goal of the game

To be the first player to get all four Pole pieces from their starting spaces into the other player's starting spaces on the opposite side of the board,.

Game pieces

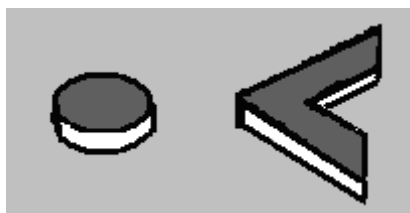


Pole, Port and Teleport

Poles: The tall, cylindrical pieces (above left). Each player gets four of their own color. Poles stand upright on the board.

Ports: The V-shaped pieces that look like two walls meeting at a right angle corner (above center). Each player gets four of their own color. When two Ports meet to form a square box (above right), they become a Teleport. See more about Teleports on page 13.

Markers: The two flat round and two flat V-shaped acrylic pieces. They are used to track the players' moves during a turn (see page 5 for how to use the markers).

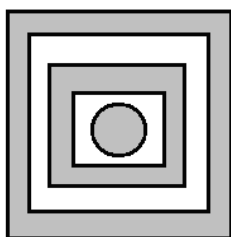


Pole marker and Port marker

Board spaces

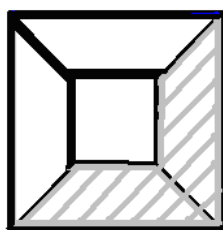
The Teleporters game board is an 8x8 grid of square spaces. Each space is divided into smaller areas, with either a circle or a square at its center. The three different kinds of spaces have their own special functions:

Telepads: The 8 spaces along the first outer rows of the board, with round spots inside squares of each player's color. The player's own color Telepads are "Home" (starting spaces) for the player's Poles. The other player's Telepads represent the "Goal" (landing spaces). Poles stand on the round spots of the Telepads. Only Poles may occupy Telepads.



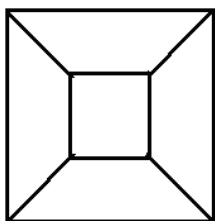
Telepad

Portpads: The spaces on the second and third rows of the board where color stripes of each player's color mark the footprint of a Port. A player's own color Portpads are the starting spaces for the player's Ports. Ports stand on the color portion of their Portpads at start of the game and when they are returned there during play. Otherwise Ports may occupy a Portpad on any of its four corners. The small center square of the Portpad may be occupied by a Pole.



Portpad

Quadrants: All the other board spaces that are not Telepads or Portpads. They are like the Portpads, but without color stripes. The trapezoids surrounding the small center square may be occupied by Ports in any of four orientations, and the center square is reserved for Poles. A Quad may thus hold up to three pieces at a time.

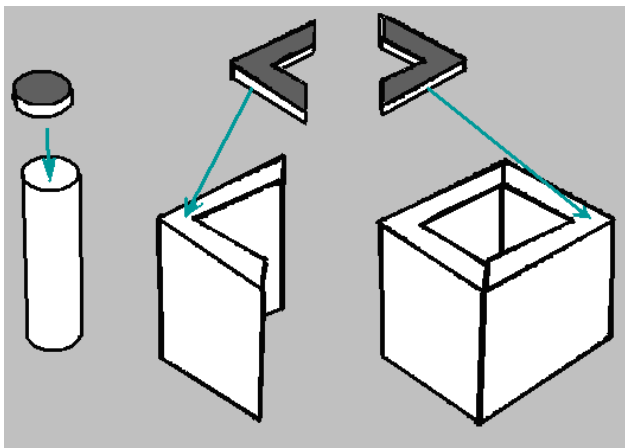


Quadrant

Markers

Players may make four separate moves on each turn, but may not move the same piece twice during the same turn. (See “Taking Turns” on page 5.)

Markers let players keep track of which type of playing piece (Pole, Port or Teleport) has already been moved on a turn. Simply lay the marker on top of the corresponding piece when you’ve moved it: round on Poles, angle on Ports and Teleports, like this:

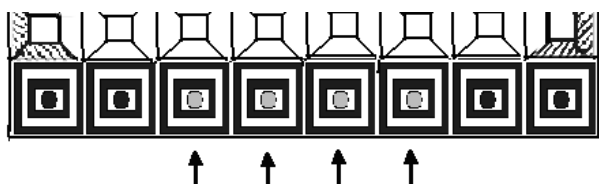


Marking moved pieces

Playing the game

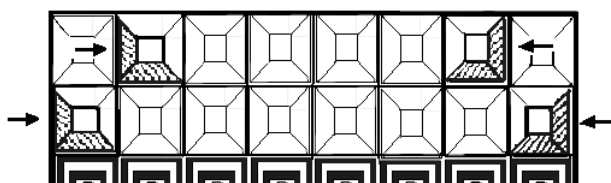
Setting up

Poles: Each player chooses a color and places the four Poles of that color on the four central Telepads of matching color, like this:



Start positions of Poles

Ports: Players place the four Ports of their own color on the striped parts of the four Portpads of matching color in their second and third rows, as shown here:



Start positions of Ports

Taking turns

Players choose who will move first.

A player's turn consists of moving four different pieces--any two Poles, or any two Ports or Teleports-- to make up a total of *four moves* per turn that correspond to the two round and two angled Markers. These moves may be taken in any order. See page 14 for an example of a series of four moves.

Important: No Pole or Port or Teleport may move more than once during the same turn. Use the Markers to keep track.

The Markers can be used in two ways:

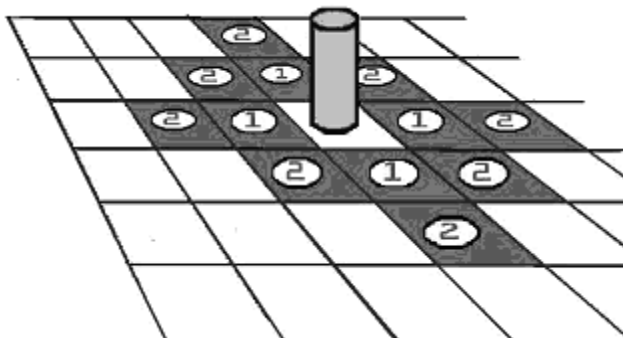
- By laying the Marker on top of the piece that was just moved. A move is not final until the Marker goes on it.
- By laying the Markers down alongside the board and sliding them across to the other player as each new move is made (recommended for experienced players only). A move is not final until its Marker is slid across.

In traditional games, moving a playing piece and then letting go of it, even accidentally, is often taken as that player's actual move, no changing allowed.

In the **Teleporters** game, a player's move isn't final, even if the hand is removed, until you use the Marker. So you can safely test potential moves and put them back until you're satisfied with your choice.

Pole movements

Walking: A Pole may move one or two spaces either horizontally or vertically or any combination of horizontal and vertical directions, on any spaces of the board. There are no diagonal moves. Here are examples of all the possible walking moves a Pole can make during a single turn.



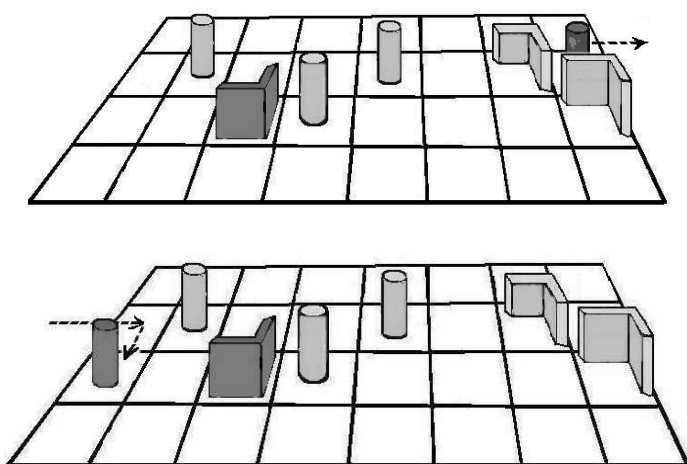
One or two steps a Pole can take on one turn

A Pole may not walk through, jump over or share a space occupied by another Pole.

A Pole may not jump over any Port or Teleport wall blocking its path. A Pole may, however, walk into a Port through the Port's open side, where the Pole can freely slide into the Port's center area.

Wrap-around: A Pole on an edge quadrant of the board, either far left or far right, may step off the board and come back in on the other end of that row on the opposite side of the board. Such a "wrap-around" move may be made only by Poles, and only if the re-entry space is not blocked by another Pole, Port or Teleport. If the space is blocked, the wrap-around move may not be made.

The wrap-around step counts as one of a Pole's two spaces of movement. If a Pole starts its turn with a wrap-around step, it can move one space as its second step on the other side of the board. If a Pole uses one space to reach the edge of the board, it can use the wrap-around as its second step. Here are examples of a Pole move including a wrap-around step:



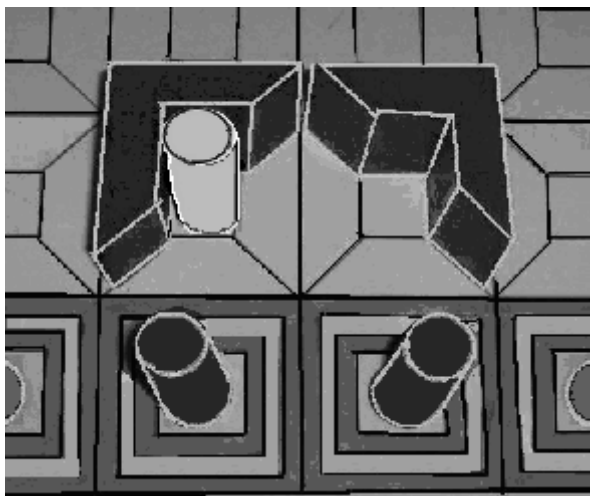
The wrap-around move for Poles: It steps off the board on one side (top), re-enters the same row on the other side (bottom), and may continue its second step from there in any direction.

Teleporting: Instead of taking a walking move, a Pole may make an instantaneous switch from one place to another on the board, under certain conditions.

- Between any two of the player's Home Telepads.
- From a Home Telepad into its own color Teleport.
- Between its two Teleports.
- From its Teleport back to any available Home Telepad.
- Between any two Goal Telepads.
- From a Goal Telepad back to a Home Telepad.
- From a Goal Telepad into its own Teleport.
- From a Blockade to a Home Telepad (explanation below).

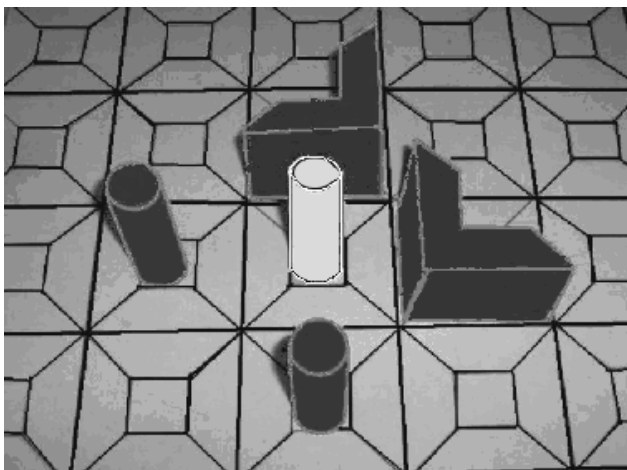
Note that a Pole may never teleport to a Goal Telepad. To reach a Goal, the Pole must walk into it directly.

Blockade escape: If a Pole becomes totally surrounded by the other player's game pieces, with any combination of Poles, Ports and Teleports, the blockaded Pole can instantly teleport back to one of its unoccupied Home Telepads. Here's an example of a Blockade:



This fully blockaded Pole may teleport home

However, if a player can move some of the opponent's blocking pieces out of the way by teleporting or repelling them away, then that Pole is not considered blockaded and cannot use the escape move. The drawing below shows an example of a Pole that is not truly blocked in, because it can still be rescued by either teleporting a blocking Pole (see "Pole Vault" below) or repelling a blocking Port (see "Port movements").



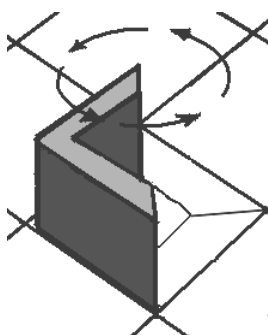
A surrounded but not fully blockaded Pole

The Pole Vault. When a Pole is enclosed by an opponent's Teleport, the enclosed Pole is immediately teleported to one of its Home Telepads as a *free move*. It is handed to its owner to choose the Telepad on which to place it. No Pole Marker is used up in teleporting this Pole,

Port movements

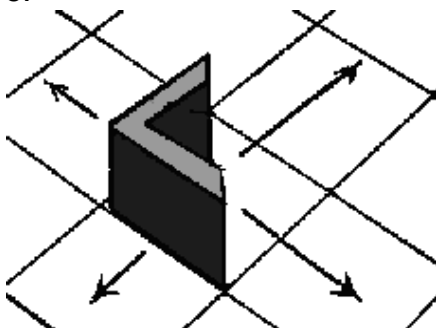
Ports move only within the quadrant portion of the board. They may never enter the Telepad rows. Ports have several options. Each costs one Port Marker:

Spin: A Port may rotate within the quadrant it occupies, to line itself up with the lines on the board in any of the four directions it can have. See the drawing at the top of the next page for the Spin move.



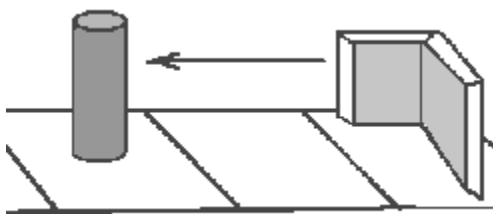
Four possible positions of a Port in a quadrant

Glide: A Port may travel across the board any number of spaces, as long as its path is in either a horizontal or vertical direction and there is nothing blocking it along the way. It may not change orientation during this move.

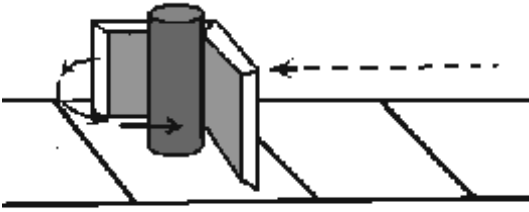


Four directions of movement for a Port

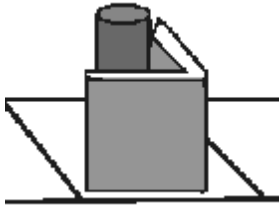
Glide and Spin: If a Port moves any distance across the board and lands in a quadrant containing a Pole of either color, then that Port gets a free spin. As part of the same move, it can rotate around the Pole to any of its four possible positions and stop facing in any direction. Here are the three stages of this Port move:



Port gliding toward opponent Pole



Port lands in space with Pole, spins around Pole



Port completes move in quadrant with Pole, now facing in a different direction

Repel: When a Port of one color lands in the same quadrant with the Port of another color, the incoming Port “repels” the other Port out of that quadrant. The repelled Port is given to its owner to place in its start position on any available Portpad of its color.

Anti-Repel: Under certain circumstances, a Repel move can backfire:

- When a repelled Port can’t go back to any of its four home Portpads because all are occupied or partially blocked by other Ports.
- When a Port piece happens already to be on one of its home Portpads when the Repel attempt occurs.

In such cases the repelled Port gets to remain in the quadrant from which it was to be repelled and, instead, the Port that attempted the Repel will itself bounce and be repelled back to one of *its* home Portpads, of its owner’s choice.

Any Poles in the quadrants where Repels happen are not affected. They simply stay.

Teleport creation: When two Ports of the same color come together in the same quadrant, edge to edge, forming a box, a new type of piece, called a Teleport, is created. Teleports are described next.

Teleport movements

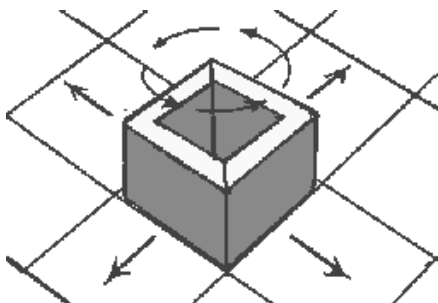
Teleports move only within the quadrant portion of the board. They may never enter the Telepad rows.

To move a Teleport, hold its two Ports together tightly and slide them in unison, as one piece, across the board. Moving an entire Teleport costs only one Port Marker, the same as for a Port..

Although one of the Ports in the Teleport may have already moved during that turn to help create the new Teleport, that Port will not be counted as making a second move in the same turn if it moves again as part of a Teleport move.

Teleports have several types of moves, and all but the Pole Vault cost one Port Marker:

Spin: A Teleport can rotate to any orientation within its quadrant. (*Note:* Rotating a Teleport helps reposition the two Ports it consists of. That way, when they take off on their own again, they will be pointed in the best directions for movement or other strategies.)



Teleports can rotate to any orientation and move in any of four directions in straight lines

Glide: A Teleport, just like a Port, may travel across the board any number of unobstructed spaces, either horizontally or vertically. It may not change orientation or direction during this move.

Transporting Poles: A Teleport can give any one of its own color Poles a free ride across the board by having the Pole travel in its center area as a passenger. Then that Pole can move with the Teleport any number of spaces across the board without costing a Pole Marker.

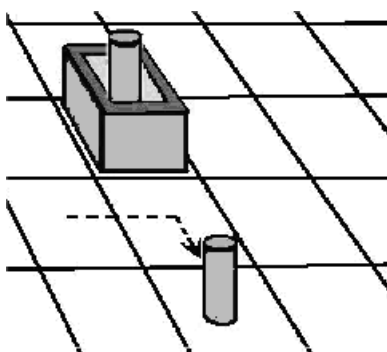
Teleporting same-color Poles: A Teleport can send a Pole of its own color instantly from its center area to any Home Telepad or to another Teleport of the same color.

Teleporting opponent Poles: A Teleport formed around an opponent's Pole instantly sends it back to its Home Telepad (Pole Vault move). This is a free move, no Pole Marker used. However, the Port move that created the Teleport costs a Port Marker, as described above.

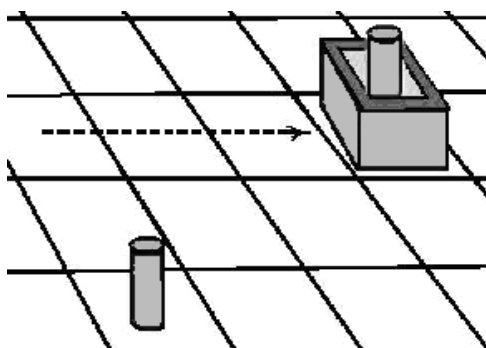
A sample move sequence

Follow along as we illustrate the four parts of a player's turn. Here is a hypothetical situation of some pieces belonging to Player 1.

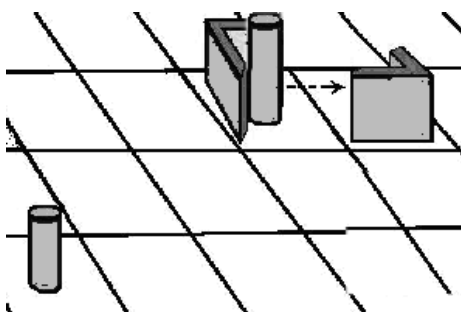
First move: Pole moves 2 spaces, spends first Pole Marker.



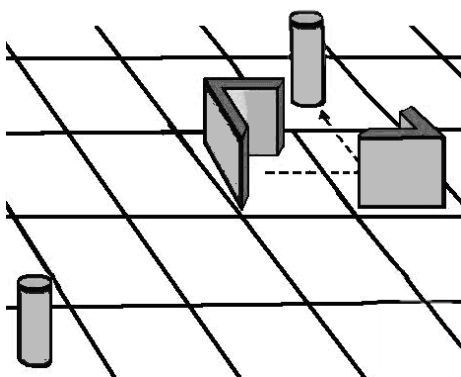
Second move: Teleport moves across board, carrying its Pole with it. Uses one Port Marker.



Third move: A Port moves away from being part of the Teleport, thus breaking up its unity and power. Uses the second Port Marker.



Fourth move: The Pole moves out of its former Teleport, making two steps and using the last Pole Marker.



Players may “pass” any of their four moves. Simply slide the Marker piece to the other player to signal you’re done.

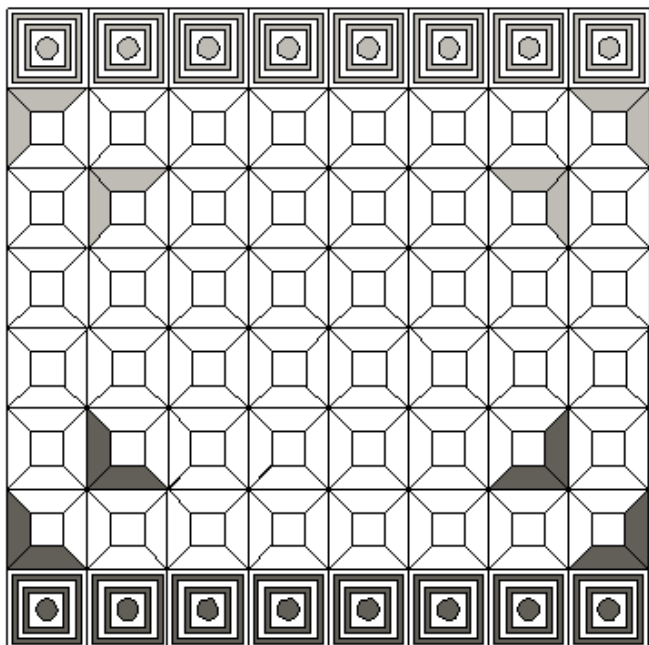
Solitaire Quests

The 8 Queens problem

1. Arrange the 8 Poles (the colors don't matter) on the 64 spaces of the full board so that no two are in the same row in any direction--not horizontally or vertically or diagonally.
2. Arrange 7 Poles on the full board so that no two are in the same row in any direction and so that there is no space on which an eighth one could be placed without being in the same row with another Pole.
3. Arrange 6 Poles according to #2.
4. Arrange 5 Poles according to #2.

The 4 Rooks problem

On a 4x4 section of the board, arrange 4 Teleports so that no two are in the same row, horizontally or vertically. There are 7 solutions. Can you find them all?



TeleportersTM

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