

# Apart

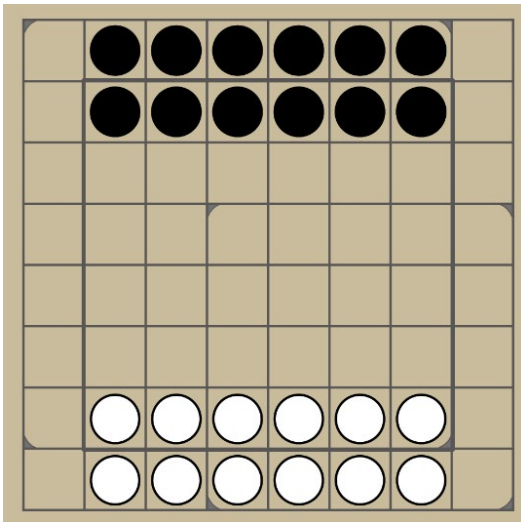
Designed by Kanare Kato

2 players / 20 minutes / 8 years and older

**Apart** is a game in which the objective is the opposite of unification or connection, i.e., to have pieces not be adjacent to each other. Among abstract games, those with this kind of win condition are rare, and only a few games, such as Entropy (1994), have been created.

## SETUP

Twelve pieces of each color are placed as shown below. The playing area used in the game is 8 x 8 squares.



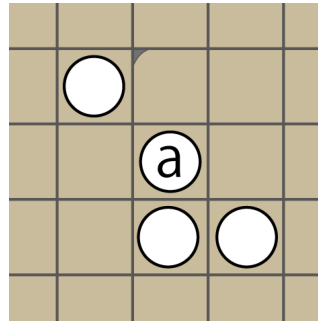
(Fig. 1) Initial setup

Decide in an appropriate way which player will play in which color.

## DEFENITIONS

A row of pieces of the same color arranged as an unbroken straight line in either a vertical, horizontal or diagonal direction is called a **line**. The length of a line is the number of pieces belonging to that line. A row with only one piece in it is considered a line of length 1. Therefore, the same piece always belongs to more than one line at the same time.

Moving a piece to an adjacent square vertically, horizontally or diagonally is called a **single step**, and moving two or more squares away is called a **jump**.



(Fig.2) The piece "a" belongs to four lines: upper left - lower right (length 3), upper right - lower left (length 1), vertical (length 2), and horizontal (length 1).

## GAMEPLAY

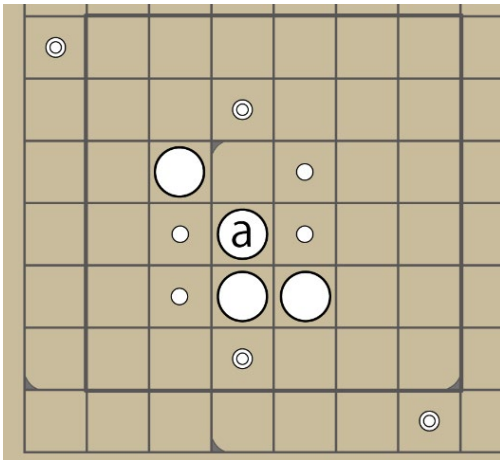
Start with the player with white color and play alternately. The turn player moves one piece of their color according to the following rules. Only the first move of the first player cannot be a continuous jump.

## MOVEMENT

All pieces can be moved in the direction along the line to which they belong, for a distance equal to the length of that line.

Pieces in between can be jumped over, and if there is an enemy piece at the landing site, it is captured and removed from the game. Pieces cannot be moved to the location of a friendly piece.

Please Turn Over →



(Fig. 3) White dots indicate squares where the piece “a” can move by a single step, and double dots indicate squares where it can move by a jump.

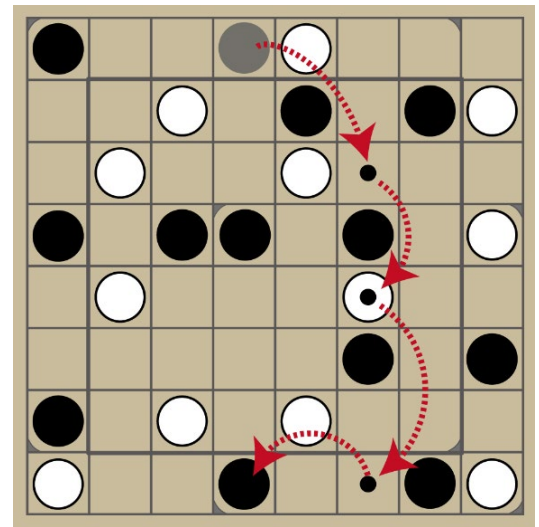
If the jumped piece can jump again from the position it has moved to, it can continue to jump in the same turn. There is no limit to the number of jumps, but the same square may not be landed twice in the same turn.

Continuous jumps are not compulsory, and the turn player can stop jumping at any time. A single step cannot be included in a sequence of a continuous jump.

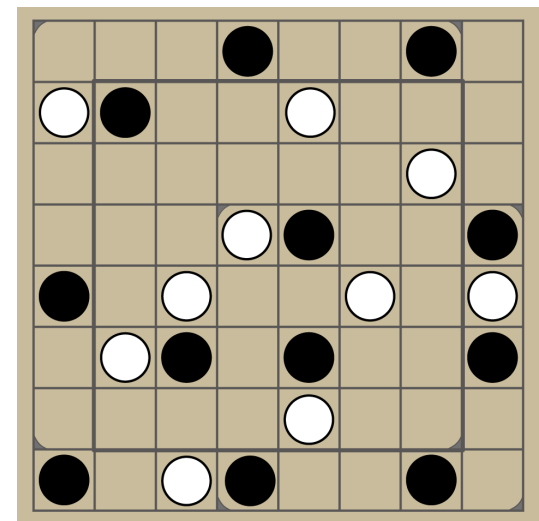
### GAME END

The player who has all his or her pieces vertically, horizontally, and diagonally free from adjacent pieces of the same color wins the game.

If both players reach that state at the same time, the player who made the move loses.



(Fig. 4) Example of a continuous jump. The white piece at the landing point in the middle of the sequence is captured.



(Fig. 5) Black wins