

RosenKreuz

Designed by Kanare Kato

2 players / 30 minutes / 10 years and older

RosenKreuz is an abstract game for two players. Each player is responsible for either the "rose" or "cross" symbol, both of which contain equal numbers of black and white pieces. The player who captures all of either color of the opponent's pieces using three types of captures wins.

COMPONENTS

A checkered board with 8 x 8 squares

32 pieces - 8 each of "rose" (black and white) and "cross" (black and white)

DEFINITION

In this game, a **group** is pieces of the same color connected vertically and horizontally. In other words, pieces connected only diagonally are not considered a group.

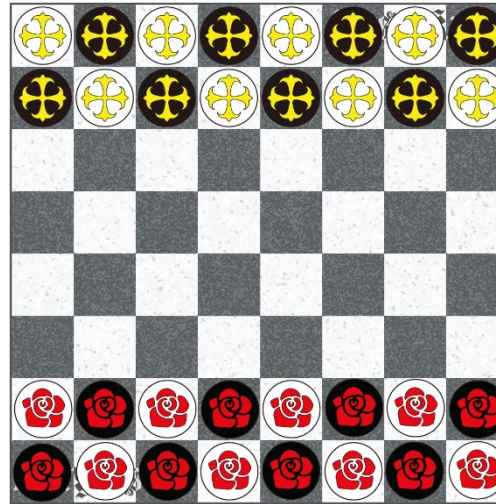
A group may contain two types of symbols (roses and crosses). A group is called **balanced** if it contains two symbols of the same type and if there are an equal number of both types, otherwise it is called **unbalanced**.

SETUP

Decide which player will play with which symbols and place the pieces as shown on the right.

GAME PLAY

On your turn, you move one piece with your symbol by stepping or jumping. Passing is not allowed.



(Fig.1) Initial setup

STEPPING

All pieces can move one step in each of the eight directions, just like a chess king. **However, sideways, backward, and diagonally backward moves are permitted only if the move allows a capture.**

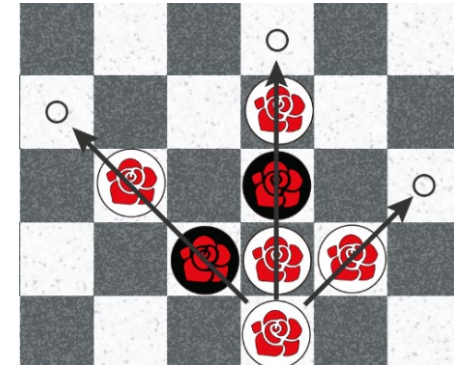


(Fig. 2) Stepping. Can only move sideways or backward if capture is possible.

JUMPING

Any piece may move by jumping over any friendly piece adjacent to it and any uninterrupted line of friendly pieces connected to it in the same direction and landing on an empty square immediately after it.

Your piece may jump over any number of pieces as long as they are connected in the same direction. It is not possible to jump over opponent's pieces or to perform multiple jumping. As with stepping, jumping sideways, backward, and diagonally backward is only allowed if the jump allows a capture.



(Fig. 3) Jumping.

CAPTURING

Capture of a piece may occur as a result of a move. There are three types of captures: major capture, minor capture and attainment capture. In all cases, captured pieces are removed from the game.

MAJOR CAPTURE (GROUP CAPTURE)

If an unbalanced group is created somewhere on the board as a result of moving your piece, all pieces of the minority symbol contained that are vertically or horizontally adjacent to pieces of the other symbol in that group are captured.



(Fig. 4) When the rose piece with a move straight ahead, a group of black pieces consisting of four roses and three crosses is formed. Of these, the cross pieces with b and c, which are adjacent to the rose piece, are captured.

Note that it is not always opponent's pieces that are captured in a major capture. If your symbol is in the minority in an unbalanced group, your piece will be captured even if it is your turn.

Capture does not occur in a balanced group. However, moving your piece out of a balanced group may result in an unbalanced group being left and your piece being captured.

MINOR CAPTURE (REPLACEMENT CAPTURE)

If an opponent's piece is on a square of the opposite color of the piece's own color, it can be captured by moving your piece of the same color as the square to that square. This move can be done either by stepping or jumping.

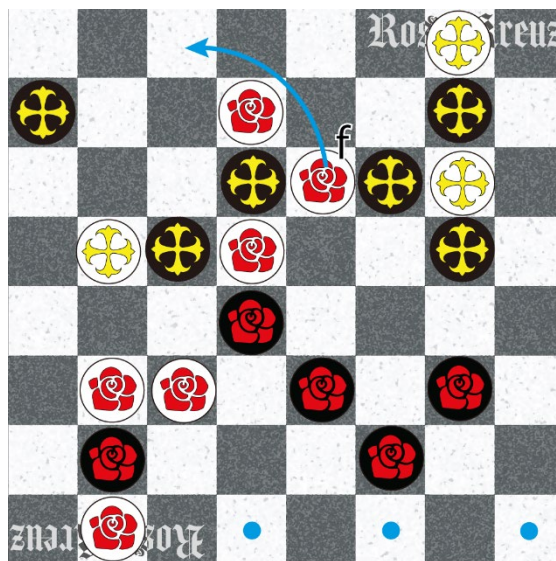


(Fig. 5) The white cross piece with d can capture the black rose piece on the white square with e by replacement.

If an unbalanced group is created by performing a minor capture, the active player continues to perform a major capture. This process may result in the capture of your piece that performed the minor capture.

ATTAINMENT CAPTURE

When your piece attains at the end of the row on the opponent's side, you can choose any one of the opponent's pieces on the board to capture. After this capture, the attained piece is relocated to one of the empty squares of the same color as the piece and closest to you.



(Fig. 6) When the rose piece with f reaches the farthest row by jumping, it captures one of the opponent's pieces and is then repositioned to one of the squares with blue dots.

A major capture can occur at any of these times: when your piece reaches the far end of the row, and when you reposition it to the front. Note that an attainment capture cannot be performed if the piece itself is captured by a major capture when it reaches the far end of the row.

GAME END

The player who loses all of his or her pieces of either white or black loses the game immediately. The player who fails to move on his/her turn loses.

NOTES

RosenKreuz is based on Turkish checkers, but is further influenced by Christian Freeling's Dameo and Mark Steere's Oust. When it was submitted to Abstract Games Magazine's game design competition in 2021, the board size was 7 x 7, but was improved to 8 x 8 for ease of play.