

Stride

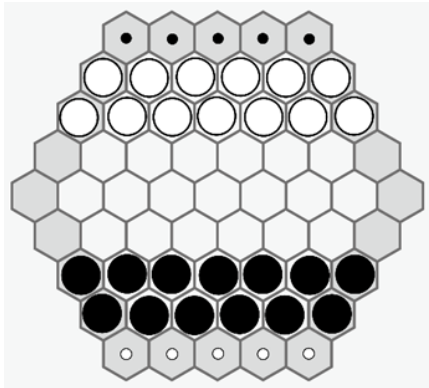
Designed by **Kanare Kato**

2 players / 20 minutes / 8 years and older

Stride is a game inspired by Checkers and Halma. You move your pieces toward the opposite side of the board while performing jumping actions, but unlike these classic games, you cannot move your pieces except by jumping.

SETUP

Decide which player will use which color (white or black), and place 13 pieces of each color in an area of 5 hexes per side, as shown below.

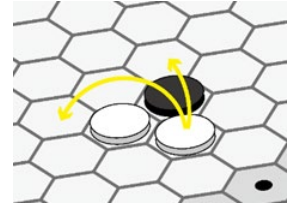


Initial position. The black and white dots indicate the goal points of each player.

GAMEPLAY

Starting with the white player, move one of your pieces each turn. Passing is not allowed.

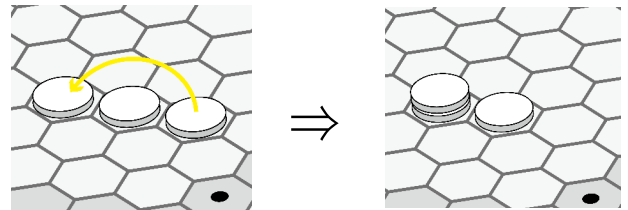
All pieces move only by jumping over one adjacent piece or stack (either color) landing on the hex immediately following it. There is no continuous jumping.



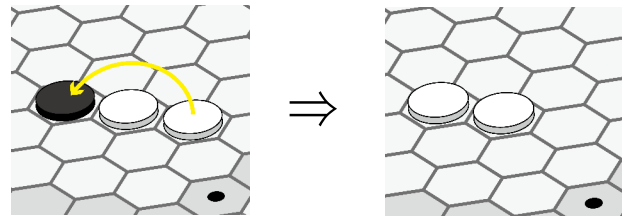
Pieces move only by jumping.

The hex it lands on can be an empty hex or a hex with pieces of any color. If there is a piece of friendly color on the hex where it lands, stack the moving piece on top of it. There is no limit to the height of the stack.

If there is a piece of the enemy color at the landing hex, the enemy piece is captured and removed from the game. If there is an enemy stack, the entire stack will be captured.



If it lands on your piece, it makes a stack.



If you land on an enemy piece, you capture it.

When you move a piece from your stack, you move only one piece on the top of the stack. You cannot move the entire stack at the same time.

Please Turn Over ⇒

MOVEMENT RESTRICTIONS

All pieces are free to move diagonally forward (by jumping), but when jumping sideways or diagonally backward, one of the following conditions must be met.

- * The move can capture an enemy piece or stack.
- * The moving piece will be placed on a higher position of a friendly stack than before the move.

GAME END

You win if your piece reaches one of the hexes at the far end of your opponent's side and that piece is not captured in the next opponent's turn.

If you have no pieces to move in your turn, you lose.