

Tiptoe

Designed by **Kanare Kato**

2 players / 20 minutes / 8 years and older

Tiptoe is a game in which you add your piece in turn, and the one who cannot place any more loses. Where the piece can be placed is determined by the position and size of the group of your pieces on the board. The game can be played on a board of any size, or on a hexagonal board.

DEFINITION

in this game, "adjacent" always means adjacent vertically or horizontally. In other words, diagonals are not considered adjacent.

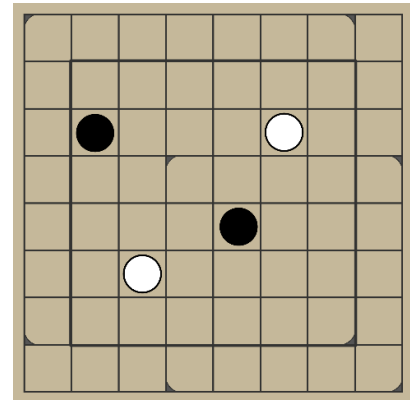
A "group" is pieces of the same color that are adjacent to each other. The size of the group is the number of pieces in the group.

A single piece that is not adjacent to a piece of the same color is also considered a group of size 1 by definition.

SETUP

Decide which player will use white or black. White has the first move.

First, the white player adds one piece of friendly color to any position on the board. Next, the black player adds two pieces of friendly color to each available space. The white player then adds another piece of friendly color, so that there are two pieces each on the board.

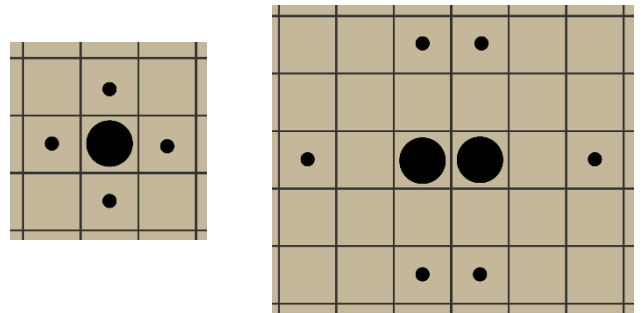


(Fig.1) Setup example

GAMEPLAY

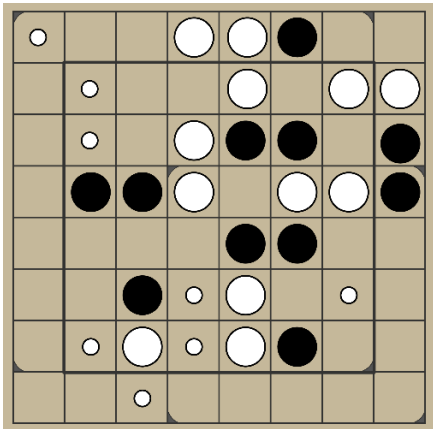
The game begins again with white's turn, and thereafter the players take turns. The turn player places one piece of his or her color in an empty space on the board according to the following rules.

1. Select one of your pieces on the board and check the size of the group to which the piece belongs.
2. Add a new piece to a position that can be reached in the same number of steps as the size of the group from that piece. The number of steps is counted as a straight line, either vertically or horizontally, but must not be bent in the middle and there must be no other pieces (of any color) in between.



(Fig. 2,3) Groups of black size 1 and 2. The dots indicate where new piece can be added based on the pieces in each group.

Please Turn Over ⇒



(Fig.4) The white dots indicate where the white player can place a new piece.

GAME END

The player who cannot place a piece in his turn loses the game.

VALIANTS

This game can also be played with rules that allow diagonal connections and diagonal step counting. It can also be played with a hexagonal board using the same rules.