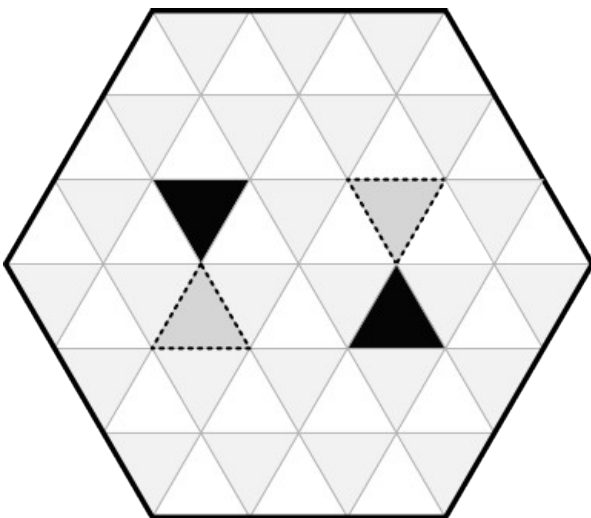


Players: 2,3,4
For ages: over 6
Duration: 20-45 min.
Elements: Board and 24 pawns in 4 colours

It's an abstract strategy game without random elements. The player's goal is either to reach the opposite side of the board or to capture the enemy's master pawn, without losing his own master pawn.

1. BOARD



Board is a grid made out of triangles.

Field's colour describes it:

REGULAR Field (lightgrey and white)



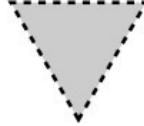
Every pawn can move on, or through this fields. Jumper pawn never changes the colour of field on which he jumps.

WALL Field (black)



Blocks every movement. Glider and Master stops on field before wall field. Jumper can't move on this field, but can jump over it. Master can't end jumping over own pawns on this field.

STOP Field (grey with thin dashed outline)



Stops gliding Gliders on that field (like glue). Doesn't affect other pawns.

2. PAWNS

Pawns for the game can be taken from other popular games like Pachisi.

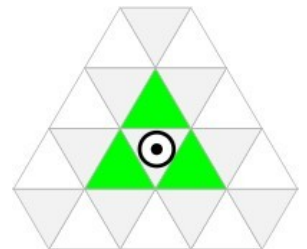
MASTER Pawn

The most important pawn on the board. When You loose this pawn You loose the game. When You move this pawn to the opposite side of the board You win the game.

Master starts the game on the middle field in the bottom (relative to every player) side of the board (see: STARTING SETTING)

Movement: moves to a bordering fields. Can't move on a Wall field. **Can't move backwards (to the starting border of the board), except when making Controlling Triangle.**

Can jump over allies (over any number and stand on bordering to them field). When jumping can't move backwards.



Taking: Can take enemy's pawn when it's in his movement range. Stops on the field where he took the enemy.

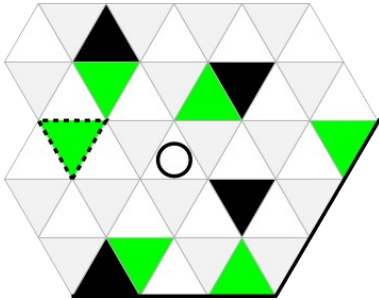
GLIDER Pawn

There are two Glider pawns. They start on the left from the Master pawn. (see: STARTING SETTING)

Movement:

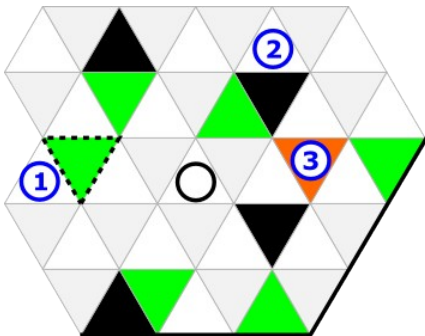
Glides through every bordering field until „hits” a Wall field, other pawn or the board border. Stops on a Stop field.

Can't stop by itself. Can't jump over other pawns.



Taking: Can take enemy's pawn when it's in his movement range. Stops on the field where he took the enemy.

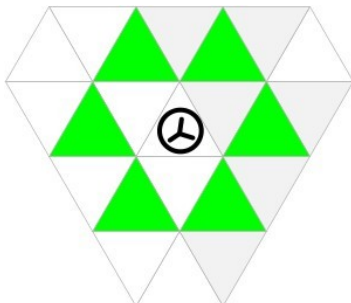
In the example black Glider can't take blue „1”, because it's behind a Stop field nor can it take blue „2”, because it's behind a wall. It can take blue „3”.



JUMPER Pawn

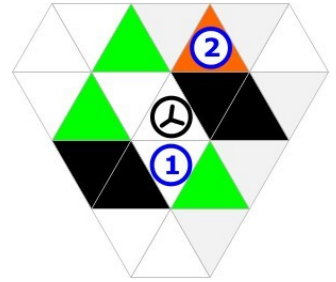
There are two Jumper pawns. They start on the right from the Master pawn. (see: STARTING SETTING)

Movement: jumps on „corner-adjacent” fields which are the same colour as field on which jumper is standing. Every jumper controls different colour (lightgrey and white). Can't jump on a wall, nor own pawn.

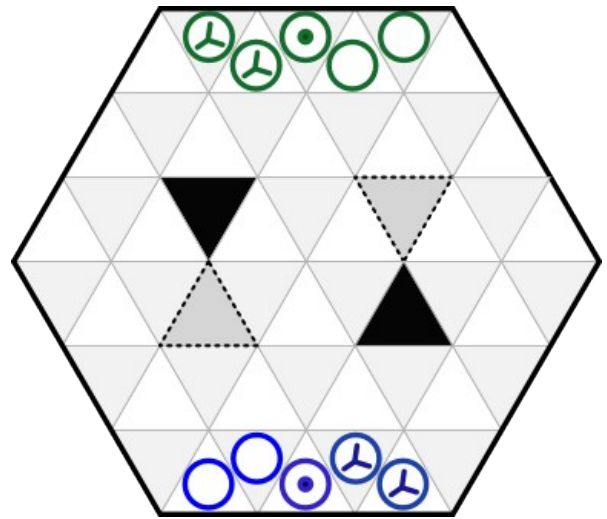


Taking: Takes enemy's pawn by jumping on it. Stops on the field where he took the enemy.

In the example black jumper can't take blue „1”, because it's on the different field colour. It can take blue „2”, despite it's behind wall.



3. STARTING SETTING



Every player places his Master pawn in the middle field by his bottom board border.

Next he places two Gliders to the left of Master pawn.

Next he places two Jumpers to the right of Master pawn.

Every player sets his pawns relatively to his board border.

4. THE GAME

First player is selected by drawing. Next player is assigned clockwise.

In players turn he must move one of his pawns. Additional move can be made only when player makes controlling triangle

Every pawn moves and takes enemy's pawns according to their description. Taking enemy's pawn isn't compulsory. After taking, attacker stops on field that used to be occupied by taken pawn.

After taking enemy's Master pawn, enemy loses and takes all his pawns off the board.

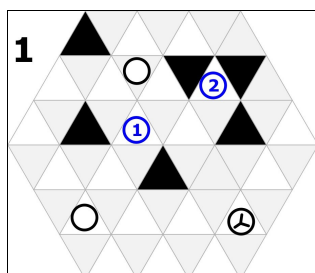
If Master pawn gets to the row on the opposite board border player wins.

5. CONTROLLING TRIANGLE

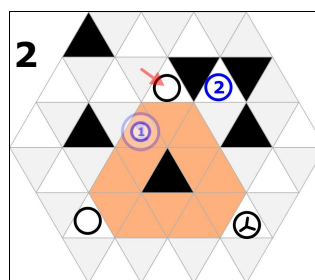
If during his turn a player places a pawn on the third corner of a triangle made by his own pieces, then he has created a controlling triangle. Triangle must be equilateral.

In this moment he can switch places 2 of the pawns that makes triangle corners. This is the only possibility to move the Master pawn backwards. Every enemy's pawns inside controlling triangle are taken off the board. No one of enemy's pawn can enter inside triangle.

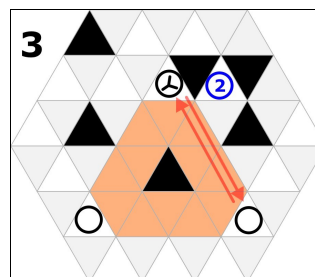
This example shows effectiveness of using controlling triangle.



1. Starting position. Blak's turn.



2. Upper Glider moved to the right and stopper before a wall. Blue „1” is taken by triangle.



3. Player decides to switch upper Glider with a Jumper (switch is disposable for one triangle). Blue „2” can't escape from the trap.

It can be used to win the game:

Controlling triangle can be used for taking enemy's Master pawn or for switching own Master pawn with other pawn that is at the last row.

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