

Groups rules

An abstract strategy game for 2 people.

By Richard Hutnik (copyright 1998)

INTRODUCTION:

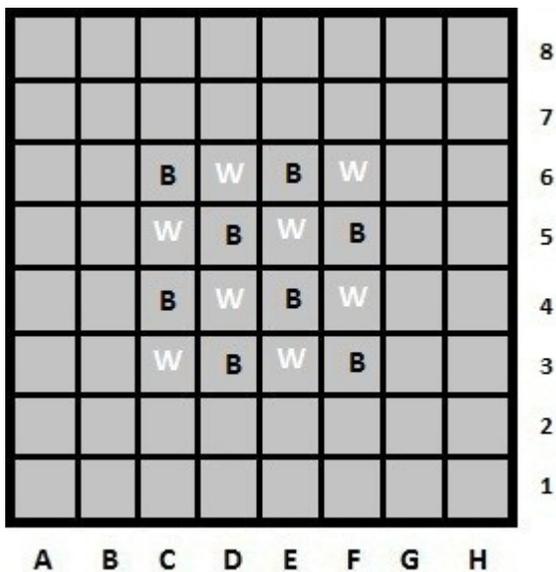
This game would be considered a cousin of the boardgame "Line of Action", in that both games share the same objective of grouping all of a player's pieces together. Unlike "Line of Action", this game features no capturing of pieces.

MATERIALS NEEDED:

A chess/checkerboard and 12 checkers or 12 chess pawns. Six should be one color and six should be another color. In these rules the pieces are represented by black and white circles.

SETUP:

Player 1's pieces are placed on a W space. Player 2's pieces are played on a B space.



Determine who will go first. Deciding a certain piece color goes first and having someone draw it is a way to do this.

Players alternate turns placing one of their pieces in on unoccupied space that is labeled, in the above diagram, with a W (if they are player 1) or B (if they are player 2). (These spaces consist of C3, C4, C5, C6, D3, D4, D5, D6, E3, E4, E5, E6, F3, F4, F5, F6).

Once all six of each player's pieces are placed on the board, then begin play. The player who placed first during setup goes first during the rest of the game.

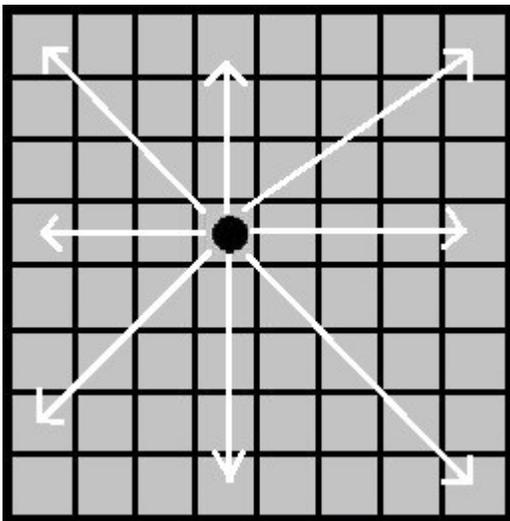
OBJECTIVE:

The object of the game is to be the first person to join all six of their pieces in a single group of pieces that are adjacent to each other vertically and/or horizontally, not diagonally (contiguously connected orthogonally). A winning position can be determined as follows: a player starts with one of their pieces. They then move vertically or horizontally (not diagonally) to one of their pieces that are adjacent to another one of their pieces. If a player is able to continue doing this and touch each one of their pieces, they win the game.

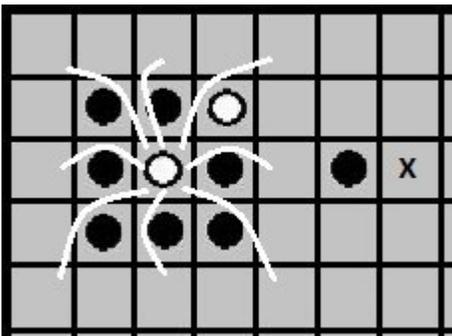
PLAY:

Starting with the player who placed a piece first on the board, players alternate turns either moving one of their pieces onto or through a series of spaces, vertically, horizontally or diagonally, or jumping over a single adjacent piece on the board..

When performing a slide move, a piece may only be moved into, and through, space that is unoccupied. The move is identical to the move of as Queens in chess. The next diagram shows this.



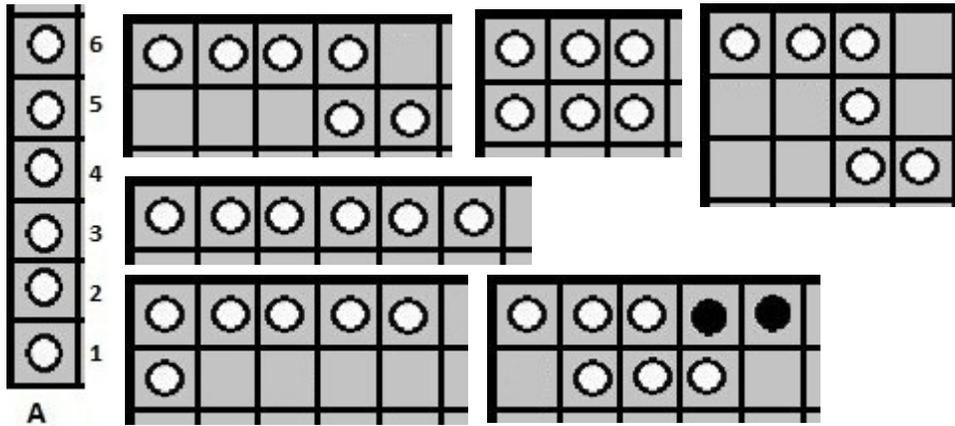
A piece to jump over a single adjacent piece, in any 8 directions, landing on an empty space, as seen in the next diagram. A piece only is able to make a single jump during its turn. The space with an X is not permitted to be landed on by the White piece jumping this turn, because a piece can only perform a single jump..



END OF THE GAME:

Play continues until a player obtains a winning pattern (see diagrams below) with their piece.

Here are some winning configurations:

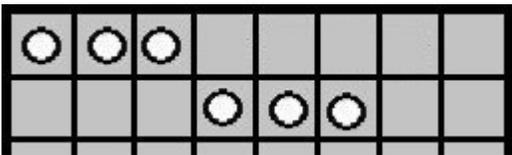


Non-winning patterns:

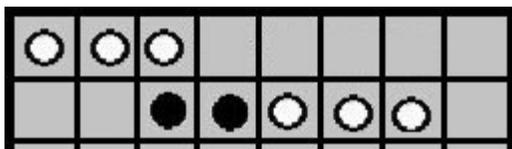
Pieces not in a single group:



Group has one connection diagonally, rather than only vertically and/or horizontally:



Group not connected vertically and/or horizontally with only its color:



VARIANTS:

Slower play: Reduce mobility of pieces to a single adjacent space, which would cause them to move like chess kings.

More strategic (less tactical) play: Eliminate ability of a piece to jump over a piece on an adjacent piece. Doing this makes the game less tactical and more strategic.

CLOSING NOTE:

I am not sure exactly how I came up with this game. I created the game back to the early to mid-1980s, so my mind is bit blurry on its origins. Maybe I read the rules to "Line of Action", or Teeko and I forgot about it. However, sometimes ideas for games come when pieces are played with on a board and an idea comes from that, and I believe this is probably how I came up with the rules to this game. Initially, the game had a set configuration in the middle, but this was changed to enable a wider variety of openings, which still is usable by those new to the game.

The next diagram shows this initial starting set up, before the change to a more flexible opening:

