

Introducing the Invago game.

History :

I had in mind for several years to create a board game that combines reflection and simplicity. A game that mixes checkers with chess.

This is how the Invago board game was created. Inva for invasion and go to go. A board game for lovers of fast and fun puzzle games.

The game :

On a chessboard of 8 squares by 8 squares, each player places his 16 pawns on their first two squares of the game board like this, 1st row from left to right 4 pawns with 3 locks, 4 pawns with 4 locks. On the 2nd row towards the opponent always from left to right 4 pawns with 1 fuse and 4 pawns with 2 fuses. Invago is a board game for 2 players where the goal is to capture all the opponent's pieces and conquer their territory. A puzzle game with quick decision making, this game will give you hours of fun!

Rules:

Each player places their 16 pawns either black or white on the game board as explained above.

All the pawns move horizontally, vertically or obliquely forwards or backwards according to their number of locks on the head. (Ex: pawn with 2 locks on the head, this moves 1 or 2 squares maximum in any direction forwards or backwards).

You cannot pass your pawn over one of your pawns or that of the opponent, you must have empty squares in front of you for your movements.

To capture an opponent's pawn, it's the same principle as in chess, you must invade his square.

The goal of the game is simple, capture all the opposing pawns and you win the game!!

The game board:

8 boxes by 8 boxes for 64 game boxes.

The pawns :

Pawn with 1 fuse, there are 4 of them with 1 fuse and they move only one space at a time in all directions.

Pawn with 2 locks, there are 4 of them with 2 locks and they move only one space or two spaces maximum at a time in all directions.

Pawn with 3 fuses there are 4 of them with 3 fuses and move only one space, two or three spaces maximum at a time in all directions.

Pawn with 4 fuses, there are 4 of them with 4 fuses and move only one space, two, three or four spaces maximum at a time in all directions.