

DIFFERO

An abstract game for 2 players by Kashio Fujii

Overview

In this game, you win by calculating the difference in strength between your side and the enemy side, and by supporting your own side or blocking the opponent's side to reach the goal.

While steadily advancing your own piece, you often find yourself unable to stop the opponent's pieces that is closing in. This is a fun abstract game with simple rules and thrills.

Components

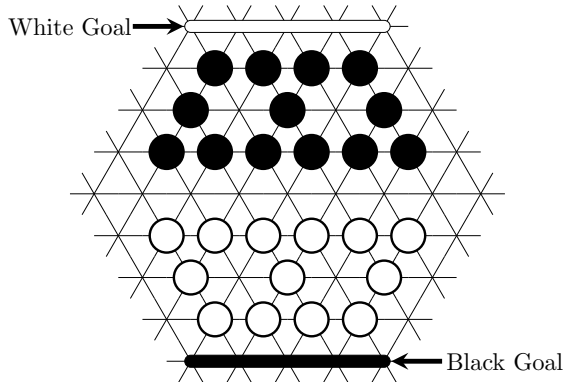
- 13 white and 13 black pieces each
- Hexagonal board with 5 on a side

End condition

- You win when one of your piece reach the goal.
- You lose if you cannot move any of your pieces in your turn.

Preparation

- Place the pieces as shown below.
- Choose your own color. White is the first turn.



Play procedure

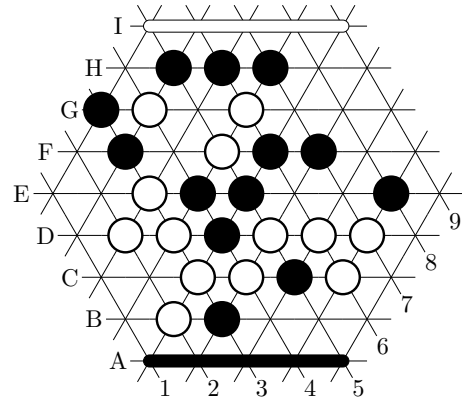
On your turn, you moves only one of your pieces according to the following rules

- The piece moves on a line. The piece may jump over any number of pieces at once, either your own and your opponent's.
- The number of steps to move the piece is always (number of your pieces) - (number of your opponent's pieces) on the line to be moved. If this value is less than or equal to 0, the piece cannot move on the line.
- You cannot move the piece off the board or into a place already occupied by another piece. Also, you cannot move the piece into the opponent's goal.

Example

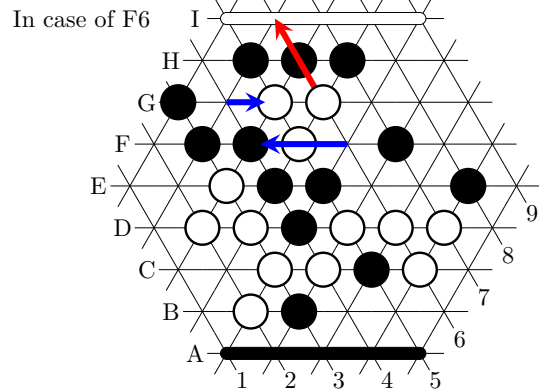
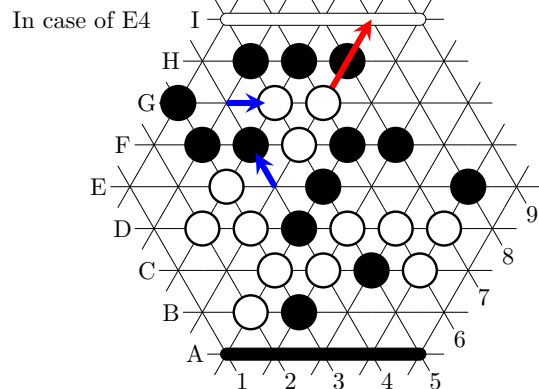
The next turn is White's turn. In fact, at this point, White's victory is assured. Think about which pieces you should move.

For convenience of notation, we will assign A to I to the horizontal line and 1 to 9 to the line from the lower right to the upper left. Each place is represented by a combination of letters and numbers.



The correct answer is to move the piece at G4 to G5.

If Black does nothing, the piece at G5 can move two steps and reach the goal at I7. Since Black has no pieces that can be sent to the goal in one move, he/she must obstruct G5. In this case, Black can only move E4 or F6 to F4, or H6 to H9.



If Black moves E4, he/she moves G6 to I8, and If Black moves F6, G6 is moved to I6 and White wins.

Or Black might move H6 to H9, in which case White wins by moving G6 to I6.