

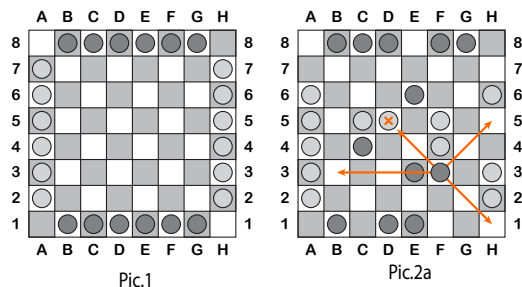
## Lines of action

Author: Claude Soucie, 1969

Family: Combinatorial; making connections; modern  
Type: Abstract  
Category: Abstract Strategy  
Mechanism: Moving figures, building relationships  
Number of players: 2-4  
Age: 8+  
Party time: 20 min.

### 1. Composition of the game

- 12 white checkers
- 12 black checkers
- playing field 8x8 (chessboard)



### 2. Purpose of the game

The goal of the game is to build your checkers into a single group. A single group are all checkers of the same color, adjacent to each other vertically, horizontally or diagonally. When playing a game, small groups of checkers can arise, which are formed according to the same principle, which can then be combined into a single group.

### 3. Preparing for the game

Each player places his checkers as shown in Pic.1. White usually starts the game. Players alternately move their checkers, in one move you can move only one checker. On one cell can not be multiple checkers.

### 4. Turns

The checkers move only in a straight line, that is, horizontally, vertically, or diagonally, and move both forward and backward. The number of cells that the checker can move to in one move depends on the number of pieces (own and opponent) located on the line of movement (Pic.2a-d). This number of pieces includes the floating check mark itself. Checkers can move through any number of empty cells, as well as through cells occupied with their checkers. Jumping through the opponent's checkers is prohibited (Pic.2d).

### 5. Capture

An opponent's checker can be cut down if your pawn ends exactly on the cage occupied by the opponent's checker. In this case, the felled piece is removed from the board and no longer comes into play (Pic.2a).

Attention: even to capture an opponent's checkers, you cannot jump over his other checkers that are in the way of your checkers.

### 6. Special situation

One single piece left by the opponent leads him to victory, since one piece is a single group. If both opponents have one checker left, then the one who made the last move wins (Pic.3).

### 7. Game options

7.1. As an additional variant of the game, the possibility of closing one edge of a field with an opposite edge can be used (as if the field is minimized). Thus, at a move that goes beyond the bounds of the field, the checker must go out from the other edge for the remaining number of moves (Pic.4).

7.2. Scrambled Eggs - Claude Soucie. Pic.5 shows the original placement, the other rules remain unchanged.

7.3. Parachute - David Voorhees. Initially, only 6 of 12 checkers are placed on the board in the position shown in Pic.6. During the first six moves, each player after the next move of one of his checkers on the field, immediately put one of his six checkers in stock on any unoccupied square of the field. Then the game continues as usual.

7.4. A game for four players - a couple for a couple. The initial placement is shown in Pic.7. Players go to their checkers alternately and can not confer among themselves.

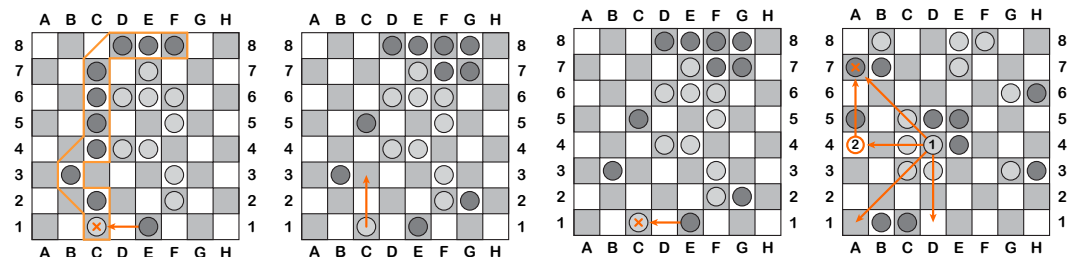
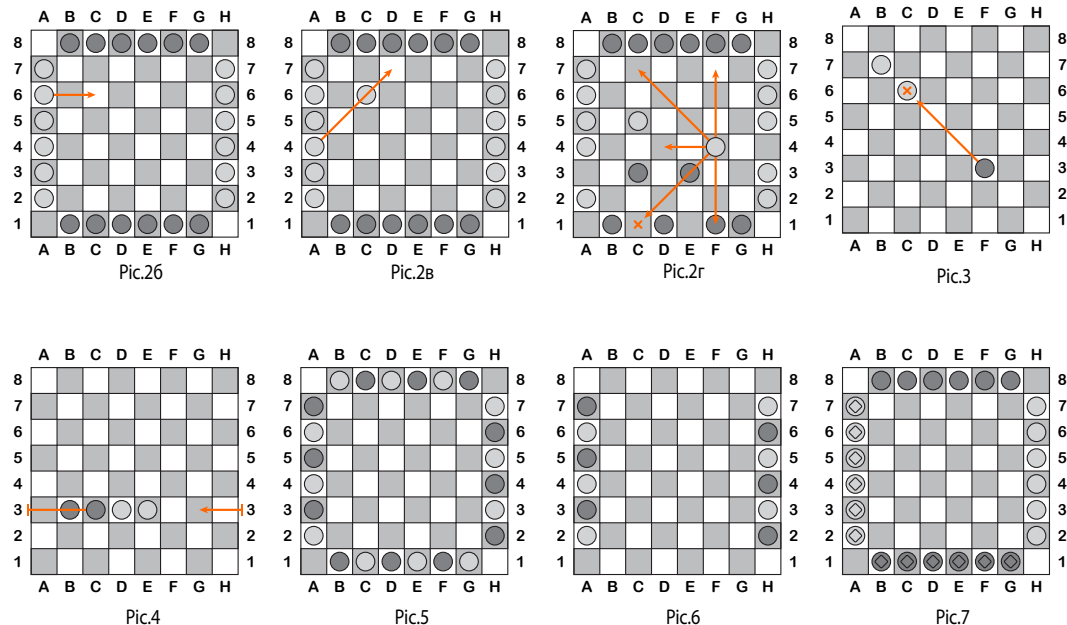
The sequence of moves is chosen by the players at the beginning of the game and can be:

7.4.1. Clockwise or counterclockwise;

7.4.2. One of the players moves, then his ally makes a move, and then the turn turns to the opponent on the left or on the right (as agreed at the beginning of the game). Alternatively, the player who made the last current move in a pair indicates which opponent needs to make the next move.

To distinguish the allies' checkers (of the same color), one of the allies, during the initial placement, turns over his checkers in the same way as in ordinary checkers the woman is indicated.

7.5. The arrangement of the figures is the same as in p.7.4., But there are two players who alternate their moves with simple checkers and marked as a queen.



By moving the checker from E1 to C1, Black captures the white checker and creates his own single group.

Also, with capture, they help create a single group of the remaining white checkers.

This is a special situation and the one who made a similar move wins, in this case Black wins.

By moving the checker from C1 to C3, Whites combine all their checkers into a single group and win.

The group becomes checkers of the same color, interconnected by horizontal, vertical or diagonal chains.

An example of a move leading to the loss of Black.

Black from E1 to C1 captures the white piece.

And since, now all white checkers are united in a single group, they win.

The black A7 can be captured either by the first move or the second after the opponent's move, if he himself does not capture the D4 checker with A7.



Translation, interpretation, layout, schemes, design: capsmolet (A.N.Efremov), jan. 2019 y., ver.1.0

For Youtube-channel: Dice D13 - board games of ancient and modernity.

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