

Struggle Rules

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Struggle (Working Title)

Overview and Objective

Each player has a team of 6 pieces of 6 different colors: white, black, blue, green, red, and yellow. Pieces generally move by moving to adjacent spaces or by jumping over other pieces; enemy pieces are captured when they are jumped. A player wins in one of two circumstances:

- he captures his opponent's white, or
- he moves his white across the board to his opponent's white's starting position

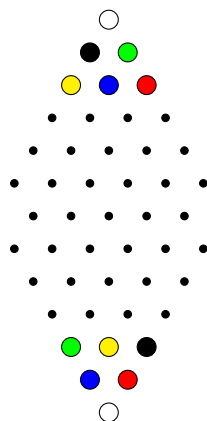
Before the game begins, each player chooses three different Rules from the Rule list. These Rules are used throughout the game to extend the abilities of single pieces or of the whole team.

Board and Setup

Struggle is played on a modified Chinese checkers board in which 4 of the 6 home-base triangles have been sectioned off, leaving a diamond-shaped Struggle board. The first layer of the inner diamond and the last spaces on either side of the middle row are also sectioned off, so that the diamond's sides are 6 spaces long.

Players set up pieces at either end of the diamond. White is placed in the first space facing the player (a row containing only one space), and the other five pieces are placed in the next two rows as the player wishes. (In competitive games, players may want to secretly decide on their starting positions and reveal them simultaneously.)

An example starting board is pictured below.



Players play in turns, and players can either decide between themselves who should go first or play rock-paper-scissors to decide.

A concept used in some special rules (detailed later in this document) is that of a ‘cycle’. A cycle is a length of time consisting of three turns, and here a turn includes both you and your opponent’s move. For example, if you invoke a rule at the end of your turn that lasts for one cycle, the move will last as your opponent moves, then you move, then your opponent, you, opponent, you, and finally the cycle is over so the rule no longer has its effect.

You also have the option to use a chess clock when you play. This can help keep games moving and make sure games don’t last too long. Typically, the clocks are set to ten minutes per player, but feel free to use as much or as little time as you would like.

Movement and Capture

Players make 1 move per turn. Non-Rule (conventional) movement consists of either (1) moving to an adjacent, unoccupied space or (2) jumping over an adjacent piece with an unoccupied space directly behind it, in the direction of the jump (as in checkers or Chinese checkers). A player may jump both his own and his opponent’s pieces: when an opponent’s piece is jumped, it is removed from the board unless a Power which says otherwise is invoked.

Conventional movement cannot be backwards: pieces moving conventionally must step or jump either forward (diagonally) or horizontally. After performing a conventional jump, a piece may continue to jump over jumpable pieces. A piece which is allowed to jump adjacent pieces after a jump is said to have ‘bounce’. A piece which has just performed a conventional movement is said to be ‘landing’.

The White Piece and Zapping

The game ends when either (1) one player’s white piece is captured or (2) one player’s white piece lands in the opponent’s white’s starting position.

When a player’s white lands on the fourth row from his opponent (the 10th row from his perspective), any pieces in the opponent’s home base (the rows in which his pieces began) are immediately captured: they are said to be ‘zapped’. This is to guard against camping of the home base.

Special Rules

On the following pages, there is a list of special rules used to enhance the game. Before the game, you and your opponent choose three rules from the following list. These rules give the game variety; with just a handful of rules you get hundreds of combinations, so you could play a different game each time. The rules vary in scope and effect: some apply every turn, some are only used once or twice a game, some grant greater offensive capabilities, others improve your defense, and others are used to trap your opponent or trick him or her into a dangerous situation. When choosing rules, think about how the rules play with

and against each other, and how certain rules might or might not fit your style or give you the expressiveness in play you want.

Rules are intended to make the game more fun, interesting, and deep. Players are encouraged to develop their own Rules, sets of Rules, and strategies based around them. We have found that using the following guidelines to help us come up with rules that make the game more interesting and keep it fairly balanced:

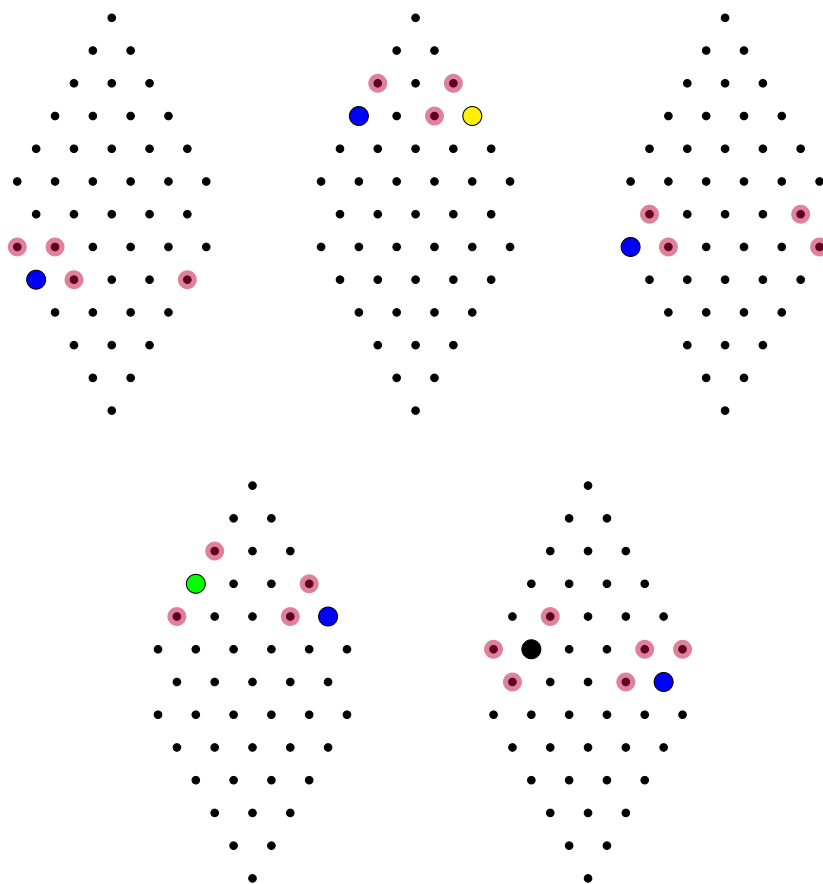
- Avoid making Rules that affect white
- Ban the stacking of Rules which are broken in combination
- Avoid making Rules that tend to stall the game excessively
- Shoot for rules that are both fun to play with and against

Feel free to follow all, some, or even none of these guidelines. The most important thing about designing rules is making sure that the rule makes the game more fun or interesting for you to play.

Special Rules

Torus

Designate a piece to use this power (traditionally blue). This piece treats the board as if it wraps around horizontally. That is, if the Torus piece is on the edge, it can move to the opposite edge of the same row, and can jump similarly. Further, when this piece encounters an edge moving forward, it may move forward as if it were in the opposite spot on its row (illustrated below).

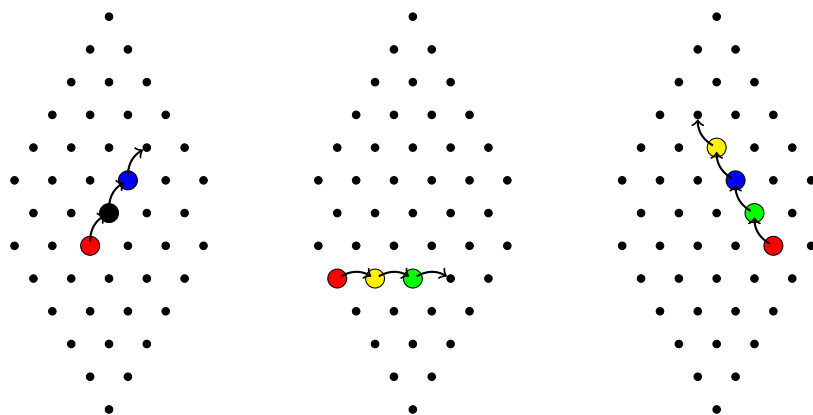


Nonaggression Pact

Once during the game, you may choose two colors which may not interact for the remainder of the game. This means that the two pieces cannot jump one another and cannot use any special rules against the other.

Caboose

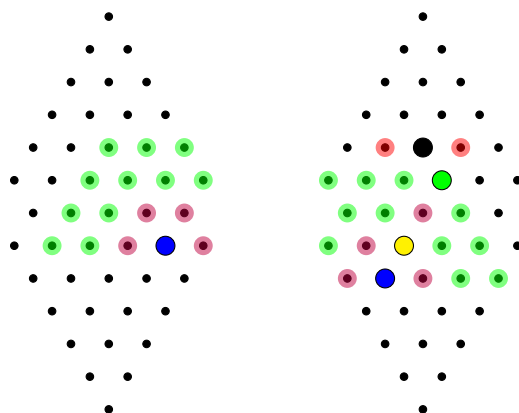
If three or more of your nonwhite pieces line up in a row, you can use your turn to advance all the pieces one step in the direction of the line.



Teleporter

Choose a piece to be your teleporter (traditionally blue). This piece can move regularly, or it can use the power of teleportation. If the power is used, the teleporter may move to any open space not behind it within three spaces of itself. When the power is used, the pieces over which the teleporter moves are not considered jumped.

Below, the blue piece is our teleporter, and all spaces he is able to move to are highlighted. The jumps drawn below indicate that the teleporter can also move regularly to these spots using the standard movement rules for jumping. A space is highlighted green if the piece can move there by means of teleporter, purple if the piece can move there by teleporting, and red if the piece can only reach the spot by moving regularly.



Armor

Choose one piece to be your armored piece. This piece must be jumped twice to be removed.

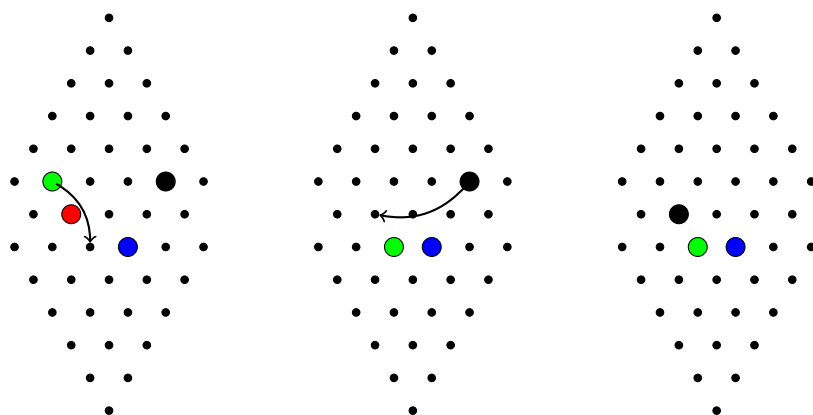
Mad Hatter

At the beginning of your turn you may choose two nonwhite pieces of yours and swap their positions. Afterwards, you may move or otherwise continue your turn. If either of the pieces you swapped have rules assigned to them, you may not use these rules. Once you have used this power, you may not use it again until you move three more times.

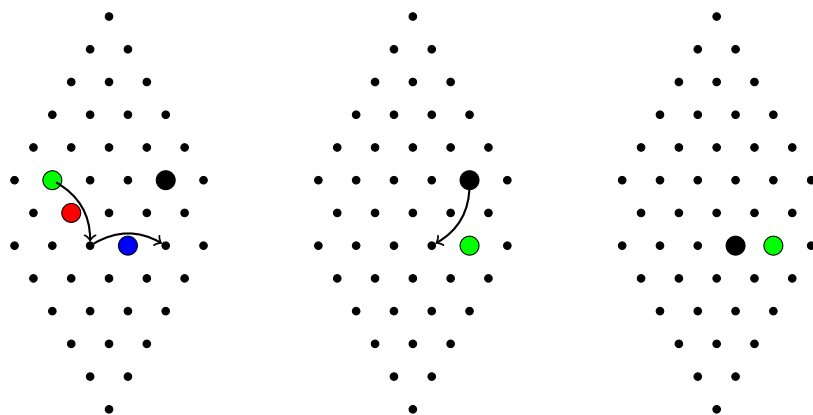
Grim Reaper

Choose one piece to be your Grim Reaper (traditionally black). When one of your non-Grim Reaper (and nonwhite) pieces is removed, the Grim Reaper moves to the spot where that piece was at the end of the turn. If multiple pieces of yours are removed on the same turn, the Grim Reaper goes to the place where the last piece to be removed was. In the case where multiple pieces are removed simultaneously, you may choose which piece the Grim Reaper will replace.

Below, the black, red and blue pieces are yours, and the green is your opponent's. The images show the progression of a turn in which one of your pieces is captured.



In the above, the green takes your red, and when the turn finishes, your black moves to where your red was.

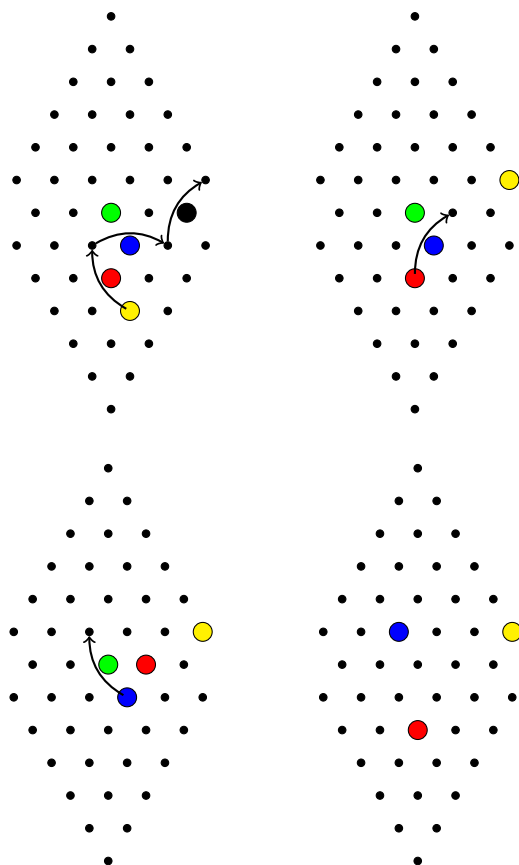


Here, the enemy green captured your red and then your blue, so the black moves to where the last piece to be taken was.

Jolt

Designate one piece to be your Jolt (traditionally yellow). When this piece jumps over any of your nonwhite pieces ('jolts' them, you can move the jumped-over piece using a standard move (that is, the piece may move normally except for that it is not allowed to use its power(s)). If you jolt more than one piece, you may choose the order in which you move them.

Below, the yellow is your jolt, the blue is your teleporter, and the red is also your piece. The green and the black belong to your opponent.



In the above, your jolt jumps your red, your blue, and your opponent's black. Then, since you jolted your red and your blue, you can move either or both of them. Here, you move your red first, and then you move your blue.

Tumbling Tower

At the beginning of the game, designate one non-white piece with the ability to lay tumbling-towers. When this piece moves, it may leave the base of a tower in the space it just left. (For the pieces of the tower, use checkers, coins, or some other stackable object that can fit on one space.) The tower must be laid in the middle five rows. This tower may not be landed on by any piece, and may only be jumped over by your pieces. When one of your non-white pieces jumps over the tower, add one level to the tower (white may jump over the tower, but not add levels). The tower has a maximum height of three pieces. The range of the tower is the height of the tower minus one. That is, if the tower has 2 levels, its range is 1, and if it has 3 levels, its range is 2. When an enemy piece (including the white) lands within the tower's range (e.g. if the tower is 3 levels high, the piece lands within 2 spaces of the tower), the tower 'falls' (is removed from the board) and all enemy pieces in the tower's range are removed from the board. You may have only 1 tower on the board at a time, but may lay as many as you like during the course of the game.

Below, the green is your piece which is allowed to lay tumbling tower, and the blue and yellow pieces are also yours. The red and black pieces belong to your opponent. The tumbling tower is denoted by a brown piece here. Your green begins by laying a tumbling tower, and as the moves progress, your opponent moves towards you and you add on to the tumbling tower. The range of the tower is marked by an orange highlight. Note that if an enemy piece is within the new range of the tumbling tower when you add to its range, the fall is not triggered, as the fall is only triggered by enemy movement within the range.

