

Struggle Rules

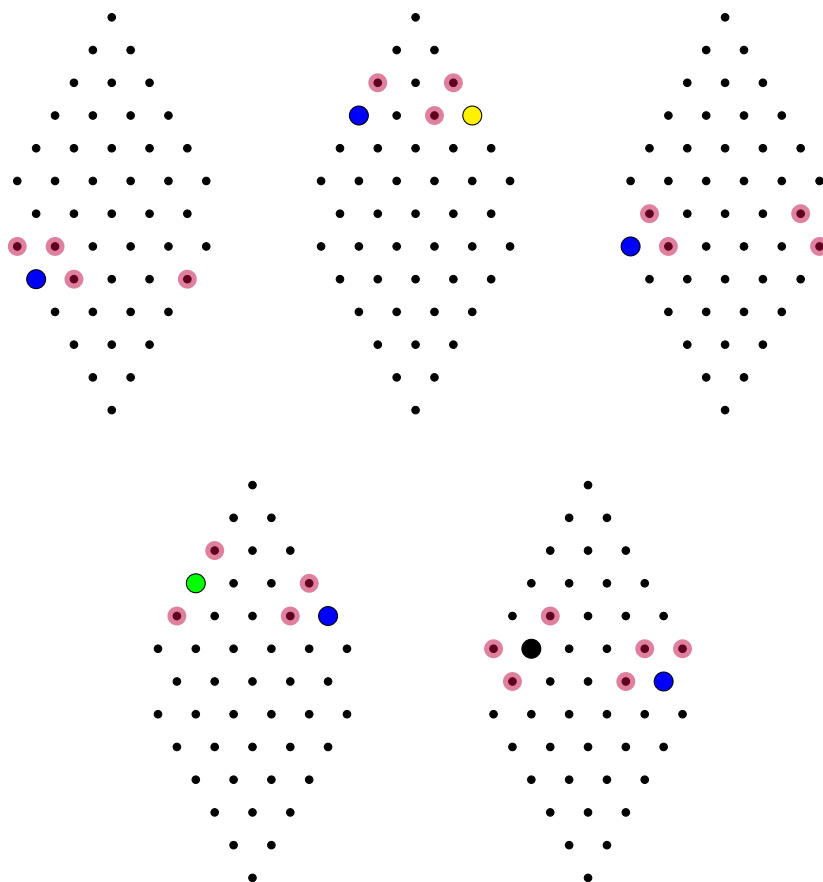
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General rules here, then special rules follow.
There should be some picture on the cover.

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).

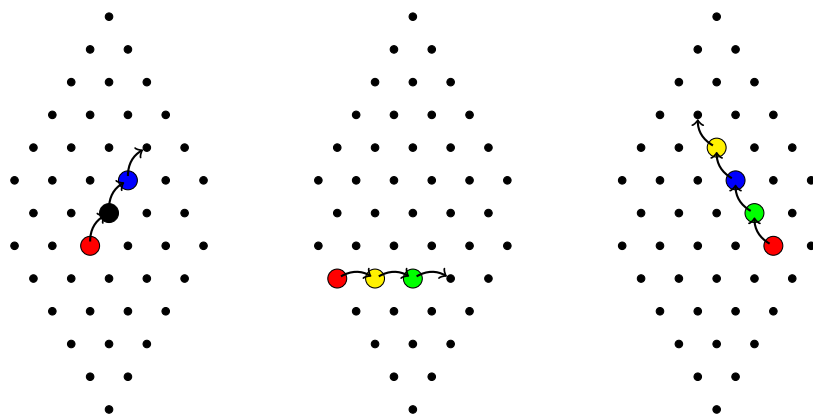


Nonaggression Pact

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

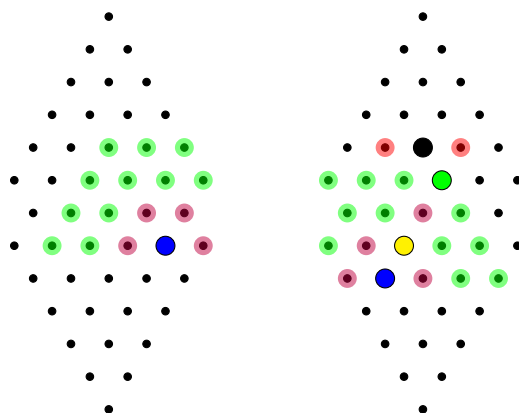
If three or more of your nonwhite pieces line up in a row, you can use your turn to advance all the pieces one step in the direction of the line.



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.

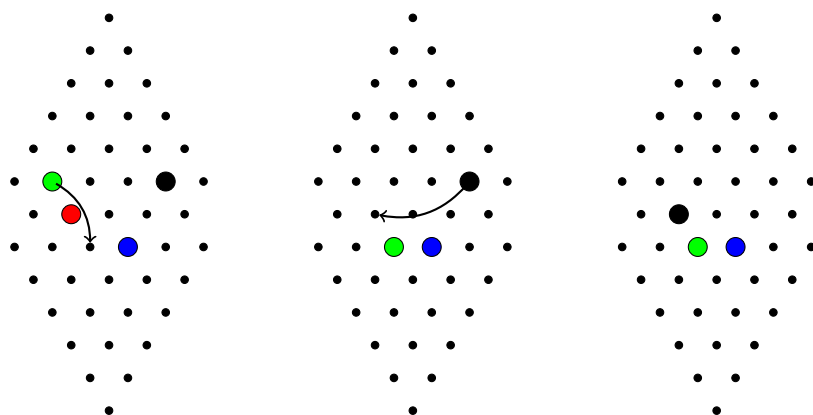
Mad Hatter

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.

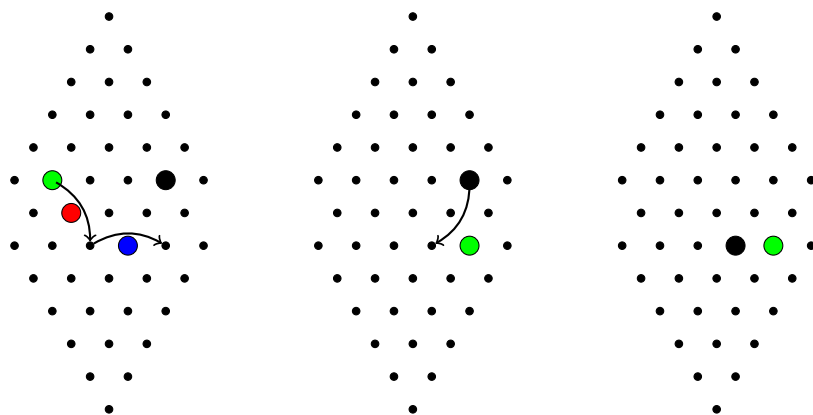
Grim Reaper

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.

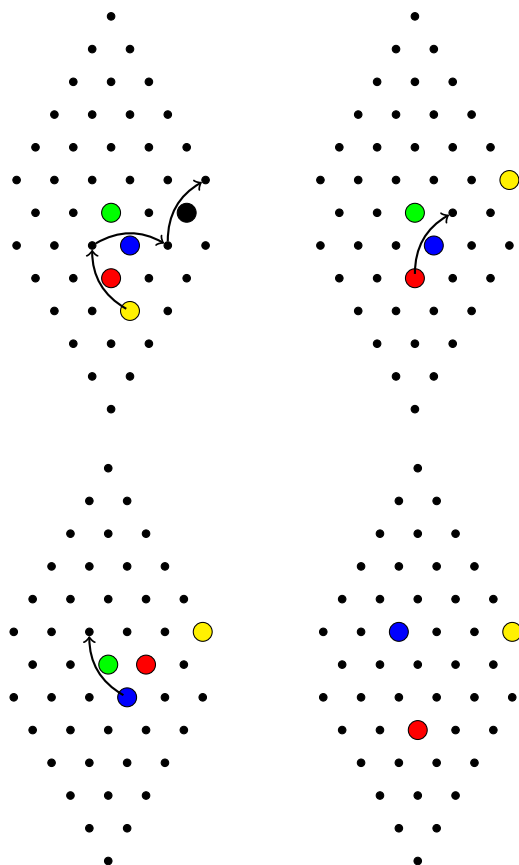


Here, the enemy green captured your red and then your blue, so the black moves to where the last piece to be taken was.

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 a non-white enemy piece 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 non-white 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.

