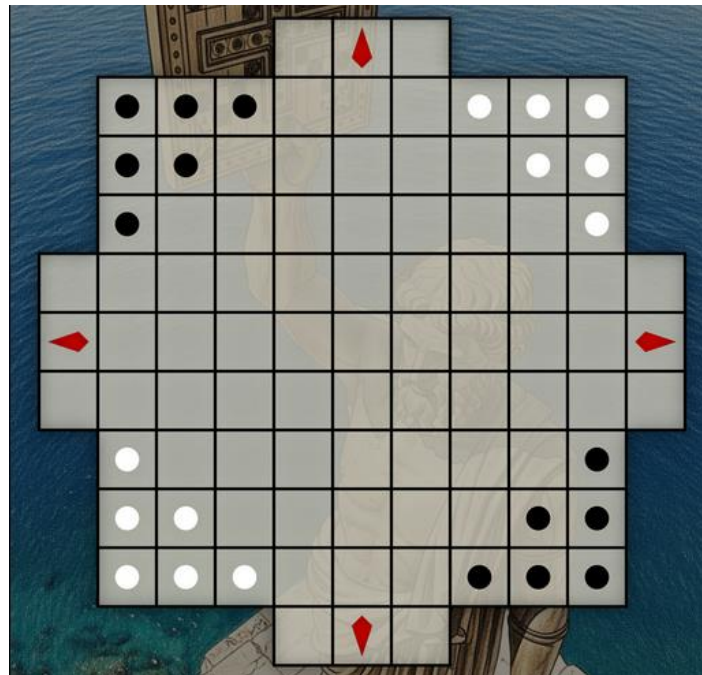


# Colossus

2025, Simon Allmer, published at Allmer Games <https://simonallmer.com/colossus>



*initial setup*

*the red arrows are "direction-fields"*

A player may perform one of two movements on their turn:

- Run: Move the stone forward in a straight line to an unoccupied field. The stone cannot run past other stones or share their field.
- Push: Take the place of an adjacent stone by pushing it one field forward. A pushed stone cannot push back on the next turn.

A **Hades** is formed when one or more enemy stones are completely surrounded horizontally and vertically, with no adjacent empty fields. All enclosed stones are immediately removed from the game. Hades formations can occur during movement or tilting.

**Tilting.** If a stone ends its movement on a direction field, it becomes activated:

- The board tilts in that direction.
- All stones slide toward the activated field until they reach an obstacle or the edge.
- Stones that become enclosed during the slide form a Hades and are removed.
- If a stone lands on another direction-field during the slide, the board tilts again.
- If two opposite direction fields are activated at the same time, no tilt occurs.

The game ends immediately when a player is reduced to fewer than four stones on the board. The opponent is declared the winner.