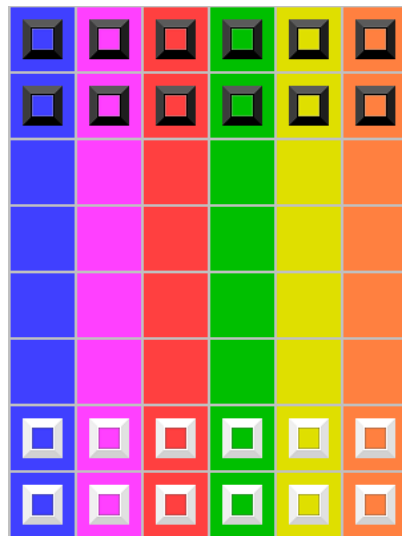


Kroma

2003, Larry Wheeler, [Zillions of Games](#)



In Kroma, the pieces have no fixed powers of movement. Rather, the legal moves of each piece are determined by which friendly pieces are currently sitting on squares of the piece's color:

- Purple enables friendly pieces to move one square orthogonally (horizontally or vertically).
- Yellow enables friendly pieces to move one square diagonally.
- Blue enables friendly pieces to move two squares orthogonally (horizontally or vertically).
- Orange enables friendly pieces to move two squares diagonally.
- Red enables friendly pieces to make "vertical knight moves", i.e., move two spaces vertically and one space horizontally.
- Green enables friendly pieces to make "horizontal knight moves", i.e., move two spaces horizontally and one space vertically.

For example, a White Orange piece on a Blue square enables both of White's Blue pieces to move two squares diagonally.

The game starts in a Placement Phase: two dots appear near the center of an empty board. Click a dot, and select a color of square to drop. A new dot will appear, so the next square can be dropped on either side. The squares will be centered automatically to allow more room. The two players alternate. When one square of each color has been dropped, the squares are extended to columns of the same color, and pieces are placed on their own color squares in the first two and last two rows. Capture is by displacement.

Then the Movement Phase begins, where the object is to stalemate the opponent.