

Portal (2010)

Portal is a two-player abstract game played on a hex board where player's attempt to capture each others pieces. Each player has four different sized units that can move different amounts of spaces on a turn (1-4). Pieces are allowed free movement but may not move through a space they have already occupied that turn or move through another piece. Pieces can only capture in a straight line of hexes equal to their movement amount and may jump other pieces when capturing.

A key aspect to Portal is the turn structure. On alternating turns players will make one and two movements. That is, on turn 1, P1 will move once and P2 twice. On turn 2, P1 moves twice and P2 moves once and so on.

A portal board consists of three seperate types of "special" hexes.

The middle hex is the Portal. If you begin your turn with a piece in the portal you may move it to any open open, non-special space on the board and then make your movement(s) for that turn.

The spaces surrounding the portal are weakened. A piece in those spaces may not make a capturing move, except a "1" may capture into the portal only.

The red corner spaces are protected. A piece in that space cannot be captured, however, it must be moved out of that space on the player's next turn or it is removed from the board.

The game ends when one player has one or fewer pieces remaining on the board. Each remaining piece scores points equal to its movement value. The player with the higher score wins.

[BGG description, Kenny VenOsdel 2010]