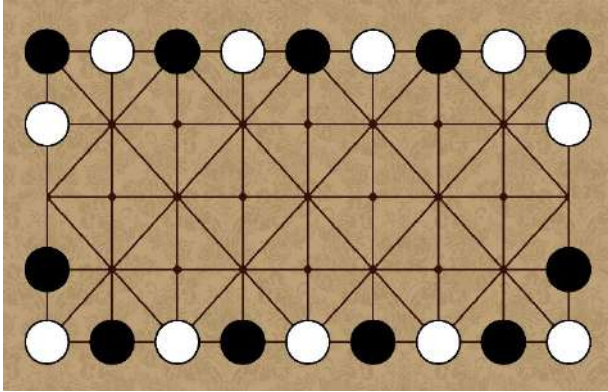# Collapse

Designed by **Kanare Kato**

2 players / 20 minutes / 8 years and older

Collapse is a game that can be played on the Fanorona board. It is inspired by the "block breaker" genre of digital games, and you capture your opponent's pieces by colliding them. The objective is to prevent your opponent from capturing on his/her turn.

SETUP

Use the board with 9 x 5 intersections for Fanorona and place pieces around the perimeter of the board as shown below. Decide which player will use which color in an appropriate way.
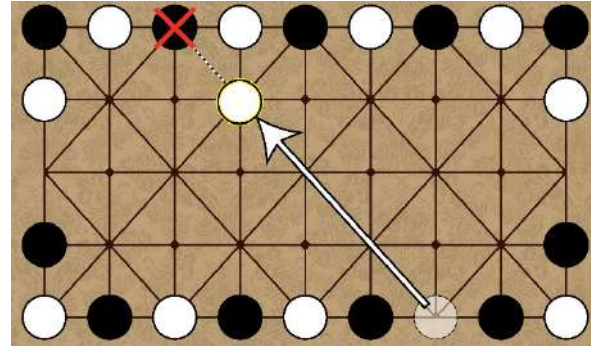

(Fig.1) Initial setup

GAMEPLAY

The White player takes the first move and then alternates turns. The active player must move one piece of his/her color and capture exactly one piece of the opponent's.

The piece always moves in a straight line on the grid until it hits with an opponent's piece. It cannot change the direction nor move in a direction where there is no opponent's piece.
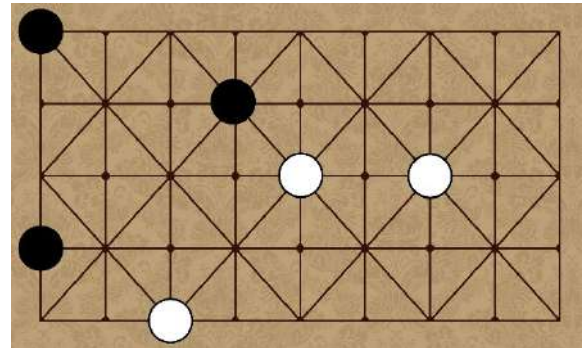
After moving, the opponent's piece that your piece hits with is captured and removed from the game.

(Fig.2) Example of a capturing move

GAME END

The player who is unable to make a capture on his or her turn loses the game. This includes the case where the black player loses all his or her pieces.

(Fig.3) Black wins because White is unable to perform a capture on his/her turn.