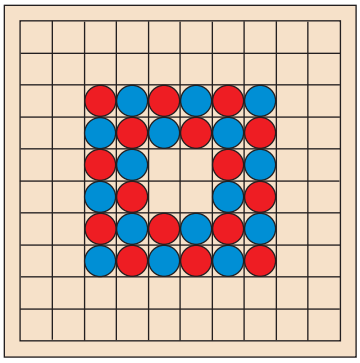

Fig. 1 - Initial setup

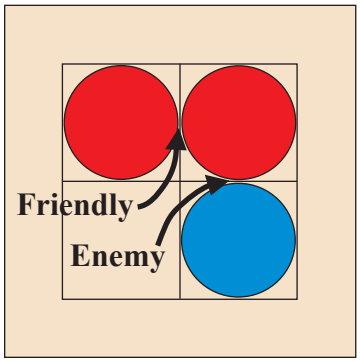

Fig. 2 - Connections

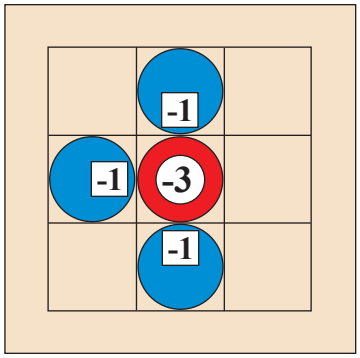

Fig. 3 - Value example

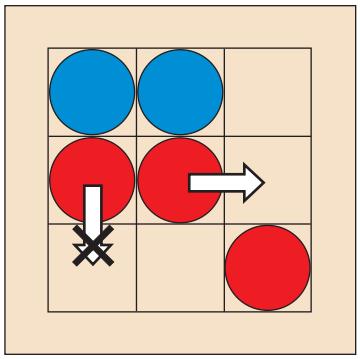

Fig. 4 - Move example

JOSTLE

by Mark Steere

INTRODUCTION Jostle is two player game. The 10x10 board is initially set up with 16 red and 16 blue checkers, as shown in Figure 1. The two players, Red and Blue, take turns moving checkers of their own color, one move per turn, starting with Red. Passing is not allowed.

There is no capturing in Jostle. Draws cannot occur in Jostle. Mark Steere designed Jostle in February, 2010.

OBJECT The last player to make a move wins. I.e. if you have no moves available on your turn, you lose.

FRIENDLY AND ENEMY CONNECTIONS A connection, i.e. an orthogonal adjacency between two checkers, is "friendly" if the two checkers are the same color and "enemy" if the two checkers are oppositely colored. See Figure 2.

CHECKER VALUE The value of a checker is its number of friendly connections minus its number of enemy connections. In Figure 3, the red checker has a value of -3 since it has 3 enemy connections and no friendly connections.

MOVE TO INCREASE VALUE You can move a checker to any unocuppied, orthogonally adjacent square if **the moved checker increases in value.** Other checkers' values don't matter - just the checker being moved.

In Figure 4, Red can move his middle checker to the right one square, increasing its value from 0 to 1. The X'd out move is illegal because the value of the moved checker would go from 0 to 0. I.e. its value would not increase.

AUTHOR'S NOTE Feel free to publish this rule sheet, and to program the game of Jostle for online or offline play. There is no licensing fee, and no royalties are expected. However please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.

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