Overview

Each player will have one pawn and six markers. You start the game at the outer edge of the gameboard (a six by six grid) Each turn you will jump over empty spaces placing your markers OR over markers to turn them black OR jump at a marker removing it from the grid OR if within reach jump at your opponent removing her from the game. Game ends as six markers of one color is placed OR if one player is removed.

Name: Abrana

Components:
- Gameboard, grid of 6x6 with an inner grid of 4x4, outer border one space wide
- 2 player pawns (1 for each player)
- 6 black markers (shared by both players)
- 6 red markers (player one)
- 6 green markers (player two)

Description:

Ages: 8+

Players: 2

Game Time: 10-15 minutes

Play style description:
Perfect information abstract strategy racing game

Ludo: Agon

Theme: Abstract

Licence: CC   BY NC SA

Mechanisms:
Grid movement
Area control

Category:
Abstract Strategy
Racing game

Credits:
Game Concept, Art & Design -
Quadrante Isegrim

Licensing inquiries:
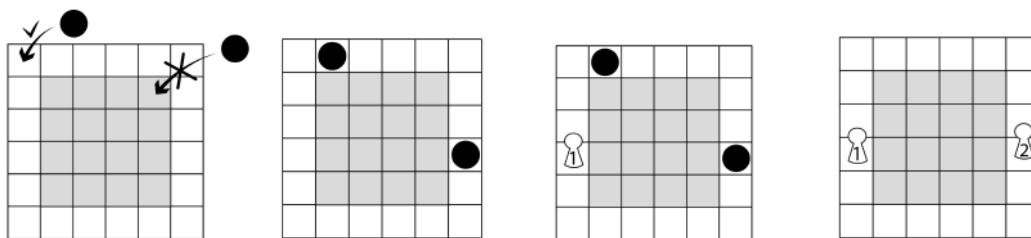abstractcardgames@gmail.com

Gameplay

Objective

The aim is to get most markers of your own color onto the grid before the end of the game or to remove your opponent from the game. The winner of the game is a player with a pawn on the board with the most of its own color markers at the end of the game.

Setup

Place the board on the table and sort the player markers by color, and place them next to the board to form the supply's. Give each player a player pawn (the markers of the same color now belong to this player). Decide which player will be the start player by any convenient means.
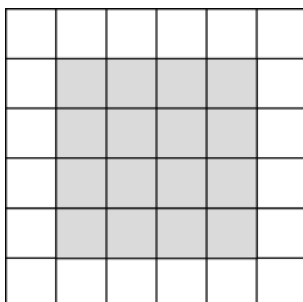
The second player now reserves two spaces of the outer border where she wants to start, by placing two black markers to mark her choice. The starting player places his player pawn at any of the remaining spaces of the outer border. The second player places her player pawn at one of the two chosen spaces, and removes the two black markers from the board.

Example setup

Player Two places two black markers at the border of the gameboard. You are never allowed to start furter in. Player One chooses between any one of the remaining spaces, and places his pawn where he wants to start. Player Two decides to put her pawn on the opposite side of the gameboard this time. The game could begin, starting with player One.

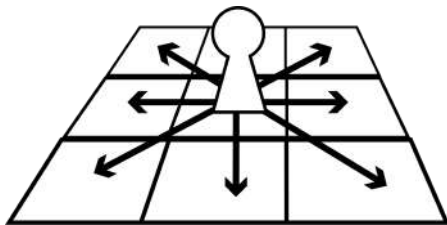### A note of the difference between the border and the inner spaces

Note! If you move along spaces at the edge of the gameboard and is to place markers, they will always be black markers. This does not apply if you move from the border into the inner four by four grid. Nor if you start and end at the border but move diagonally over a corner of the inner grid. All new markers placed on the inner grid is of an player color and all new markers placed on the outer border will be black markers.
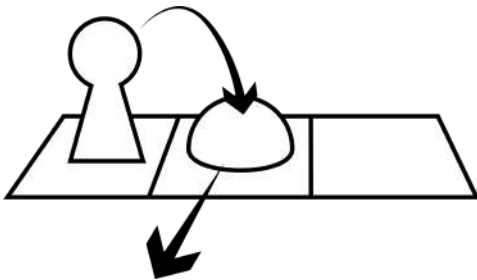[move this section to the front]

Movement in general

If you are able to make a move,
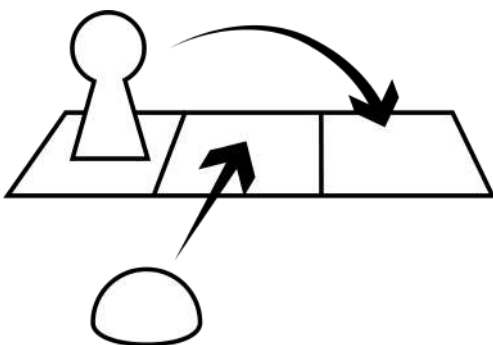you have to make the move,

If you are not able to make any moves,
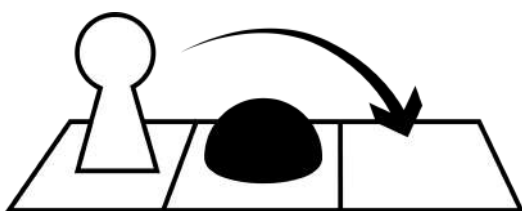the turn goes to the next player.

A player pawn can do ONE regular move once per turn, for which it has two options. It can either **Step**, or it can **Jump**. *Additional there is a possibility to start your turn with one or more **free jumps if there is black markers on the board.***

Step: The player may **Step** on an occupied adjacent space. If he steps on a black marker, that marker is returned to the general pool. If he steps on a colored marker, that marker is returned to its owner. If he steps on his opponent, the game will end.
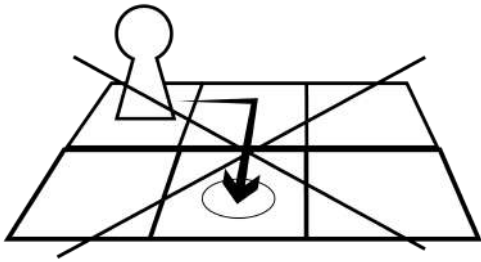
Jump: The player pawn Jumps over an adjacent space that has an empty space immediately behind it. The jumped-over space can be empty, or contain a player marker. Jumping over your opponent's pawn will only have the effect that your opponent will get the opportunity to step on your own pawn in next turn (and thereby winning the game).
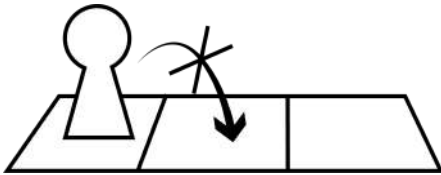
Additional free Jumps: (free action) **Before** you perform your regular movement of your turn, you may jump over black markers in the same was as you normally **Jump**. You may take this free jump as many times as you want, but this must be done before your movement You cannot end your turn with any **free Jumps**:
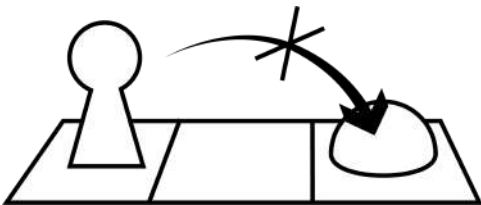
Illegal moves

A pawn can only **_Jump_** in a straight line. It could not take a turn in the middle of the move. It can still jump in any direction vertically, horizontally or diagonally, if not hindered.
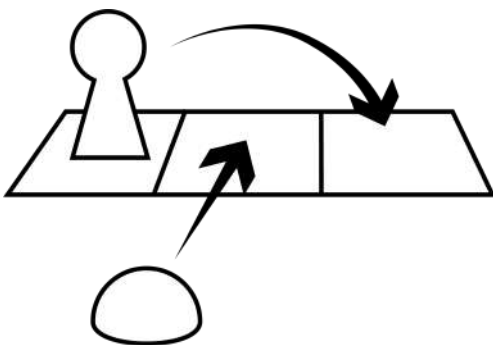
A pawn is not allowed to **_Step_** to an adjacent empty space**.** It can only **_Step_** on a player marker or pawn.
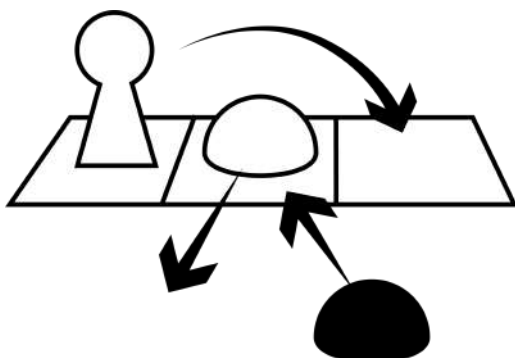
Neither is a pawn allowed to **_Jump_** over an empty or occupied space and land onto a marker or pawn. It has to **_Jump_** into an empty space.
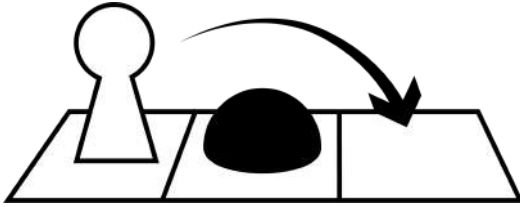
Jumping over a space or object

If your pawn **_Jumps_** over an **_empty_** space, you add a marker to the space in between. If the middle space is on the outer edge, place a black marker (only black markers can go on the outer edge), otherwise place your own color marker.
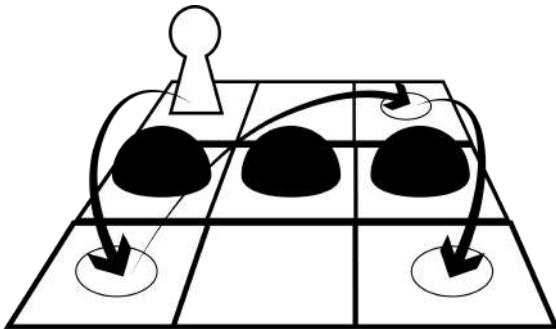
If your pawn **_Jumps_** over **any** color marker, you change this into a black marker. The color marker is returned to the supply.
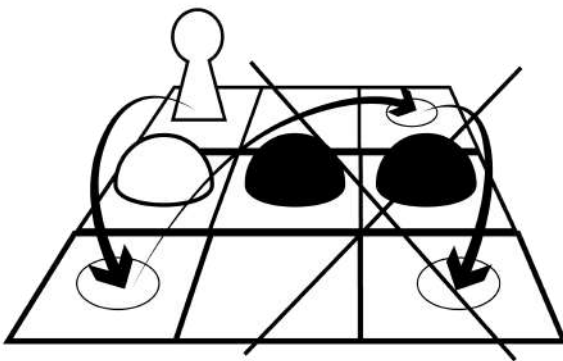
Free jumps over black markers

A pawn jumps over a black marker for free at the beginning of a players turn and does not count to the limitation of a maximum of two spaces per turn.
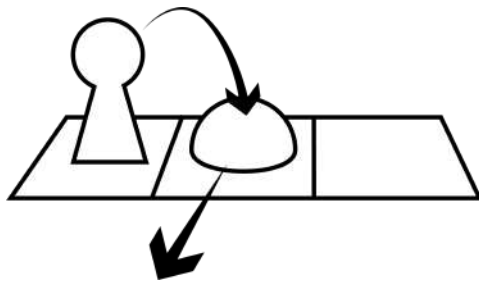
A player can do as many ***free Jumps*** as desired at the beginning of the players turn. Since each ***free Jump*** is separate, you could change direction between them.
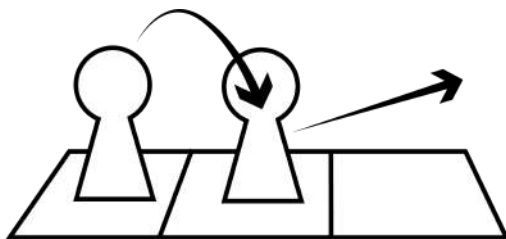
But you could not end a turn with any ***free Jumps***, if you start it with a regular jump (either you turn a marker into a black marker or you add a marker to the board).

Jumping on adjacent markers or player pawns

If you **Step** onto an adjacent marker, you remove it from the board. You could jump onto markers in all directions vertically, horizontally or diagonally. Removed markers are returned to the supply.

If you are adjacent to your opponent's pawn at the beginning of your turn (or after free movement from jumping black markers), you could **Step** into it and remove it, and thereby end the game.

End of Game

The game ends at the moment there is six markers of ONE color (black, red or green) OR if one player's pawn is removed. The winner of the game is a player with a pawn on the board with the most of its own color markers at the end of the game. If there is a tie between players the game ends in a tie with no single winner of that game.

FAQ

Is there a first/second player advantage? Consider having the other player win to make the game less tie-inducing.

This is somewhat mitigated by the second players first placement of markers.

Will a player END the game by stepping on his opponent, but that does not mean he wins the game as the opponent might have more markers of his color.

Yes, this will end the game. The player with a pawn left on the board at the end of the game will be the winner, regardless of the amount of marker on either side.

Can a player step on a marker/player diagonally?

Yes. The player may Step on an occupied adjacent space diagonally.

Credits and thanks

Many thanks for your help and support. How big or how small your tribute ever is,
I am grateful for your effort, time and inspiration.
Thank you!

Michele Ferrero and William Salice, Pablo Schulman, Teun Ham, Eugene Bolotin, Boy Boyss, …

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