

40 Bridges

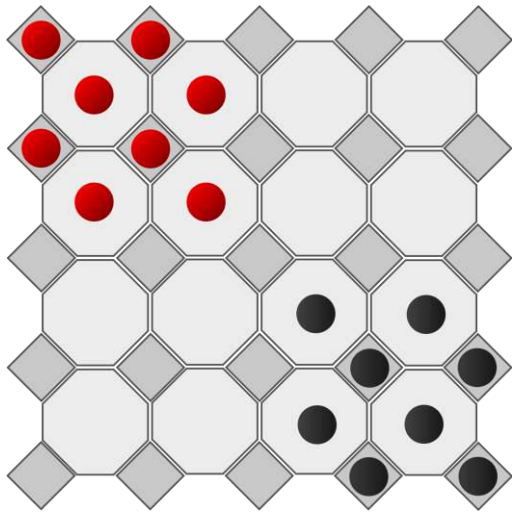
An abstract strategy game for two players **by pocket83**. The objective is to either be the first to move one of your pieces into the opponent's corner tile or to capture all of the opponent's pieces.

Game Components

The game board is a symmetrical grid with 25 small square tiles and 16 larger octagonal fields. Each player receives 8 game pieces in their color.

Setup

At the start of the game, both players choose opposite corners of the board as their starting and target positions. Each player places four of their pieces on the square tiles in their corner and the other four on adjacent octagonal tiles on the same side.



The tiles on the game board are only connected within their own type: square tiles are connected only to other squares, and octagonal tiles only

to other octagons. Movement between different tile types is not possible, except when jumping over one's own piece.

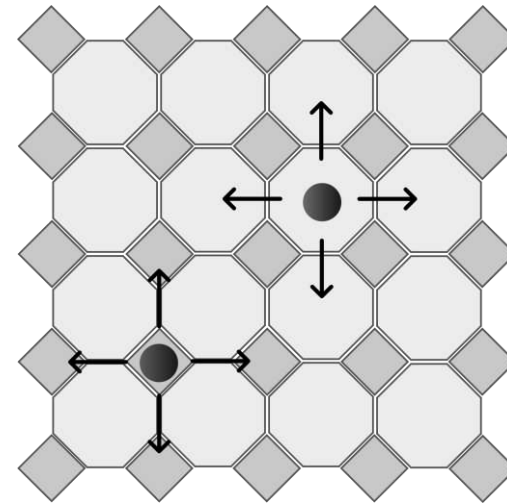
Objective and End of the Game

A player wins by either moving one of their pieces onto the square field in the opponent's corner or by capturing all opposing pieces. In either case, the game ends immediately.

Movement

Players take turns moving one piece at a time.

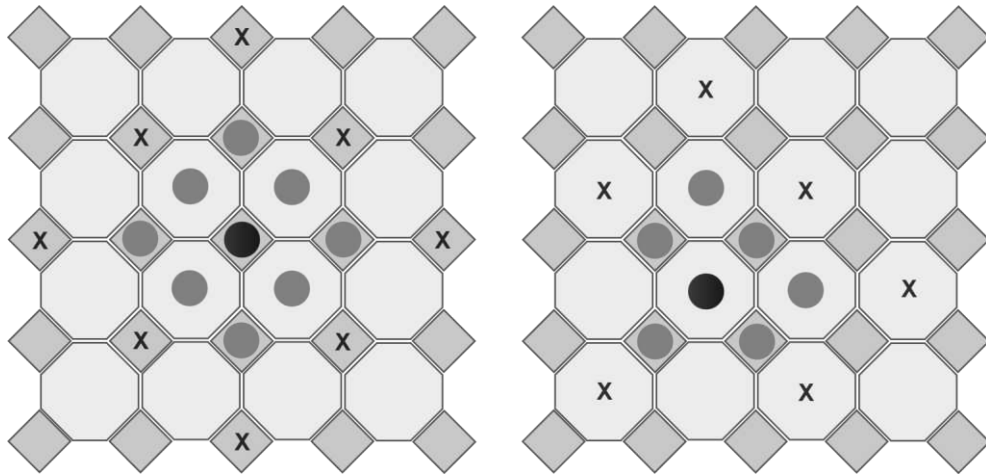
A piece may move to an adjacent field of the same type as its current position – square to square or octagon to octagon.



Movement between different field types is not allowed.

Additionally, a piece may jump over an adjacent friendly piece, regardless of field shape. The space immediately beyond the jumped piece must be empty.

Jump target tiles are marked with X:

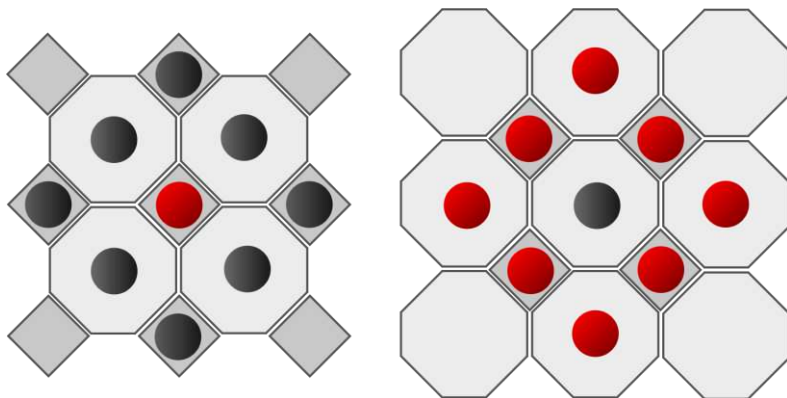


Jumping over opposing pieces is not allowed. Multiple jumps in a single move are also not permitted.

Capturing

An opposing piece is captured and removed from the game if it is surrounded on at least three different sides by the player's own pieces. The type of surrounding fields (square or octagon) does not matter.

Attack positions:



The attacking player is in advantage: A player may move into a position that captures an opponent's piece even if this move would normally place their own piece in a vulnerable position. Making a successful capture protects the moving piece from being captured in that turn.

Two pieces can be captured in the same turn.

The captured tiles are immediately removed from the game.