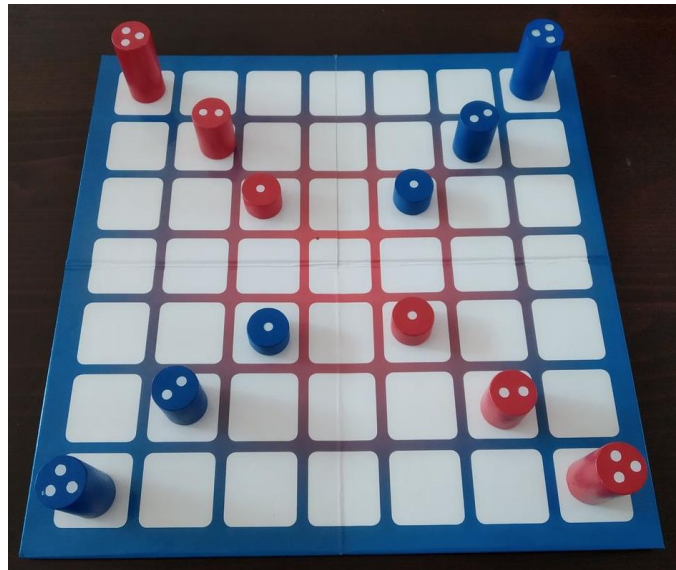


Indukto

Hartmut Kommerell, 2015, published at ROMBOL



Indukto I, setup

BGG description. *Each player owns six pieces of heights 1, 2 or 3. The objective of the game is to move the pieces thus the pieces of same height are in orthogonal adjacency. A single piece may move exactly as many steps in any direction as it is high. As soon as a piece is adjacent to another piece it loses its own movement but may only move as far as one of the neighbours induces by its height.*

[Review](#) by Wieland Herold

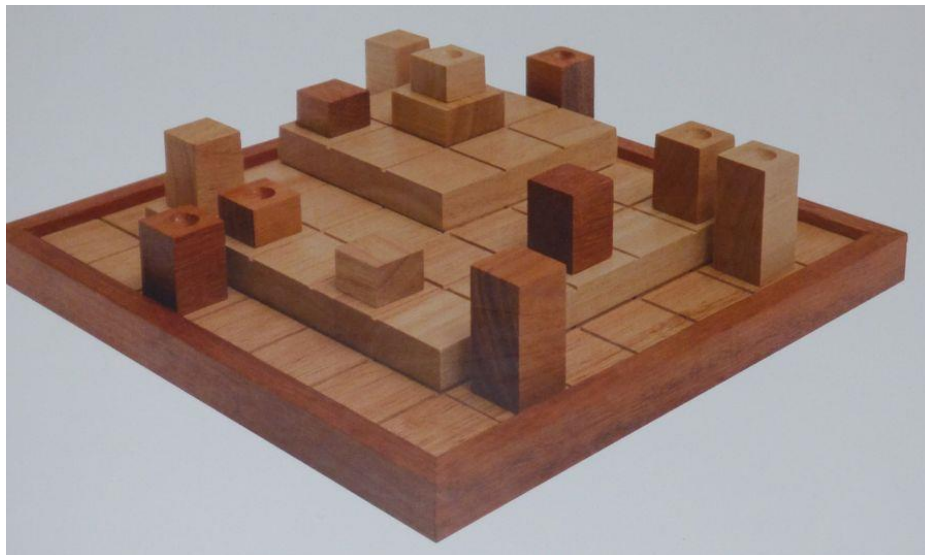
Hartmut Kommerell, a Berlin game designer and current vice-chairman of the SAZ, celebrated his 20th anniversary as a designer in 2016. Although he has already published over 40 games, he is relatively unknown. This is mainly because he has devoted himself largely to the exciting but not very lucrative genre of two-player games. He was something of an in-house author at HiKu-Spiele and published ten games there alone until the publisher closed in 2010. He has continued this tradition with Clemens Gerhards (QUINT-X) and Rombol. Among others, INDUKTO was released there in 2015.

For INDUKTO, the author developed two variants. The base game, which can bring children as young as eight to the board, is played in a wooden frame on a 7x7 grid with twelve playing pieces. INDUKTO II uses identical pieces and the same board as the base game but supplements it with a three-tier step pyramid.

As always with Kommerell, the rules are very accessible, but the resulting depth of thought required is quite high. Each player starts with six playing pieces, small towers in three sizes. They usually begin their moves from the corner squares, though starting setups can vary. The movement of the pieces is cleverly designed:

isolated towers move orthogonally or diagonally one to three spaces depending on their size. Pieces with neighbors, however, base their movement range solely on those neighbors. As a result, large pieces can be hindered in their movement, while small ones can suddenly “turbo” forward. Using this cleverly to gain a movement advantage ultimately decides the victory. Victory occurs when all of one’s pieces of the same height are adjacent to each other.

You have to be very careful. At first, players often overlook the diagonal connections, and mistakes are common. By the second game at the latest, the movement mechanism becomes second nature, usually leading to a close finish. One important note: the round must be completed. If the starting player wins, their opponent should still have a chance for a counter-move. The rules don’t account for this, but in our play sessions, it often turned out that the second player could still manage a draw.



Indukto II

INDUKTO II follows the same movement mechanism, but the victory conditions are different. Pieces are now set up so that one shows a recess and the other does not. As before, partner pieces must end with the same color but a different marking. Since adjacent towers must end up at the same height, thanks to the pyramid board this can also be achieved on different levels. When moving, climbing the steps does not count—every space is treated as if on the same plane. The level of challenge is much higher here. When using the steps, players quickly get in each other’s way and must plan carefully to meet the victory conditions. While INDUKTO I can be finished in ten minutes, a game of INDUKTO II may last half an hour.

The wood is neatly crafted, though it doesn’t reach the quality of Clemens Gerhards’ games. The light pieces are made of rubberwood, the dark ones of cassia wood. The game is packaged in a folding box. The double-sided rules, with illustrations for starting positions and victory conditions, are fine except for the missing rule about

completing the round. Anyone who enjoys demanding strategy games will be well served with Rombol's edition of INDUKTO, though this fine wooden version does come at a higher price.