

PASSAGE

Ein Spiel von Moritz Dressler



SPIELMATERIAL:

- Spielbrett 14,5 x 14,5 cm, Buche massiv geölt
- 8 große Spielsteine (4 rot, 4 schwarz)
- 18 kleine Steine/Fliesen (9 rot, 9 schwarz)
- 1 Stoffbeutel



Gerhards
Spiel und Design

Der schnellste Weg von Süd nach Nord



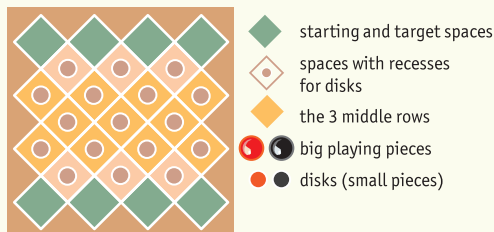
The gameboard has recesses into which you set the small black and red pieces (disks). During the set-up of the game, some of them are distributed randomly and the others can be arranged at your own discretion. Over the course of the game, you move your playing pieces to the other side of the gameboard. Passages help you to do this: These are lines of neighboring playing pieces and disks of your own color along which you can move your playing pieces in any way (*see also illus. 2 – 4*).

SET-UP OF THE GAME

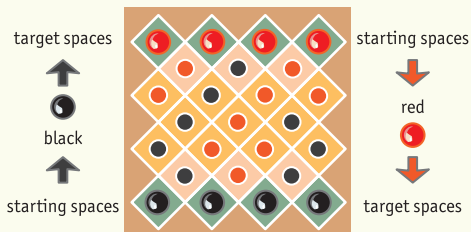
Place the gameboard between the two players. Choose a color and take all playing pieces of that color. To begin with, you place your 4 big playing pieces on the starting spaces on your side. Your opponent's starting spaces act also as your target spaces, and vice versa (*see illus. 1a and 1b*). The big playing pieces are used for movement. The disks indicate the color of the space.

After that, 6 disks of each color are put into the cloth bag, drawn randomly, and placed into the recesses of the **3 middle rows** of the playing area. One disk will be left – its color determines **who starts the game**; then it is removed from the game.

Then, you place the remaining **3 disks of your color**. Players alternate distributing them at their own discretion in the remaining empty recesses. The starting player places the first disk.



Illus. 1a: The gameboard.



Illus. 1b: Example of a starting set-up. Black has one disk less in the game and begins.



OBJECT OF THE GAME

By cleverly moving over the suitable spaces, you try to get your four playing pieces to the opposite side.

COURSE OF THE GAME

Players alternate turns.

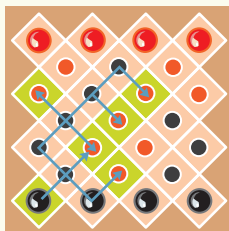
On your turn, you always move one playing piece of your own color. The following rules apply:

- A playing piece can be moved only diagonally (*see illus. 2 – 3*).
- You may move in any way over **spaces, pieces or passages of your own color, as long as the color line is continuous** (*see illus. 4 a – c*).
- While moving, you may **change directions in any way and even multiple times**.
- You **always** end your move **on a space with an opposing disk** or on **one of the starting spaces or target spaces**. These spaces are neutral and may be used by both players.
- You may not jump over opposing spaces or pieces or over neutral spaces.
- You may not carry out your turn if this renders any of your opponent's playing pieces **immobile**; every playing piece needs to be able to move at least 1 space anytime (*see illus. 2b and 3b*).
- You are required to move; you may not skip a turn.
- You may not relocate opposing playing pieces.
- There may not be more than one playing piece on a space.

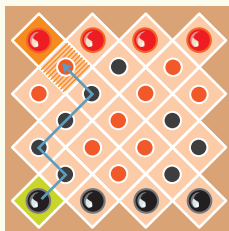
Strategic advice: *Use your own playing pieces as bridges across opposing disks, or use them to block your opponent's passages!*

END OF THE GAME

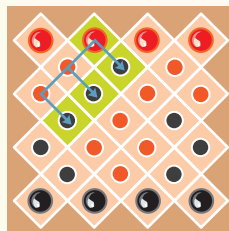
If you are the first player to reach the 4 target spaces on the other side of the gameboard with all 4 of your own playing pieces, you win the game.



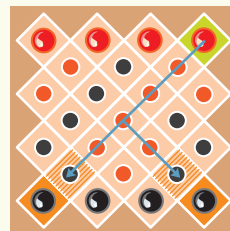
Illus. 2a: Legit moving options for one of the black playing pieces.



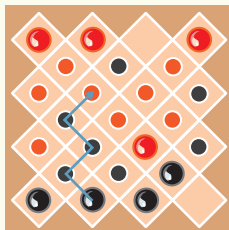
Illus. 2b: Illicit move for Black. The red playing piece in the top corner would become immobile.



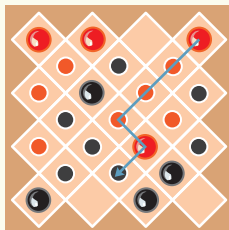
Illus. 3a: Legit moving options for one of the red playing pieces



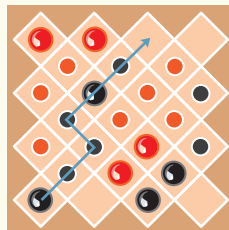
Illus. 3b: Illicit moves for Red. The black playing pieces in the corners would become immobile.



Illus. 4a: Black places a piece as a bridge.



Illus. 4b: This action has blocked Red; Red now moves the piece on the right.



Illus. 4c: Now Black gets directly to the target space.

REMATCH

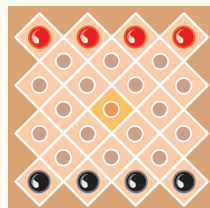
After one game, place all the playing pieces on the target spaces in front of you and rotate the game-board 180°. Play the rematch in the opposite direction, without changing the set-up of the tiles. You keep your color and the same player starts again.

Probiert doch mal aus / Something to try / Alternative :

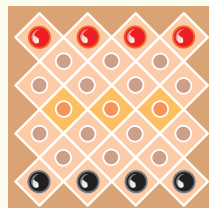
Verteilt die angegebene Anzahl schwarzer und roter Fliesen aus dem Stoffbeutel zufällig auf die farbigen Felder. Die überzählige Fliese bestimmt, wer beginnt, die übrigen setzt ihr wieder gezielt.

Distribute the specified number of black and red disks from the cloth bag randomly on the colored spaces. The leftover disk determines who will begin; the remaining ones are placed at your discretion, as usual.

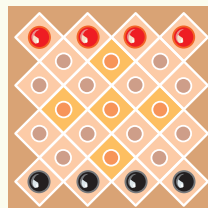
Déposez les jetons du sac en tissu de manière aléatoire dans les renforcements, le jeton restant indique qui commence. Placez ensuite les jetons surnuméraires à votre guise.



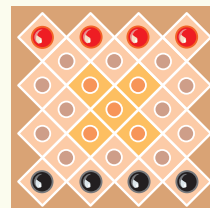
1x ● 1x ●



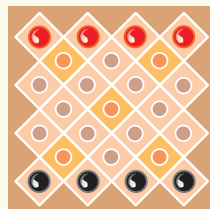
2x ● 2x ●



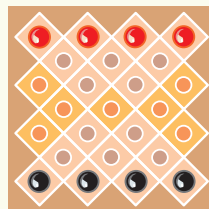
3x ● 3x ●



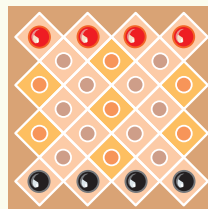
3x ● 3x ●



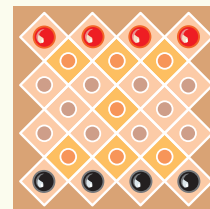
3x ● 3x ●



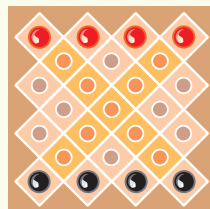
4x ● 4x ●



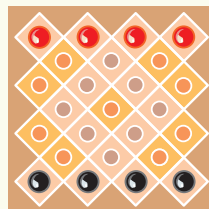
4x ● 4x ●



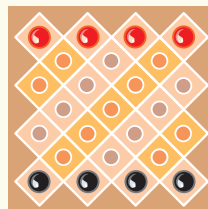
4x ● 4x ●



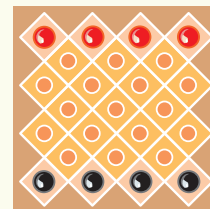
5x ● 5x ●



5x ● 5x ●



5x ● 5x ●



9x ● 9x ●



PASSAGE

A game by Moritz Dressler

THE FASTEST ROUTE FROM SOUTH TO NORTH

Game materials:

- 14.5 x 14.5 cm gameboard, made of solid oil-treated beechwood
- 8 big playing pieces (4 red, 4 black)
- 18 small pieces/disks (9 red, 9 black)
- 1 cloth bag

English translation: Sybille & Bruce Whitehill, "Word for Wort"



PASSAGE

Un jeu de Moritz Dressler

LA VOIE LA PLUS RAPIDE DU SUD AU NORD

Matériel de jeu :

- Plateau de jeu 14,5 x 14,5 cm, en hêtre massif huilé
- 8 gros pions (4 rouges, 4 noirs)
- 18 petits jetons/petites dalles rondes (9 rouges, 9 noirs)
- 1 sac en tissu

Traduction française : Patricia Kerres



Gerhards
Spiel und Design

Clemens Gerhards e.K.

D-56235 Ransbach-Baumbach

info@spielewerkstatt.eu

www.spielewerkstatt.eu