

## Zoom and TriHop rules (Frank Stark, 2005; Clemens Gerhards edition, 2007)

Two strategy games payable on the same board, for two players, age: 6-8+. Duration: ca. 25 min. Game components: a solid oiled beech wood board and 2 x 10 marbles in two different colors.

Translated from the original German rules by Víctor M. González, March 7th , 2013.

### Zoom

A game for two players, age 6+.

Setting-up: each player receives eight marbles of one color and places them in the board as depicted in Fig. 1.

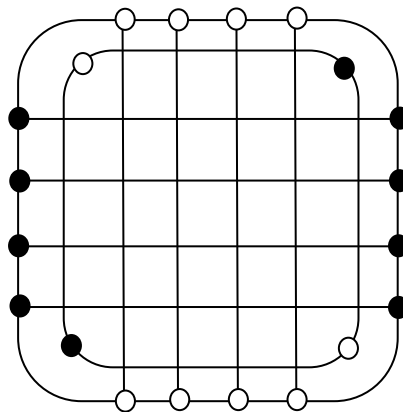


Figure 1. Starting configuration

Goal of the game: each player tries to form a square of four adjacent marbles of his color anywhere in the inner grid.

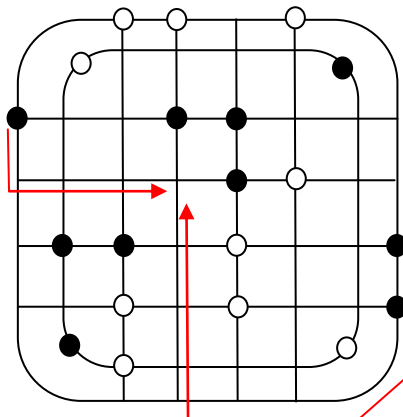


Figure 2. Black can build a square on his next turn

Game play: the younger player starts. He can choose one of two possible movements:  
1) move one of his marbles on the outer fields in an horizontal or vertical straight line to any inner field he can reach without jumping any marble or 2) move one of his two inner marbles to any other inner field in a straight line. Then, it's his opponent's turn.

- Marbles can move any distance in a straight line.
- But: an outer field marble can pass through any (free) outer field positions before entering into the inner fields during the same turn (see Fig. 2).
- Marbles cannot be jumped/skipped.
- Once in the inner fields, the marbles are not allowed to return to the outer fields.

The winner is the first player to form a 2x2 square of adjacent marbles of his color (a ZOOM) anywhere in the inner fields.

Game tip: it's convenient to leave some able to move marbles on the outer fields, even while the opponent is pressing on towards the goal.

## TriHop

A game for two players, age 8+.

Setting -up: each player receives eight marbles of one color. The board is empty at the beginning.

Game play: a player starts and places one of his marbles on any empty inner field, but not in the outer ring of inner fields (see Figure 1). Then, the other player does the same action. Both players alternates placing marbles until all 16 marbles have been disposed on a 4x4 grid in the middle of the board. The player who placed the last marble must make the first move and starts doing the first TriHop (three-field jump).

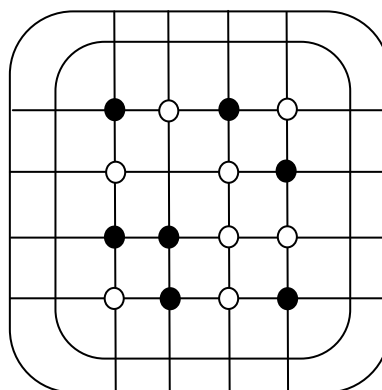


Figure 1. A possible configuration after all 16 marbles have been placed at the beginning of the game

A TriHop always passes through three empty fields and must change direction once or twice (see Figure 2).

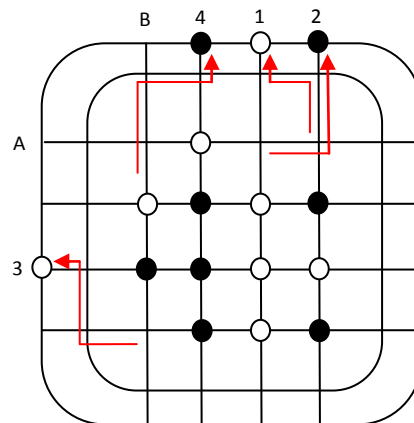


Figure 2. During the 4th turn, Black makes a 'pincers' movement on a White marble. He can now put this marble back on any inner field.

The outer fields are called 'target fields'. A TriHop movement must not necessarily end on a target field. However, while on the same TriHop movement, a marble cannot move from one target field to another nor can it return to an inner field from a target field reversing the translation that had just placed that marble in the target field.

The 'pincers' (only applies to target fields): if a player is able to place two of his marbles surrounding an opponent's marble on the target fields (see Figure 2), he can take this marble and place it back on any free inner field. The corners are also considered for surrounding purposes (Figure 2: a white ball placed in B would be surrounded by black balls in A and 4).

Goal of the game: each player tries to be the first to place all his marbles on the target fields. If a player still has any marbles on the inner fields but he is no longer able to bring any more marbles to the target fields, the game ends and his opponent is declared the winner.

Variant-scoring: the loser counts the number of turns required to bring all his remaining marbles to the target fields. Each TriHop scores one point for the winner. If the loser is not able to bring all his marbles to the target fields, a total of five points are awarded to the winner. Several games are played and the intermediate scores are added to declare the winner of the match.

TriHop-supplement: when TriHop is played by beginners, it can happen that a player tries to block his opponent's last marble in order to prevent it from reaching the target field. The 'ExtraHop' rule can be applied:

When a player has only one remaining marble in the inner fields, he may skip an enemy marble that is blocking a target field. The blocked field is counted as one field when the TriHop movement is done.

A fast variant: Turbo-TriHop!: Players use only six marbles each to form a 4 x 4 square. The four inner fields remain free. The other 2x2 marbles are placed on target fields. The player who placed the last marble makes the first TriHop movement. 'Pincers' movements are also allowed in this variant.

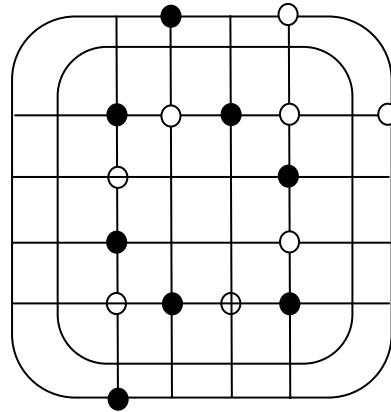


Figure 3. Example of an starting configuration of a Turbo-TriHop game.