

Anti-Grid

Strategic Conflict in Parallel Dimensions!

Type: Abstract Strategy

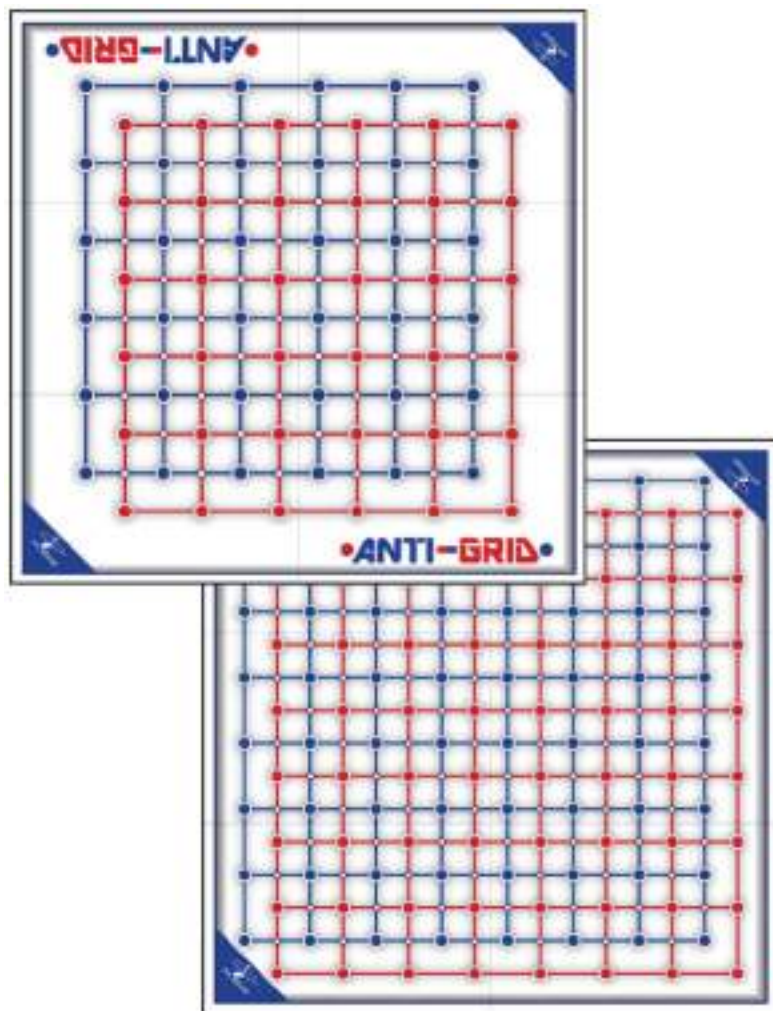
Ages: 10+

Players: Two

Duration: 15 - 30 minutes

Synopsis:

Anti-Grid is a game for two players, each trying to eliminate the other's pieces through capture. The unique thing about this board is that each player plays on his/her own grid - they never follow the same paths to victory or defeat. The board is two-sided, allowing simpler, shorter games or a longer, more challenging version. Capture is by "flanking" (as in the Tafl game family).



Equipment & Features:

Pictured at left are the two variations of the board included in the game. One uses 11 pieces per player, the other 15 pieces. In the prototype, these pieces are glass tokens of blue and red, but any distinct sets of pieces would suffice.



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The Rules:

There are two board sizes available - the full game or a quicker version. The points of each grid and the points where the grids cross (marked with small white circles) are the positions where the pawns may come to rest during the game. Each player has 15 pawns the color of his/her grid for the larger game, or 11 pieces for the smaller.

Set-Up: Each player set up his/her pawns along the outermost points of the corresponding grid on the two edges that are not surrounded by the opponent's grid.

Moves are made in turn by moving one pawn along a grid line as far as desired to any point on that grid line. Each player's pawns may only travel upon lines of his/her own colored grid, and come to rest on intersection points of their own grid color or points shared by the two grids (the white circles).

Capture is accomplished by flanking an opponent's pawn (a pawn in place on each side of the target). Multiple captures are possible by flanking more than one pawn in a straight line between two pawns of the same color, as long as they are adjacent with no empty intersections between. A player may move into a position that would normally capture his/her own pawn(s) without danger.

Blockades consist of a pair of pawns on adjacent grid points of their own color. As long as these two pawns stay in position, an opposing pawn cannot pass between them, but must stop on the space between them, ending his/her turn. On a subsequent turn, the blockaded pawn may be moved off this space in either direction.

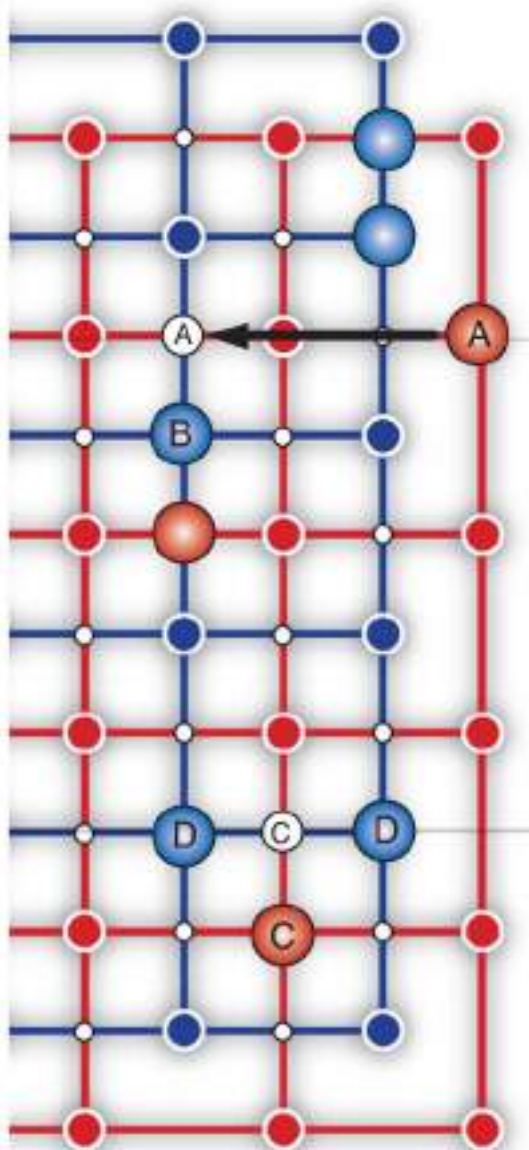
The winner of the game is the player who has (1) eliminated all but one of the opponent's pawns, or (2) has successfully blockaded all the opponent's pawns so that no further moves can be made, or (3) has trapped the opponent's remaining pawns in their starting positions or that lone point at the far end of the grid where the piece cannot be "flanked" where they could evade capture indefinitely.

If a pawn is discovered at rest on a point of the opponent's color, that piece is immediately removed from play.

For a variation of the game with fast shifts in balance, allow a player who has just made a capture to continue his/her turn as long as each subsequent turn is a capturing move.

IN THE ILLUSTRATION BELOW...

- Red "A" can move to the intersection marked with the smaller "A". This move would capture blue "B" by "flanking."
- Red "C" cannot move beyond the intersection marked with the small "C" because that path is baricaded by the two blue pawns "D" and "D". Moving into this space does not result in capture because the two "D"s were already there. Red "C" can move left, right, or backward.



**Look for the Print-and-Play link
for a downloadable version of this
game on the Newventure website!**



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