

# Linja

A game for two players from eight up  
by Steffen Mühlhäuser

## Content

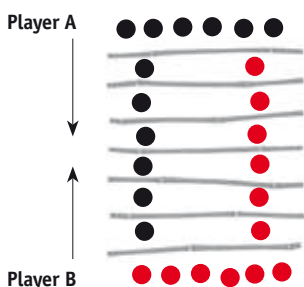
7 bamboo sticks  
2 x 12 pieces

## Object of the game

It is the object of the game to advance your own pieces as far as possible towards the other side of the field.

## Preparations

Each player chooses a colour and places his twelve pieces according to the illustration below. A starting player is chosen at random.



## How to play

All moves are made in the direction of the opposing starting row. It is not allowed to move backwards.

Each move usually consists of two succeeding single actions, which will be referred to as „Initial Move“ and „Following Move“ in these instructions.

### 1. Initial Move

The player whose turn it is moves any one of his pieces over one stick to the next row.

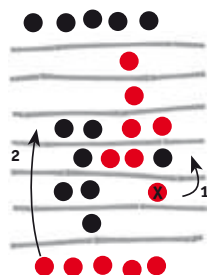
### 2. Following Move

The number of pieces already on this row determines the length of the Following Move. Both your own and your opponent's pieces are counted, except the piece that was just moved. The steps of the Following Move have to be made by **one** piece.

In case a piece leaves the field during a Following Move all remaining steps expire. After the Following Move, it is the opponent's turn again.

## Example

Player B moves piece X onto the next row and by doing so gets four additional steps in the Following Move. That means he can immediately jump over four sticks with any one of his pieces, including the piece that made the initial move.



## Three Special Situations

1. In case a player's piece reaches the target row (i. e.: leaves the field) with its **Initial Move** that player is rewarded **one** additional step, no matter how many pieces there are on the target row.
2. When a piece reaches an empty row with its **Initial Move** the player is **not** rewarded a Following Move.
3. When a piece reaches an empty row with a **Following Move** the player is rewarded **another full turn** (with Initial Move and Following Move).  
If the piece again reaches an empty row with the second Following Move the player is not rewarded another turn.

## Occupation

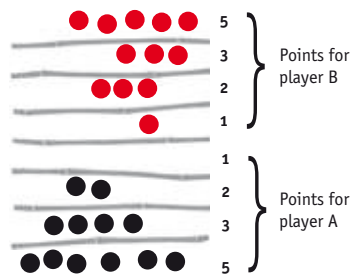
There must never be more than six pieces in one row. A fully occupied row can be passed by other pieces and counts normally towards the limit of steps.

On the target rows outside of the field, there can be any number of pieces.

## End of Game

The game ends immediately when the pieces of both players have completely passed each other. The resulting situation is evaluated as follows.

Example for an evaluation:

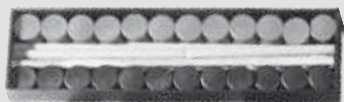


Player A ●: 46 points

Player B ●: 41 points

The player who scored more points wins the game.

The losing player starts the next game.



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