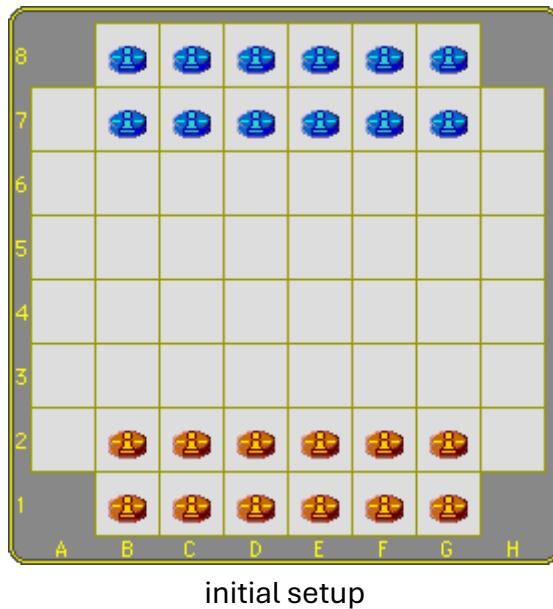


Jump Sturdy

c.2014, Christian Freeling,

<https://mindsports.nl/index.php/the-pit/576-jump-sturdy>

Jump Sturdy is a simple game of breakthrough and race, with a very unusual twist.



initial setup

Object

The first player to have a man reach one of the six squares of the opponent's back rank wins the game. Alternatively, capturing all the opponent's men or blocking an opponent completely also constitutes a win.

White moves first after which turns alternate. Moving is compulsory.

Although stacked doubles appear in the game, these do not constitute one piece, but two separate men. The top man can move, capture and be captured, the bottom man cannot, at least not as long as it is buried under another man.

Keeping this in mind, these singles and doubles may appear in Jump Sturdy:



single white



single black



double white



double black



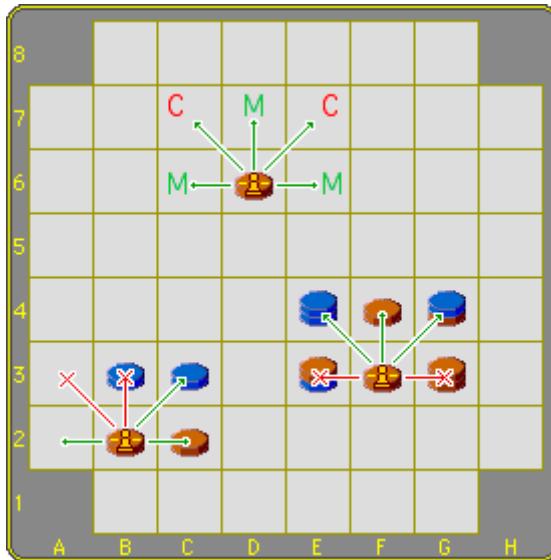
mixed white



mixed black

Movement and capture by single men

Consider a single man like the one on D6 as a chess pawn with additional sideways movement: it moves one square straight, not backwards, and captures diagonally forwards, as indicated.



The man on **B2** may move to A2 but not to A3 or B3. It may capture the man on C3 or move to C2 to create a double.

The man on **F3** may not move sideways, but it may move straight forwards to create a double, or capture the top man on E4, creating a mixed white, or the top man on G4, creating a double.

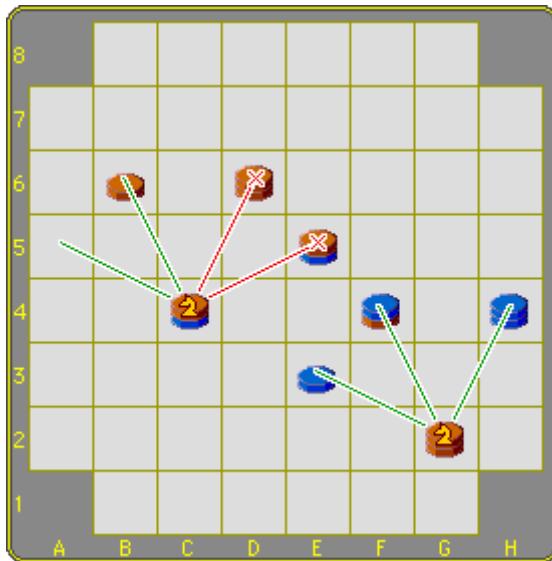
All capture is by replacement. If the target is an opponent's double, only the top man is captured.

Two types of move are allowed:

- To a vacant square
- To a square occupied by a like colored single, making a double

Two types of capture are allowed:

- Capture of an opponent's single
- Capture of the top man of an opponent's double, regardless of its composition



The top man on **C4** may move to A5 or move to B6 to create a double. In either case it sets free the black bottom man on C4. It may not move to D6 or E5.

The top man on **G2** may capture the man on E3, or the top man on F4, creating a double, or the top man on H4, creating a mixed white. In all cases the white bottom man on G2 is set free.

One remark on tactics: if a single attacks a uniform double, it cannot be captured by its top man. But if the top man moves, it exposes the bottom man. If a single attacks a mixed double, it cannot be captured by its top man either, and it covers the bottom man if the top man moves. In short: attacking doubles with singles is usually good.

Author's words: An easy to visualize goal is something of a prerequisite in a game inventing contest, so for this one I needed something that was both original and traditional, highly accessible, with an easy to visualize goal and not too long, thank you.

I started out on a halma theme with discs of two different sizes, whereby smaller one could land on bigger ones, but not vice versa. That didn't work out, mainly because halma is a boring theme from a different age when time would run at a snails pace. So I turned to a simple breakthrough and race theme, along the lines of Dan Troyka's minimalistic but ever so deep game Breakthrough, but with some stacking involved of course.

The breakthrough came, no pun intended, when I found a novel way of using stacks of two men whereby a top one becomes a somewhat stronger piece - as long as it is on top. The result is a simple and streamlined game with 'soft finitude', that is: the game cannot end in a draw unless both players would consider that the goal.