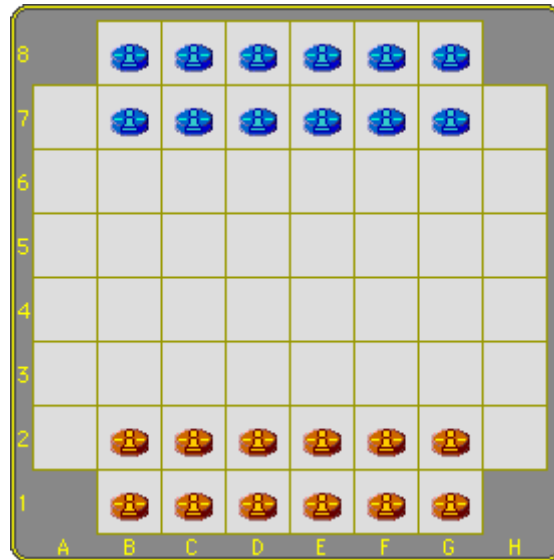


Jump Sturdy

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 of 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.

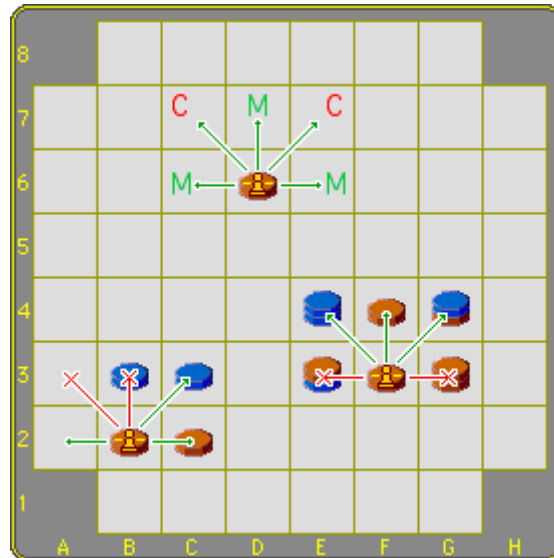
Keeping this in mind, these singles and doubles may appear in Jump Sturdy:



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 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.