



IREMACH

Rules

Number of players: 2 or 3

Recommended age: 8+

Playing time: 10-15 min.

Replay value: high

Game accessories: 19 hexagonal tiles, 4 red pieces, 4 white pieces, 4 orange pieces

Objective

ReMATCH is a special Checkers variant for two or even three players, where two of the players must form a team.

The object of the game is to capture all of the opponent's pieces (See Fig. 1., 2.), or force him in a situation where he has no more valid moves.

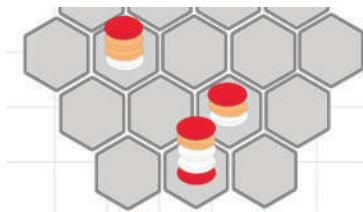


Fig. 1. – End of game; the player with red pieces won

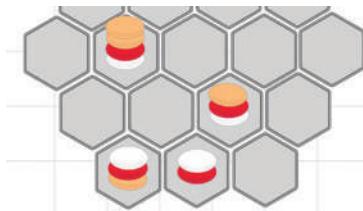


Fig. 2. – End of game; the player (team) with white and orange pieces won

The 2 player variant

ReMatch is played on a regular hexagonal board consisting of 19 hexagonal tiles. One of the players has 4 pieces (ex. Red) and the other 8 pieces, but two different colors (ex. 4 Orange and 4 White).

The starting position is as seen on Fig. 3.

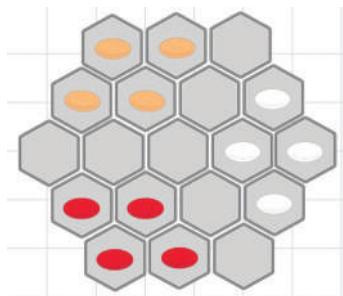


Fig. 3. – Starting position (red vs. orange & white)

The player with two colors starts the game, by moving with the color on his right.

Afterwards players alternate moves.

The player with 8 pieces MANDATORILY alternates colors in his turns.

If all of his pieces of a color has been captured, then he will move with the other one, until at least one is released.

Moving

Pieces or stacks of pieces may be moved a single step in all six directions and only on an empty tile. (See Fig. 4.).

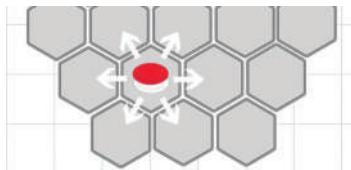


Fig. 4. – Simple movement of a piece or stack of pieces

Capturing

If a piece can jump over a different colored piece it is called **capturing**. Capturing is possible if these two pieces are on adjacent tiles and the tile beyond the other, differently colored piece is empty. **If possible, capturing is mandatory! Pieces of the player playing with two colors capture each other too!**

Captured (jumped) pieces are NOT removed from the game board, they are stacked beneath the jumping figure, forming stacks. A stack moves as a single piece, however its owner is determined by the color of the topmost piece.

Jumping over a stack doesn't capture it entirely. Only the topmost piece is removed and placed beneath the jumping piece. (See Fig. 5, 6, 7).

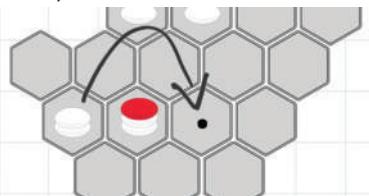


Fig. 5. – Capturing the topmost piece (before capturing)

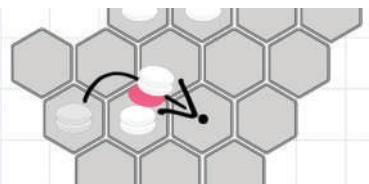


Fig. 6. – Capturing the topmost piece (jumping)

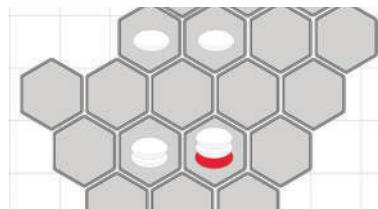


Fig. 7. – Capturing the topmost piece (after capturing; end of move)

IMPORTANT Only pieces of different color (as the jumping piece color) can be captured!

1 Capturing is mandatory!

If capturing a piece is possible, it MUST be captured. **Pieces of the player playing with two colors capture each other too!**

2 Multiple capturing is mandatory too!

If capturing a piece results in another capturing possibility, it has to be made in the same turn. This is considered one move and is called a capturing sequence (the capturing sequence must come to an end in one turn). In a capturing sequence a stack can be jumped only ONCE.

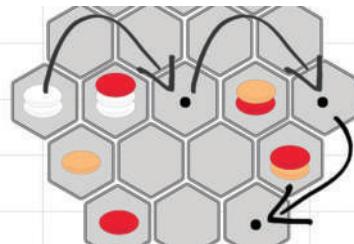


Fig. 8. The white stack MUST capture all 3 topmost pieces

3 Freedom of choosing

If the player has multiple capturing possibilities available, the player may choose which possibility to take, whether this results in the most pieces being captured or not.

For the player with two colors, capturing the opponent's piece is his main objective.

Flying King's capturing

The player with a single color (**ONLY HIM**) is allowed to use the Flying King's capture, to capture the opponent's pieces. Flying Kings can capture an enemy piece disregarding the distance between the two, as long as they are lined up and the enemy piece has an empty tile beyond it. (See Fig. 9.). Flying King's capture is NOT mandatory!

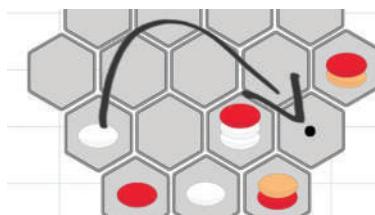


Fig. 9. – Flying King's capturing (optional)

1 Only the player with a single color is able to use it!

2 Flying King's capturing is OPTIONAL. It is not mandatory to capture the piece even if it is the only possible capturing move.

3 ReMATCH particularity

If capturing a piece or stack is possible both by "Flying King's capturing" and simple capturing, the player may freely choose the method.

4 If a "Flying King's capturing" results in another capturing possibility, it has to be made in the same turn (the capturing sequence must come to an end in one turn)! A capturing sequence is considered a single move.

End of the 2 player game

The player who captures all of the opponent's pieces or manages to block its opponent (unable to move) is the winner. The game ends in a draw if there hasn't been any capturing for 20 rounds in a row.

RECOMMENDATION

ReMATCH is a battle with "different armies" so it is recommended to play until one of the players reaches 3 points. After each game the winner gets 1 point (in case of draw each player gets a half), and they change "armies", so the player with a single color now has two colors and vice versa.

The 3 player variant

The basic rules are the same as in the two player variant, but the difference is that

instead of the player with two colors there are now two players making a team. They can only move their own pieces and only when it's their turn.

The team player sitting on the right starts the game, afterwards they alternate moves, so in one turn the single player makes a move, than the team. The team players MANDATORILY alternate each other in every turn! If all the pieces of one team member have been captured, the other member will move until at least one is released.

The single player wins if he manages to capture all 8 pieces of the team. The team wins if they manage to capture all 4 pieces of the single player. The game ends in a draw if no captures were made for 20 rounds in a row.

RECOMMENDATION

In case of the three player variant, the team must be changed after every game (permuted in a counter-clockwise direction). If a player on its own wins, he gets 1 point, if the team wins, each member will get a half. The player reaching 3 points is the winner.