

K A
R O



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Hopper and Sneaker

A strategy game for 2 players by Steffen Mühlhäuser

Components

24 tiles

6 red pieces

6 white pieces

Object of the game

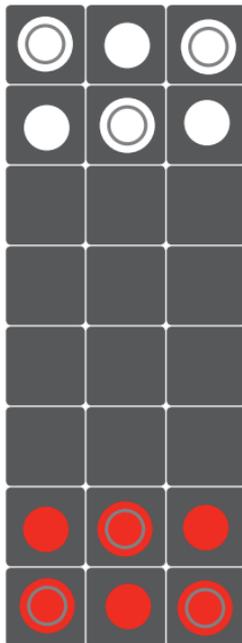
A player must move his pieces on the opposite side of the board.

Setup

The 24 tiles are laid out lengthwise between the players so they form a 3x8 rectangle. Each player gets 6 pieces of a color, which he sets up into the first two rows on his side of the playing board.

Three pieces set up with their markings downward (Sneaker) and three with their markings upward (Hopper). The arrangement of the pieces on the six starting tiles is left to the players. (fig 1)

A starting player is chosen randomly.



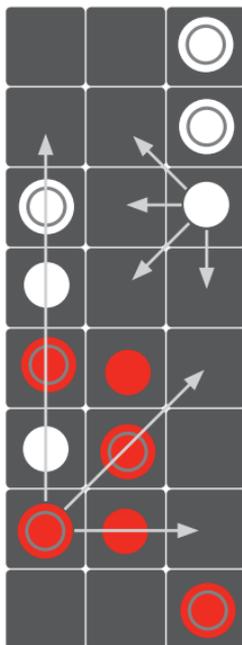
Gameplay

The player in his turn moves a piece of his color.

The Sneaker

A Sneaker moves in a horizontal, vertical or diagonal direction into a free adjacent field. It cannot jump.

Four possible moves of a Sneaker.



The Hopper

A Hopper jumps in a straight line over one or more adjacent pieces (red or white) into a free tile behind them. It cannot simply move.

He always HAS to jump over an adjacent piece.

Three possible jumps of a Hopper.

Transforming (turning) the pieces

- Every time a Sneaker moves on a free adjacent field, it becomes a Hopper.
- Every time a Hopper jumps over another piece (or pieces), it becomes a Sneaker.

It is allowed to move a piece backwards.

Game End

The player who first moves his pieces into the opposite side of the board wins. Never mind if the pieces are reaching their six places as Sneaker or hopper.

You also win when your six pieces can not come nearer to the opposite side because there is still one or more pieces of your opponenet, which did not move away from their start position.

For advanced players

The players may decide with how many hoppers or sneakers they start the game and where they place the figurs on the six starting fields.

ENLIGHTENMENT

Game materials

2 x 8 pieces

24 square tiles

Object of the game

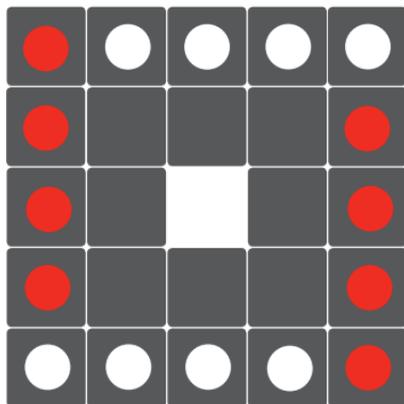
The aim of the game is for each player to find enlightenment for his or her game pieces (by flipping them over!) and to be the first to move all the pieces to the edge of the playing area.

Preparation

The tiles are placed together to form a playing square comprising 5 x 5 fields. The space in the middle is left unoccupied.

The game pieces are positioned at the edge of the playing area with circular markings face down (see sketch).

The first player is nominated.



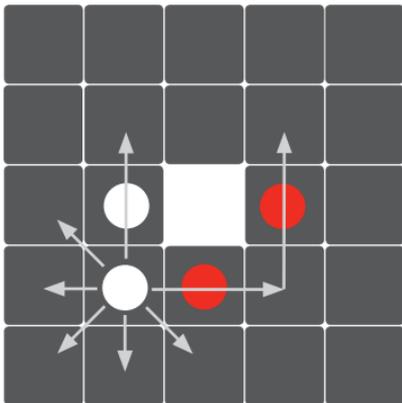
Play

Moving the game pieces

The player taking the next turn moves one of his/her own-coloured pieces. A game piece may be moved in any direction to an adjacent and unoccupied field. A game piece may also jump horizontally or vertically over an adjacent piece. It can either jump over its own or an opponent's game piece.

Consecutive jumps over more than one piece are allowed though they are not compulsory.

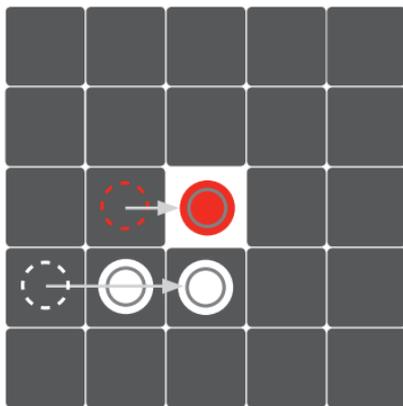
Diagonal jumps are not allowed



Enlightenment (or flipping over) game pieces

There are two paths to enlightenment!

1. If a game piece is moved to the free space in the middle, it may be flipped over and, as a sign of enlightenment, displays the circle face upwards.
2. If a game piece jumps over another piece already flipped over, this 'enlightenment' catches on and the second piece can also be flipped over!



If a game piece, which has been flipped over, jumps over another 'enlightened' piece this has no effect.

Reaching the goal

The aim for enlightened game pieces is to reach the edge of the playing area.

Flipped over pieces can be spread across any combination of the fields at the edge of the game area.

End

The first player to reach the edge of the playing area with all his or her own-coloured enlightened pieces is the winner!

FOUR CIRCLES

Components

20 tiles

6 red pieces

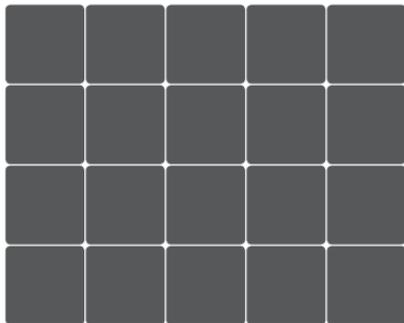
6 white pieces

Object of the game

The object of the game is to be the first to place four pieces of your own color (with the markings on top) into a line.

Set up

Build a 5x4 playing board using the 20 tiles. Each player takes the 6 pieces of his color and a starting player is chosen at random.



Gameplay

In the first part of the game the players place their pieces on the board.

In the second part they move their pieces and change the playing board.

1. Placing the pieces

The player in turn place one of his pieces on a free tile.

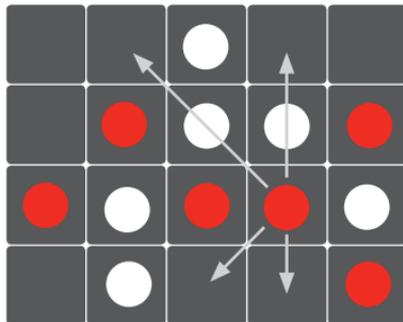
The markings on the pieces must face downwards.

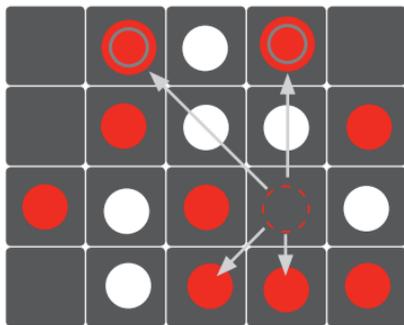
When both players finish placing their pieces the second part of the game begins.

2. Moving the pieces

A player moves one of his pieces to an adjacent free tile (horizontally, vertically or diagonally) or jump over an adjacent piece and land on a free tile behind it. (fig 1).

The piece he jumps over can be one of its one or one of the opponents pieces.





If it jumps over another piece the moving piece is flipped so that it's marking is now on top. If it just moved on an adjacent tile the status of the piece doesn't change.

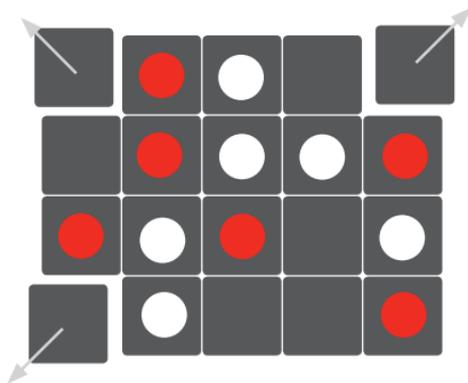
If a piece with a marking on top jumps over another piece, the marked side is turned downwards.

3. Moving the tiles

At the start of his turn a player may move a tile from the edge of the board and place it anywhere on the board next to another tile.

A tile can be moved only if...

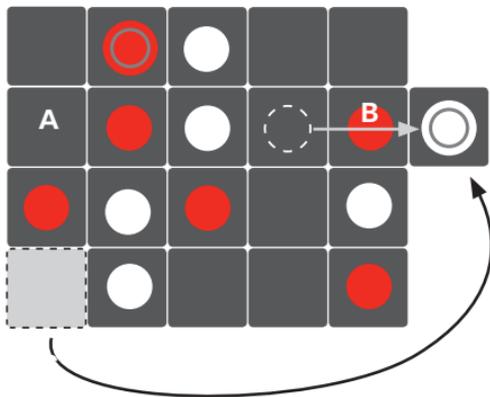
- there is no piece on it
- it has at least two free edges
- it doesn't separate other tiles from the main board (a tile is considered separated if it touches the main board only with a corner)



In the above example the tiles A, B and C can be moved. A tile can be placed in a new position if

- it touches at least one side of an existing tile and
- a player's piece is immediately moved on it

If a player can not satisfy both a) and b) then he can not move a tile.



Game End

The player with four of his pieces in a line (horizontally, vertically or diagonally) with their markings on top wins.

The white player moves tile C to a new position and moves his piece on the tile by jumping over red.