

Linja

A game for two players aged eight and above
by Steffen Mühlhäuser

Content

7 bamboo sticks, 2 x 12 pieces

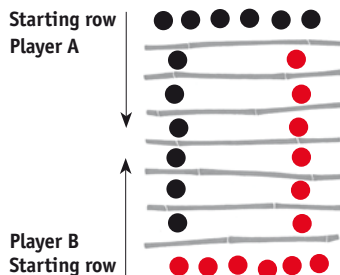
Object of the game

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

Preparation

Each player chooses a colour and places his or her twelve pieces according to the illustration below.

A starting player is chosen at random.



How to play

A move can consist of up to three successive, yet single actions. They will be referred to as "Initial Move", "Following Move" and "Bonus Move" in these instructions.

The players take turns to make their moves, always in the direction of the opponent's starting row. It is only allowed to move backwards during the "Bonus Move".

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

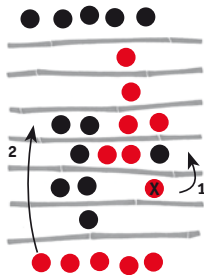
Following Move: The number of pieces already on this row determines the length of the Following Move.

Both your own and your opponent's pieces are counted. The piece the player just moved into the row is not counted.

The steps of the Following Move have to be made by one piece.

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.



Special Situations

In case a piece leaves the field during a Following Move with excess steps, all remaining steps expire.

When a player's piece reaches an empty row with its Initial Move, or reaches its target row (i.e.: leaves the field), the player is not rewarded with a Following Move.

Bonus Move

When a piece reaches its target row with the exact number of steps, the player is rewarded with a Bonus Move. The player is then immediately allowed to move any of his own pieces one row forwards or backwards. This then completes his move.

Occupied

There must never be more than six pieces in one row. As normal, a fully occupied row can be passed over by other pieces. This row is also counted in the steps.

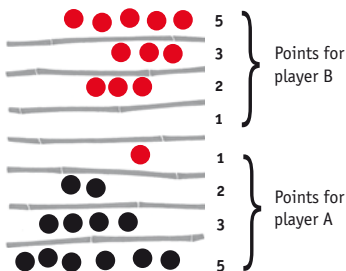
On the target rows outside of the field, there can be any number of pieces.

End of Game

The game ends immediately when both players' pieces have completely passed each other. (The player currently taking his turn is allowed to finish his move completely).

The resulting situation is evaluated as follows. Any pieces still in the opponent's scoring zone at the end of the game count as minus points according to the row.

Example for an evaluation:



Player A ● : 46 points

Player B ● : 39 points

The player who scored more points wins the game. The losing player starts the next game.

Optional Bonus Move

What about a hint of meanness?! Then, you can play according to the following instructions: During the Bonus Move, it is allowed not only to move one of your own pieces, but also an opponent's piece one row forwards or backwards. The opponent's pieces that have reached their target row are not allowed to be moved backwards.

Have lots of fun with Linja!

