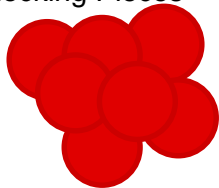
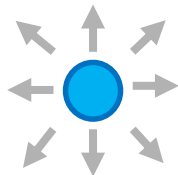


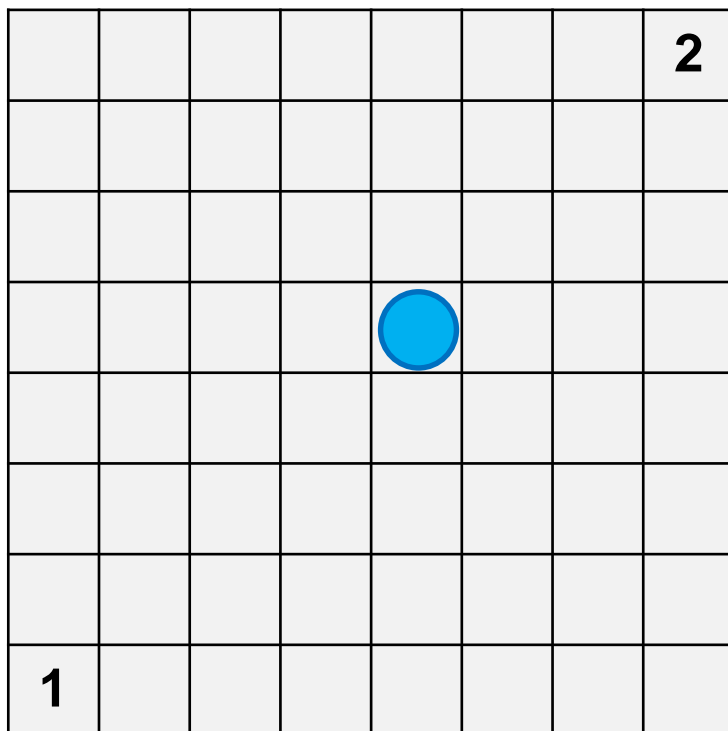
Blocking Pieces



Travelling Piece



Slimetrail



Two Player Game

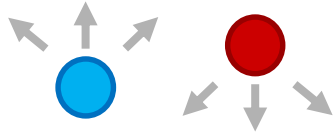
Taking turns both players play the Travelling Piece. It moves like the King in Chess, to a neighbouring square (horizontally, vertically or diagonally).

Everytime the Travelling Piece moved, the field it came from gets blocked (it can't be moved to again).

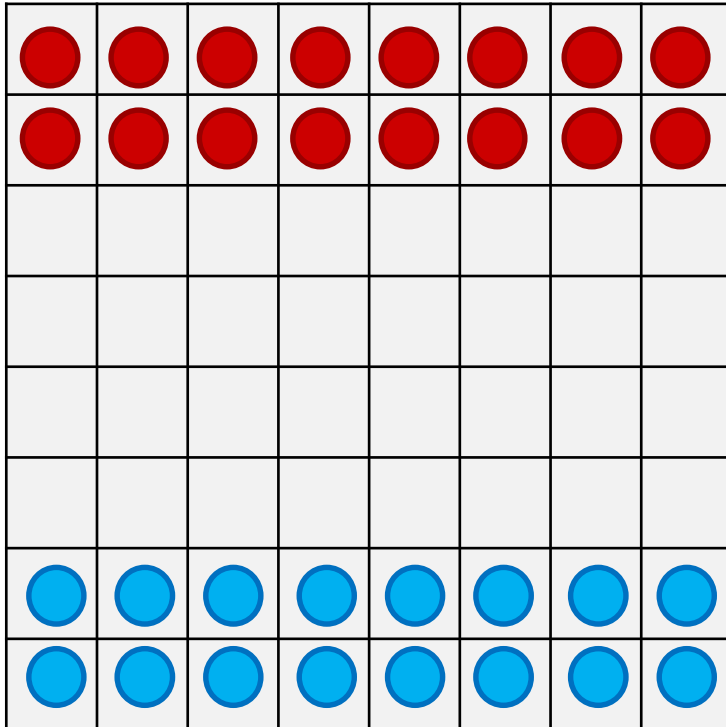
The player who manages to place the travelling piece into her corner (1 for the first or 2 for the second player), wins.

If you can't move, you loose.

Movement of the Game Pieces



Breakthrough

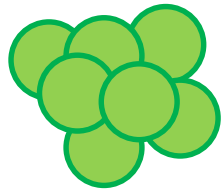
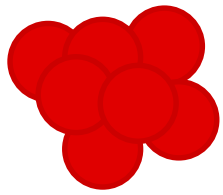


Two Player Game

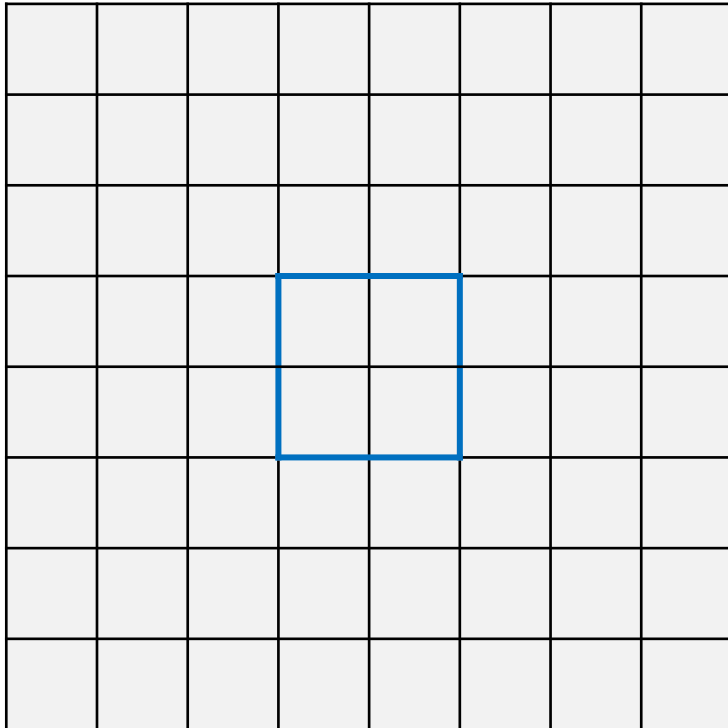
Players alternate moving their game pieces. You always move one tile in direction of the first line of the adversary. This can be vertically or diagonally.

If an opponents piece is in the way of a diagonal move, it gets captured and removed from the board.

The player who manages to get to the first row of her oponente, wins!



Cats & Dogs



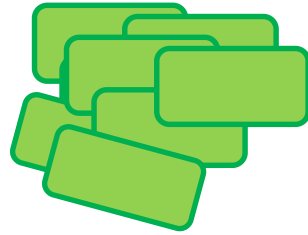
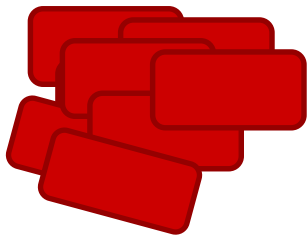
Two Player Game

The Players, Cats (●) and Dogs (●), take turns putting down their pieces on empty squares. You have to be careful not to place cats next to dogs and vice versa (they can't share a border).

The Cats start. They must place their first piece in the center of the board (marked blue in the figure), the second player, Dogs, has to start outside of that area.

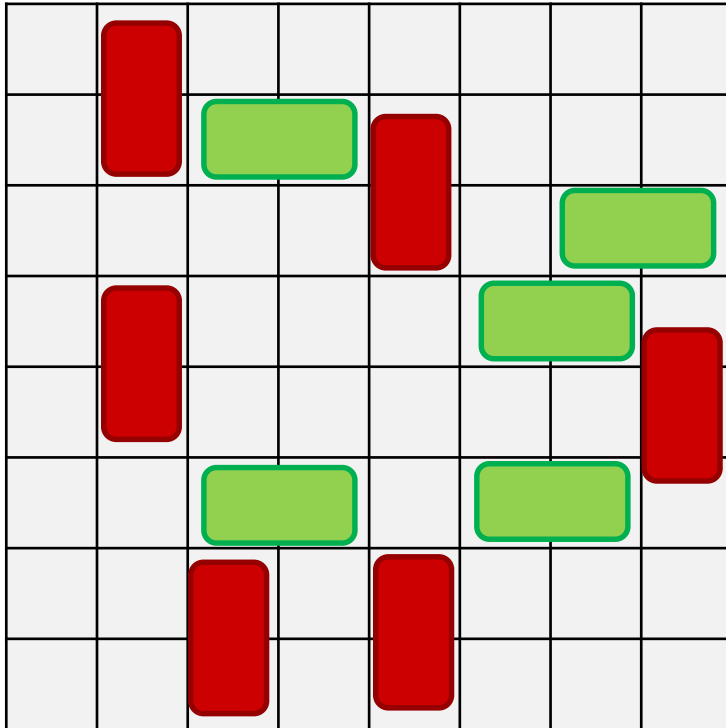
The player who manages to be the last to place his piece on the field, wins!



This means if you can't play, you lost.



Domineering

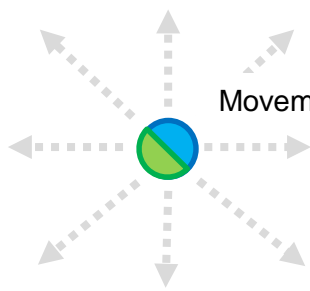
Two Player Game



The first player may only play her pieces horizontal (), always covering two game tiles, the second player plays vertically ().

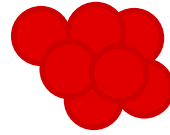
Players alternate.

The player who manages to be the last to place a domino piece on the field, wins!
This means if you can't play, you lost.

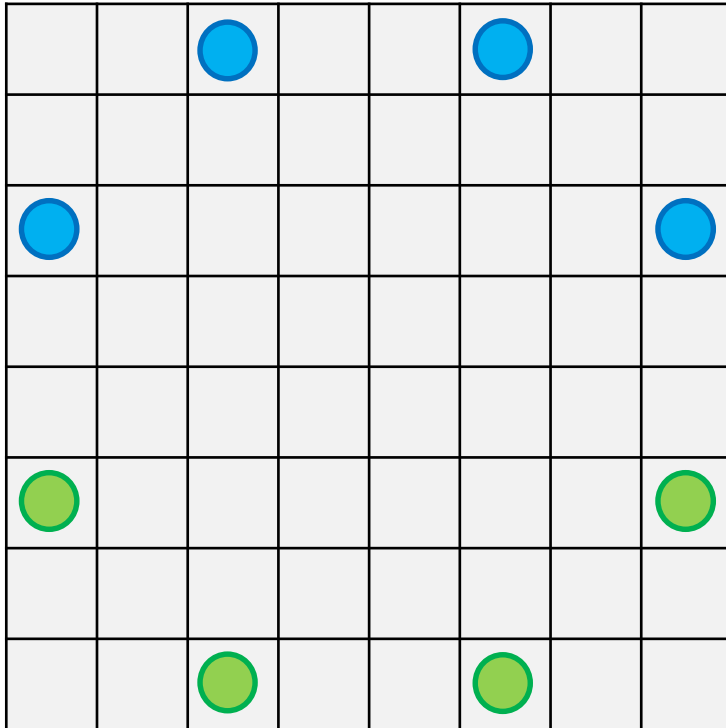


Movement of the Amazones

Blocking Pieces



Amazones



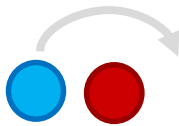
Two Player Game

Players (● and ●) take turns moving their pieces, the Amazones. The Amazones move as many fields along a straight, uninterrupted line (orthogonally or diagonally, just like the Queens in a Chess game). After every move they “shoot” a Blocking Piece to a tile they could reach in a next move.

If a tile is blocked it can't be crossed, moving or shooting.

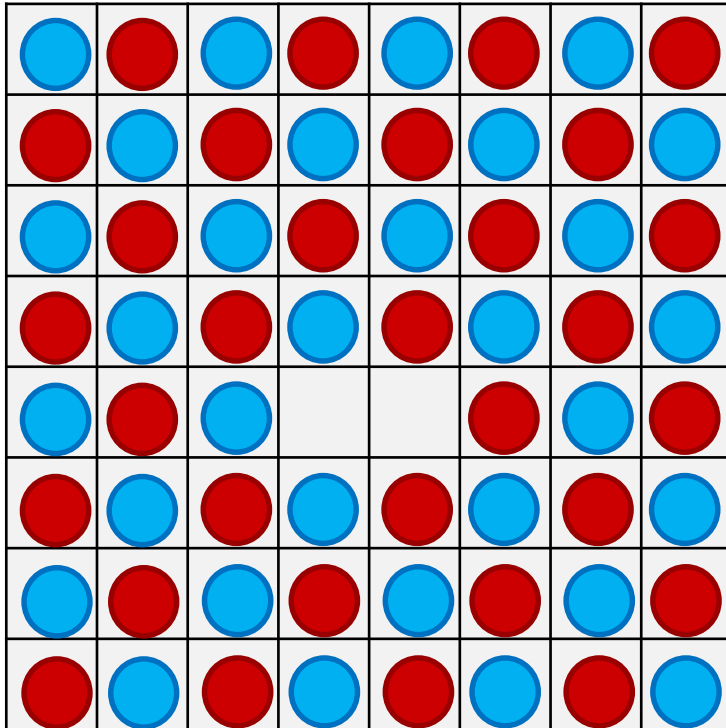
The player who manages to be the last to move, wins!

This means if you can't play, you lost.



The red piece gets captured by jumping over it.

Konane



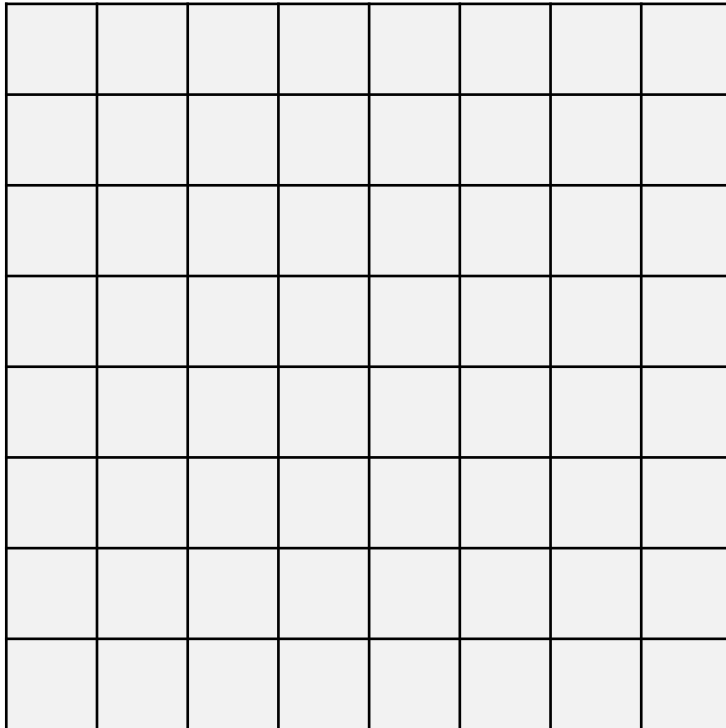
Two Player Game

Players (● and ●), take turns always jumping over the oponents pieces capturing these, taking them off the board (like in checkers). If multiple pieces could be captured in a row it is (optionally) possible to do so.

The player who manages to be the last to jump, wins!

This means if you can't play, you lost.

Flume



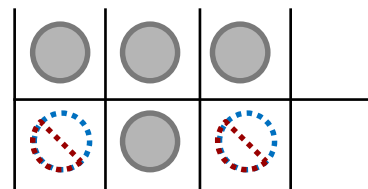
Two Player Game

The players (● and ●), take turns placing their pieces on empty squares

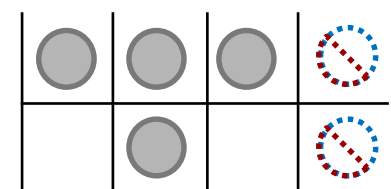
Whenever you place a piece that has one or no free square next to it you get to play again.

The player with more pieces on the board wins.

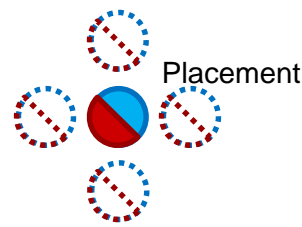
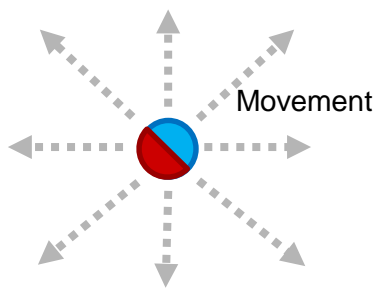
Example:



goes again



ends turn



Sesqui

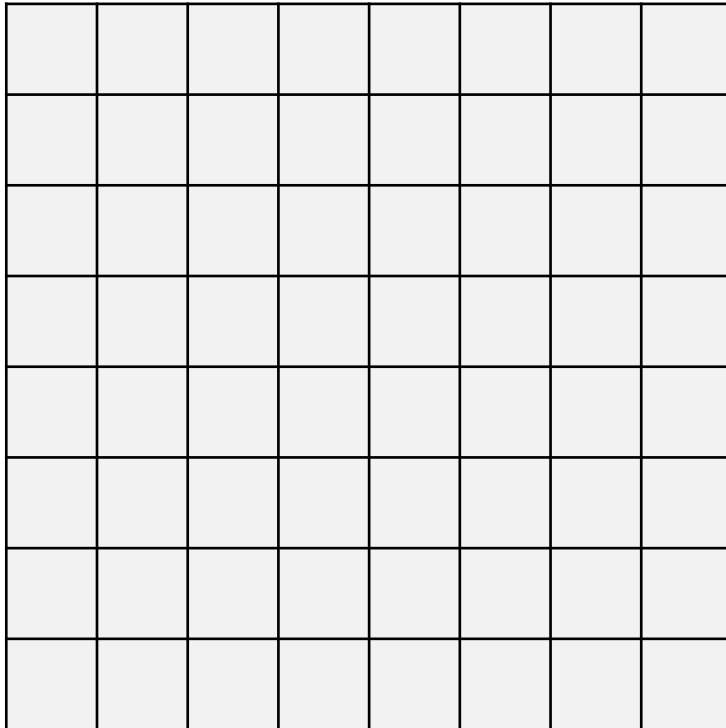
Two Player Game

Players, Vertical (●) and Horizontal (●), take turns. Vertical places a single piece on any square. Horizontal two.

From here on each turn you should:

- **Place** a piece next to one of your pieces already on the board (orthogonally);
- **Move** one of your pieces along a straight, uninterrupted line (orthogonally or diagonally, just like the Queen in a Chess game).

At any point in the game it is forbidden to create a intersection of pieces (●● or ●●)



The player to create path with her pieces between opposing her sides, wins.