



## MOTALA STROM

Turn-based 1D strategy by Marcus Salo

I think I have created the simplest strategy game. I call it Motala Strom (isn't that a really catching and commercial name), that is the river that flows through my beloved Norrkoping, Sweden.

Well, the rules go like this:

The board:

Nine spaces connected with line. Space two is marked yellow for the yellow player and space eight blue for the blue player:

O - Y - O - O - O - O - O - B - O

The pieces:

Both players, the yellow and the blue, have four playing pieces of their color.

Phase one: Placing the Pieces.

Both players take turns placing the pieces on the board on any vacant space. Yellow player starts.

Phase two: Moving and Capturing.

Pieces move one space at the time. Enemy pieces are captured by jumping. Captures are mandatory. If after a capture jump a new capture jump can be made, the player must do it. In other words, capturing works like in checkers. If the player cannot move, the other player has a new turn. However, you have to give your opponent a chance to move within three turns. If you don't, you lose.

Winning:

A player wins by capturing all the enemy pieces or by having his last piece on his own home space marked with his own color.

I have tested this game with Zillions thousands of time and to my surprise, it seems to work and actually be very challenging and have a lot of depth and strategy. :-)

Enjoy!

LINK

000412

---

[Return to Warpspawn Mainpage](#)

---