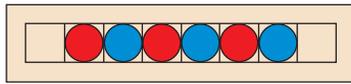
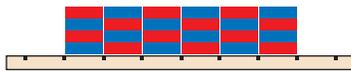


COLONNADE

by Mark Steere

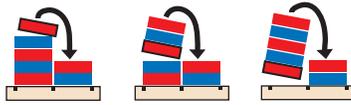


1a) Top view

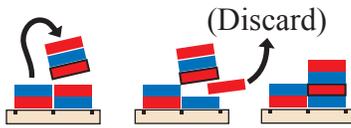


1b) Side view

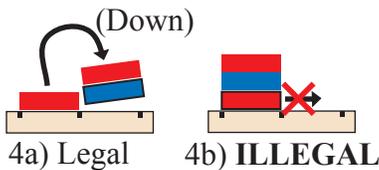
Fig. 1 - Initial setup



2a) 2b) 2c)
Fig. 2 - Begin move



3a) 3b) 3c)
Fig. 3 - Discard



4a) Legal 4b) ILLEGAL
Fig. 4 - Down to empty

INTRODUCTION Colonnade is two player game. The 1x8 rectangular grid is initially set up with 12 red and 12 blue checkers, as shown in Figure 1. The two players, Red and Blue, take turns moving stacks (or sub-stacks), one stack per turn, starting with Red. Passing is not allowed.

Draws cannot occur in Colonnade. Mark Steere designed Colonnade in March, 2010.

OBJECT OF THE GAME The last player to make a move wins. I.e. if you have no moves available on your turn, you lose.

BEGIN THE MOVE You can pick up any one of your checkers from a stack, carrying the checkers above it along, and place it onto an adjacent stack **that's topped with a checker of your color**. (A "stack" can be of height 1 in this document.)

In Figures 2a, 2b and 2c, Red moves the highlighted red checker to an adjacent, red topped stack, carrying the checkers above it along.

COMPLETE THE MOVE WITH DISCARD When two like-colored checkers are adjacent in a stack, discard one of the two checkers.

In Figure 3, Red must discard one of two adjacent red checkers in a stack.

MOVE DOWN TO EMPTY SQUARE You can pick up any one of your checkers from a stack, **except if it's the bottom checker of the stack**, carrying the checkers above it along, and move it **DOWN** onto an **unoccupied, adjacent square**.

You can't move the bottom checker of a stack to an unoccupied square.

In Figure 4a, Blue moves a checker **down** onto an unoccupied, adjacent square.

In Figure 4b, Red can't move a stack bottom checker to an unoccupied square, though he could move the top checker down.

AUTHOR'S NOTE Feel free to publish this rule sheet, and to program the game of Colonnade for online or offline play. There is no licensing fee, and no royalties are expected. However please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.

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