анааш

by Mark Steere

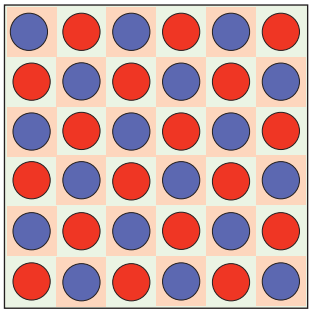

Figure 1 - Initial Setup.

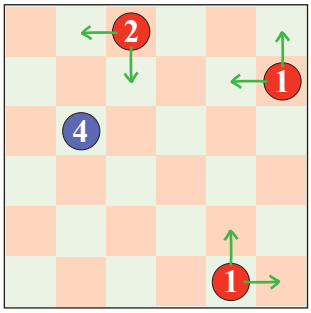

Figure 2 - Positional. Red can move a stack closer to its nearest neighbor.

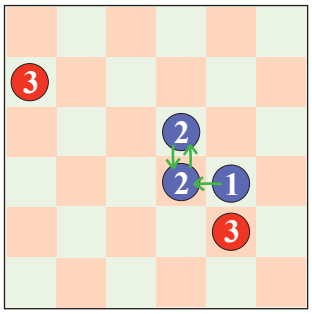

Figure 3 - Stacking. Blue can jump onto an equal or larger, adjacent friendly stack.

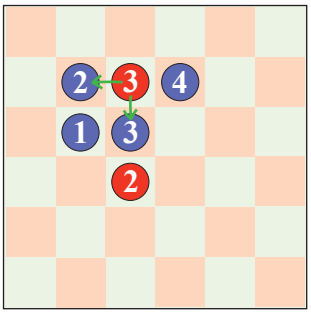

Figure 4 - Capturing. Red can capture an equal or smaller, adjacent enemy stack.

INTRODUCTION

анааш is a two player game played on a 6x6 (or 8x8...) checkerboard initially filled with a checkered pattern of red and blue checkers as shown in Figure 1. All checkers are in stacks of like-colored checkers. A singleton is a stack of height 1.

The two players, Red and Blue, take turns moving their own stacks, one stack per turn, starting with Red. If a player has a move available, he must make one. If he has no moves available, he must sit the game out and wait until he does have a move available. At least one of the two players will always have a move available.

Draws cannot occur in анааш. Mark Steere designed анааш in February, 2021.

MOVE TYPES

There are three types of moves in анааш: Positional, Stacking, and Capturing. All are orthogonal (horizontal or vertical), single square moves.

POSITIONAL MOVES

Move one of yours stacks to an orthogonally adjacent, unoccupied square which is one square closer (Manhattan distance) to its nearest stack, regardless of color or height. Manhattan distance is the sum of the horizontal and vertical distances between two squares. Only stacks with no orthogonal adjacencies can be positionally moved. See Figure 2.

STACKING MOVES

Move one of your stacks onto an orthogonally adjacent, friendly stack of equal or larger height. See Figure 3.

CAPTURING MOVES

Capture an orthogonally adjacent enemy stack of equal or smaller height. See Figure 4.

OBJECT OF THE GAME

To win you must capture all enemy checkers.

AUTHOR'S NOTE

Feel free to publish this rule sheet and to program the game of анааш. No licensing fee or 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.

анааш – anaash – onOSH – Mongolian word for giraffe.

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