

# Renegade

The player who places their figures with care, can spring speedily across the board. A tactical springing game for two capricious strategists.

**Players:** 2 players  
**Contents:** 1 game board in two halves (15 1/4 x 12 inches), 11 light figures, 11 dark figures, cotton bag, 1 instructions  
**Author and Design:** Gattermeyer & Kapp

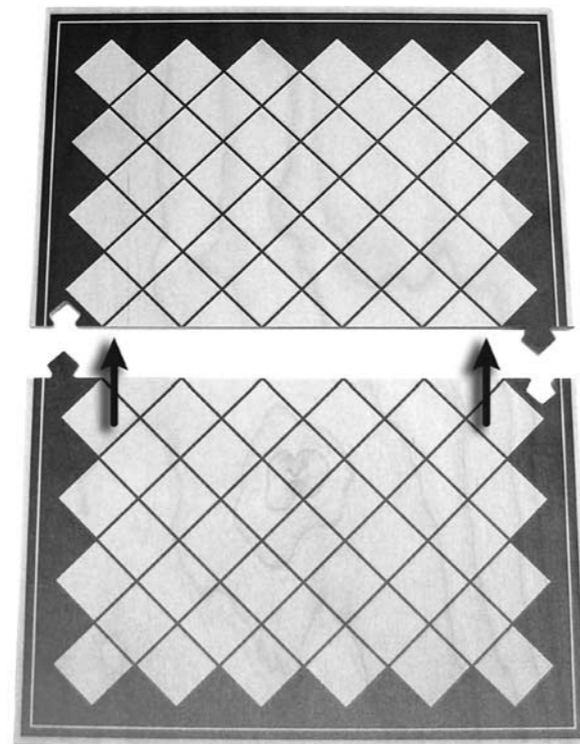
## Story

As Einstein once said “A fool keeps order, a genius controls his chaos”.

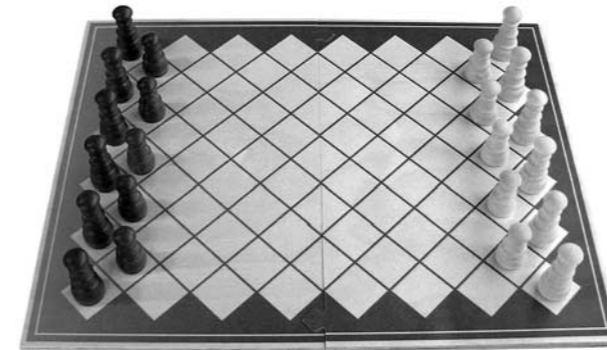
With this in mind, the game begins in an orderly way, but every move brings a little more chaos as the figures spring all over the board. Which is the longest route to take the figure to the other side? Look for the order in the chaos. The first player to tactically move all their figures from one side of the board to the other so that they are standing in the mirror-image positions at the other end of the board, is the winner.

## Preparation

Connect the two halves of the board together and place it on the table within reach of both players.

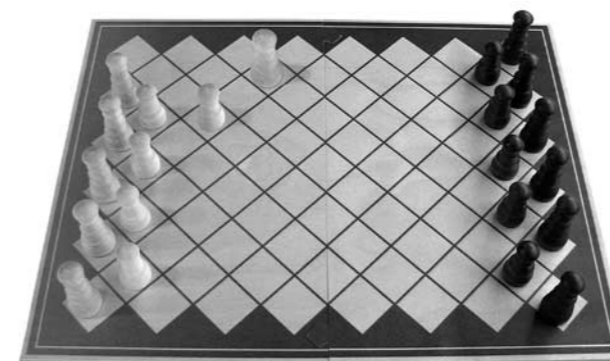


Each player selects a colour and positions their figures on one end of the board so that the larger figures are on the back row with the smaller figures in front.



## Aim of the game

The aim of the game is to be the first player to spring their way over to the other end of the game board bringing all figures into the same positions at the other end i.e. large figures on the back row with the smaller ones in front.

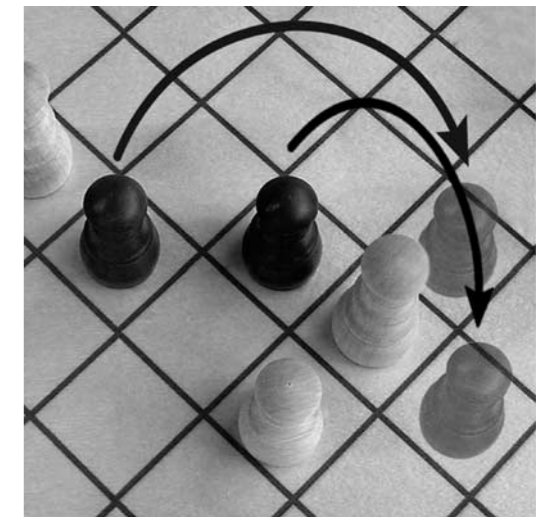


In the example, the winner is the player with the dark figures.

## Course of the game

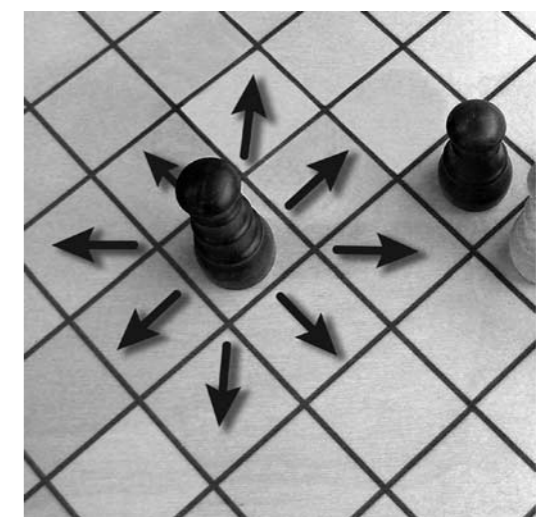
The smallest player starts and the players then take turns.

The moves are made by **springing over** one or more figures – either one’s own or their opponents figures



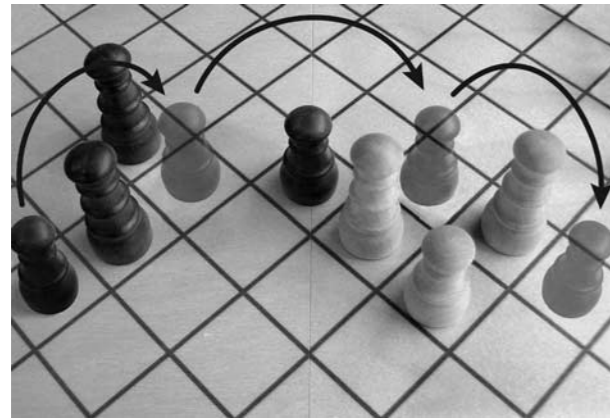
or

the player moves one of their **own figures one space** only. The move can be made horizontally or diagonally, and the figures can also be moved backwards or forwards.



No spaces should be missed when springing, i.e. the moving figure starts springing from the space directly in front of another figure and must land on a space directly behind the same figure.

The player may spring over as many figures as they can within a turn as long as there is **exactly one space** between the figures they are springing over. The aim is to find the longest possible route in order to bring one's figures as quickly as possible to the other side of the board.



## End of the game

The game ends as soon as one player has all their figures standing in the correct position at the other end of the board: large figures on the back row, smaller figures in front. This player is the winner.

**We wish all springers lots of fun getting to the other side!**