Alvydas Jakeliunas

Alva

Strategy game for 2 players aged 8 and up

Alva is a new kind of *Checkers/Draughts* **game with simple rules and many varied possible combinations.**

Components

- a square grid game board having 9 × 9 spaces
- 2 × 32 white and black pieces

Game Board

Alva is played on a square grid having 81 spaces. Pieces are placed on the intersections of lines, not **in** the spaces.

Goal of the Game

Players try to capture as many of the opponent's pieces as possible.

Playing the Game

In the beginning the board is empty. Each player selects a color.

White takes the first turn.

The player whose turn it is must either
- capture an opposing piece or pieces by jumping over, or if that is not possible,
- bring one of his pieces into play.
Optionally one owned piece may be shifted over one space beforehand.

Jumping

Opposing pieces must be captured via jumping whenever possible. The jump must always be in along a line over a single piece or over an unbroken row of at least 3 opposing pieces and end on a vacant space immediately afterward.

(Note that the pieces to be jumped over are contiguous, not separated by empty spaces as in traditional Checkers/Draughts.)

If further jumps with the same piece are possible, they must be carried out, even if the new jump goes in a different direction.
If at the start of the turn multiple jumps are available, the player is free to select any one of them.

Opposing pieces can be jumped and thereby captured.

It is **not** allowed to jump over exactly 2 opposing pieces.

After each jump the jumped-over opposing pieces are removed and momentarily placed next to the board.

If the opponent in his very next turn also captures pieces, he keeps them if the number of captured pieces for each player differs. Otherwise, these pieces must be given back to the player to whom they belong.

After the opponent has completed his turn, pieces which were placed at the edge of the board are now taken in hand. Each one is worth one point at the end of the game.

Moving and Placement

If none of one's pieces can jump, then the player **may** shift one of them to an orthogonally-adjacent vacant space. Afterwards an owned piece **must** be placed in any empty space.
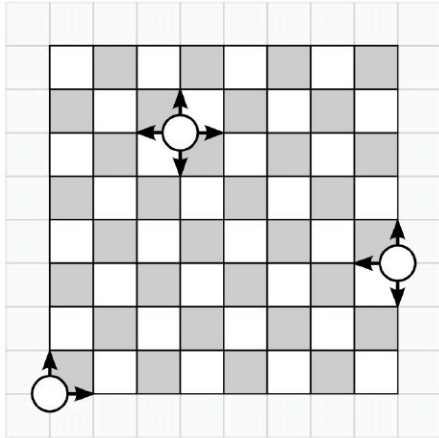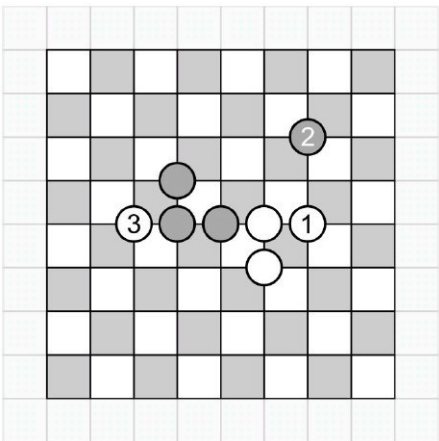
End of the Game

The game ends when either of the players is unable to take a turn.

Any pieces at the board edge can be claimed. Each **captured piece** and every opponent piece on a space which touches the **edge of the board** is counted as 1 point. The player having the higher total wins.
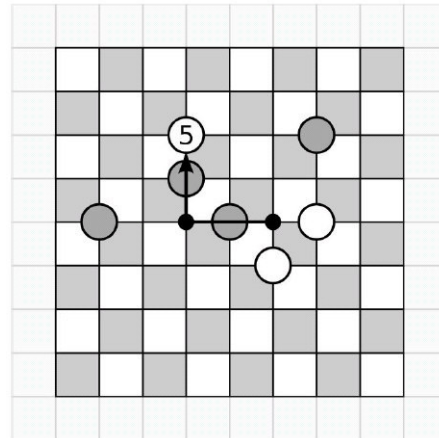
A piece can be shifted 1 space in any orthogonal direction, i.e. along a

White sets up a forced capture in order to prepare his own attack.
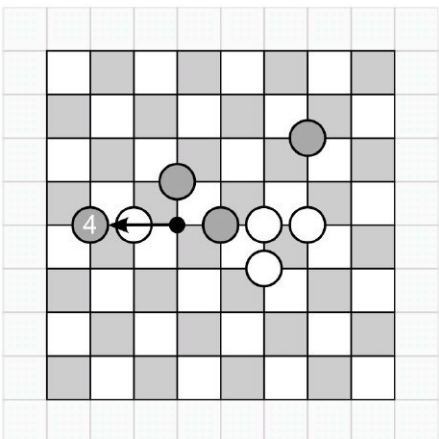
Black is required to capture the new white piece.

White now captures 2 pieces and doesn't have to give them back as Black only managed to capture one piece on his last turn.

For More Information

Alva game rules: Copyright © 2001 Alvydas Jakeliunas

The Designer

Born and living in Lithuania in 1961, **Alvydas Jakeliunas** studies physics and at the moment works as an independent game designer. Since childhood he has modified the rules of existing games and tried to develop his own ideas.

Alva, after ***Packeis am Pol (Hey! That's My Fish!),*** is the second game by Alvydas Jakeliunas to be published in Germany. The latter has sold over 50,000 copies, appeared in 8 languages, and in 2006 was on the Recommended List of the Spiel des Jahres (German Game of the Year) jury as well as a winner of the "Spiele-Hit für Familien 2006" (Game Hits for Families 2006) in Austria.

More information is available on-line at **www.geocities.com/alvaworld/**