
TRAVERSE[®]

Playing Rules

Ages 8 to Adult

Players

TRAVERSE is a challenging game for 2, 3 or 4 players.

Equipment

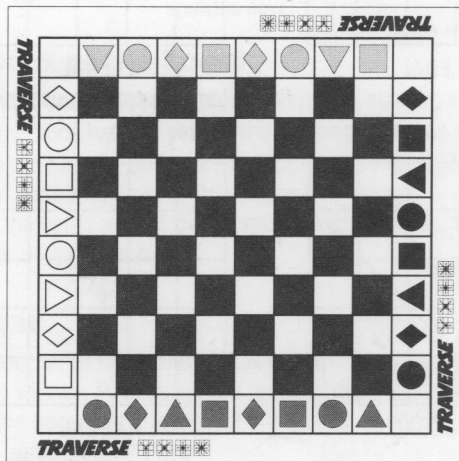
TRAVERSE is played on a square game board with a 12½" x 12½" grid. Each player chooses one color of playing pieces: pink, yellow, orange, or green. Each player has eight pieces of the same color: two squares, two diamonds, two triangles, and two circles.

Object of the Game

The winner of **TRAVERSE** is the first player to move all of his or her pieces from the starting row on one side of the board to the destination row on the opposite side.

Beginning the Game

Players set up their pieces along one side of the board, not including the corners of the board. Diamonds and triangles must point forward. Players arrange their pieces in **any order** within their starting row. See the example below for four players.



Moving the Pieces

The playing pieces move in different directions depending on the shape of the piece. Squares can move only horizontally and vertically. Diamonds can move only diagonally. Triangles can move forward on the diagonals or straight backward. Circles can move in any direction. The movements of the four pieces are shown in the diagrams on the gameboard. Players take turns, moving only one piece each turn. Two pieces cannot occupy the same space. Skipping a turn is not allowed unless a player's piece becomes trapped and no other pieces can be moved. If this happens, the player passes up his or her turn until a legal move can be made.

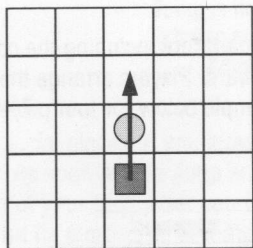
Single Space Moves

In single space moves, pieces can be moved one space only, and only to an empty adjacent space. Remember each piece can move only in its legal directions.

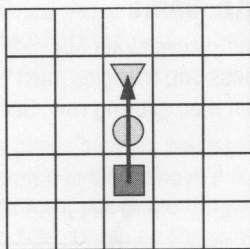
Single Jumps

Players may jump over their own or another player's pieces to move across the board more quickly. However, when players jump a piece, they don't capture it or send it back. Single jumps can be made only in a straight line, over a piece, to an empty space directly on the other side. As with single space moves, a piece can jump only in its permitted directions. A player cannot move one space and then jump on the same turn.

Legal and Illegal Jumps

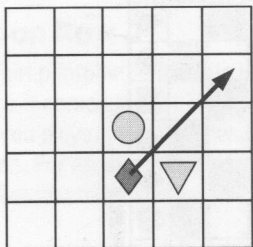


LEGAL



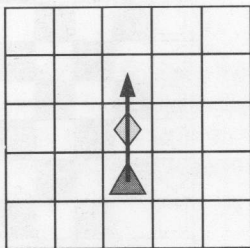
ILLEGAL

Landing space is occupied.



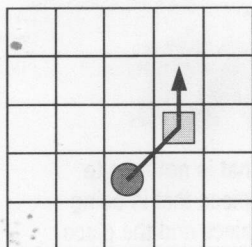
ILLEGAL

Not jumping over a piece, just moving two spaces.

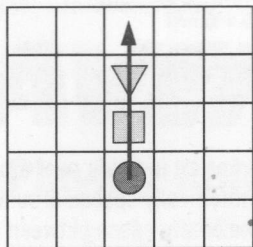


ILLEGAL

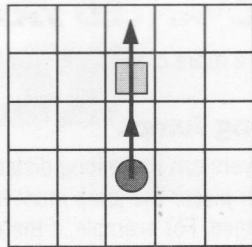
Piece moving in an illegal direction.



ILLEGAL
Jump not in a
straight line.



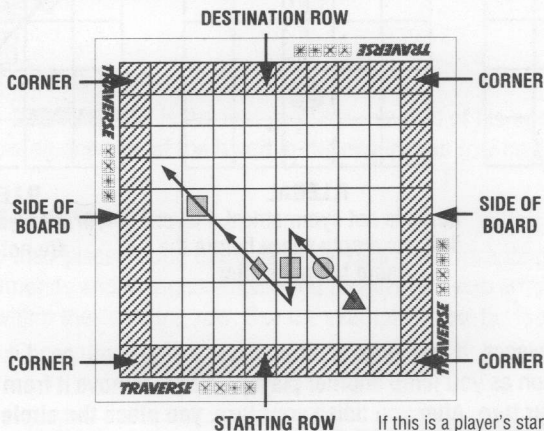
ILLEGAL
Cannot jump two
pieces at once.



ILLEGAL
Cannot move and then
jump in one turn.

Series of Jumps

Players can string together a series of jumps if each individual jump in the series conforms to the rules governing single jumps. The second jump in a sequence of jumps must begin where the first one ended. No single space moves can be inserted at any time during a series of jumps. See the example below.



If this is a player's starting row, the destination row is the row directly opposite.

Corners and Sides of the Board

Normally a piece cannot end a move or a jump within its starting row. The only exception is when that piece has not yet left the starting row (has not entered the area in the middle of the board). However, a piece can be **temporarily** moved onto any of the four sides, including its starting row, or into the corners as long as it is moved out again on the same turn. A piece can move into and out of its destination row or jump along its destination row.

Ending the Game

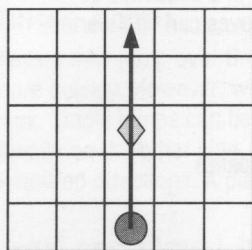
The first player to move all of his or her pieces into the destination row (not including corner spaces) is the winner. Players cannot force a "draw". If one player can indefinitely prevent the opponent's last piece from moving into the destination row by a repetitive blocking action, the game is declared over. The player who was blocked out is declared the winner.

ADVANCED TRAVERSE

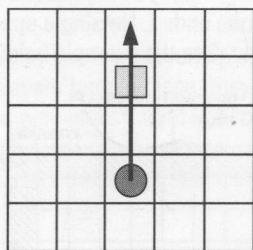
For a more challenging game, add the following:

Long Jumps

Players can make long distance jumps by jumping over a piece that is not next to their piece. The jump must be symmetrically spaced around the piece that is being jumped. For example, if there is one empty space between your piece and the piece you are jumping, then your jump must end with one empty space between the jumped piece and the space in which your piece lands on the other side. Likewise, there can be two empty spaces in a straight line on both sides of the piece that is being jumped, or three. All intervening spaces along the straight line from which the jump begins to the space in which it ends must be empty, with the exception of the piece that is being jumped. Otherwise, all rules governing single and series jumps apply to long jumps. See the examples below.

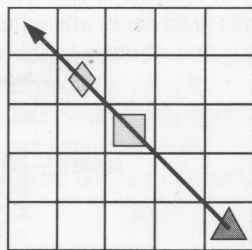


LEGAL



ILLEGAL

Jump is not symmetrical. Player left one empty space before the jump but none after.



ILLEGAL

All intervening spaces are not empty.

The Circles

Circles are special pieces. If you jump another player's circle, you send it back to its starting row. As soon as you jump another player's circle, remove it from the board in the middle of your turn. After you finish your turn, **you place the circle anywhere you choose on its starting row**. If there are no free spaces on the starting row, you place the jumped circle on any legal space you choose on the board. Circles cannot be relocated before they have left their starting row or after they have reached their destination row.

Destination Row

A piece can jump into and out of its destination row or jump along the destination row, but once it comes to rest in the destination row, it cannot be moved again. This rule forces players to plan ahead to bring their pieces into an appropriate finish position. For an *even more* challenging game, allow the **jumped** circles in the destination row to be sent back to their starting row.

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