

Shoulder to Shoulder

People

For 2-3 players

Playtime

about 20 minutes

Material

Board with 114 hexagonal cells
36 pieces (each 12 in red, green and blue)

Publications

1975: Intellect Games

1987: „Solidarity“ Pöppel Revue



An abstract boardgame to think and tactics: The aim is to get all your pieces together into a single connected group, so that each one lies edge-by-edge with at least one other of your own colour.

The board consists of 114 hexagonal cells, 38 each of red, green and blue. The players start by placing eleven of their pieces on the edge cells of their own colour and the twelfth on the home cell of the same colour. There are two different types of move: the straight and the squeeze. A straight move is one that follows a straight line, crossing at right angles over the edges of adjacent cells. The squeeze is a short move that can only be made by a piece occupying a cell of your own colour. In this case you can move it to any one of the nearest vacant cells of the same colour (your own), by making it exit from one corner of the cell and travel along a single edge until it reaches the next cell of the same colour. The game ends when one player was able to form all his pieces to a single connected group. But that's not quite easy. In case of failure, ensure that your own pieces form as few connected groups as possible.

