

GO WITH THE FLOE

A board game for 2 players by **Phil Leduc**

Go with the Floe is a two-player abstract chase game between predatory polar bears and slippery seals. The seal player wants to isolate the seals beyond the reach of the pursuing polar bears. The polar bear player wins if both seals are caught, otherwise the seal player wins.

Components

- Modified 8 x 8 board with 52 ice spaces
- 2 black seal tokens and 2 white polar bear tokens.



- 50 hole-in-the-ice discs

Game play

Starting with the Black player, players take turns moving one of their tokens. A player may pass a turn only if he or she has no legal move.

Either player's tokens can:

Move one or two empty spaces in any one direction, like a range-restricted chess queen, or

Move by jumping over *one* adjacent ring marker in *any* direction into an empty space, as in checkers but without capturing or multiple jumps.

Capturing

Only White may capture an opponent's token and this can only be done from an adjacent space, like a chess king. On capturing, *both the white and black tokens* are removed from play leaving the capture space empty.

After moving or capturing, the moving player places a ring marker on the moving token's starting space and any empty space *passed over*.

Setup

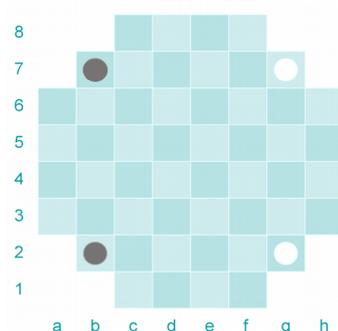


Fig. 1 Initial Setup. We use circles to depict the seal and bear tokens.

Discs

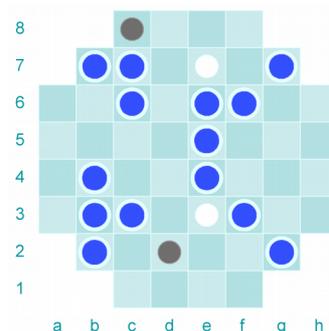


Fig. 2 Tokens leave a trail of discs as they leave or move across empty spaces.

Polar Bear Movement

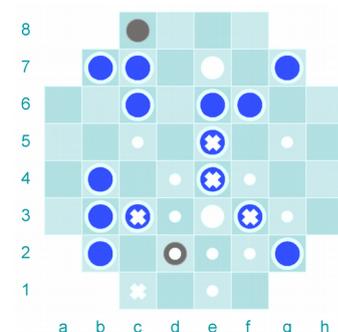


Fig. 3 The White token at e3 can move to spaces containing a small dot. Moving to d2 captures one of the Black tokens. Moving to g3 is a jump over a disc. Tokens cannot end movement in a space marked with a disc.

Seal Movement

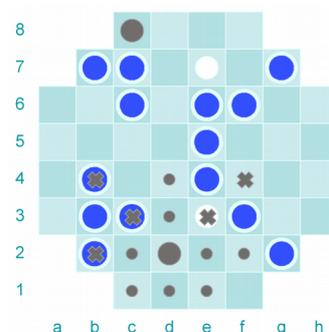


Fig. 4 The endangered Black token at d2 can move to one of the spaces containing a small dot. The Black token cannot capture or jump over the White token at e3.

The game ends when one of the following occurs:

- The White player captures both Black tokens. White wins.
- The Black player has one token isolated which cannot be captured. Black wins. See *Seal Isolation* below.
- If both players pass on consecutive turns. Black wins.

Seal Isolation

A seal is isolated if all the spaces at a distance of one or two are occupied by hole-in-the-ice rings. If only the adjacent spaces are occupied by hole-in-the-ice rings, the seal is at least temporarily safe from capture. The requirement *to move if possible* may force the seal off the safe space if one of the spaces at a distance of two is empty. A patient polar bear can sometimes use this to its advantage.

Match Play

It is recommended that players play two games and swap roles. After each game, the winning player scores the number of empty spaces left on the board. Whichever player has the highest score after two games wins. Of course, tied scores are possible. Why not play one more game?

