



A board game for 2 players by **Néstor Romeral Andrés**

INTRODUCTION

Vault is an abstract game in which each player tries to reach the opponent's back rank. *Vault* is named after *pole vaulting*, which is a track and field event in which a person uses a long, flexible pole as an aid to jump over a bar. *Vault* is a derivative of *Onager*, by the same designer, and uses a variation of its jumping mechanism (also present in *Billabong*, for example) that allows multiple directions to be used. It's like vector movement but without acceleration. Unlike *Onager*, *Vault* only works well on a square grid, as jumping directions are difficult to visualize in a hexagonal grid.

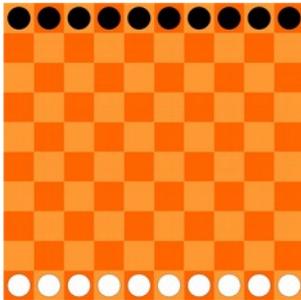
MATERIAL

- A square grid with an even number of cells. Preferably checkered for clarity, but this is not mandatory. The nestorgames edition uses a 10x10 board.
- As many white and black pawns as the number of cells per side.

Note: the new board is 4-coloured so the jumping pieces always end up in a space of the same colour as the starting space. This notably increases the clarity of the game.

SETUP

Each player has an allocated colour (*Black* or *White*). Fill your nearest row with pawns of your colour (one per cell).

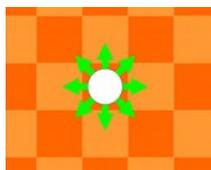


HOW TO PLAY

White starts. Players alternate turns during the game until the victory condition is reached. On your turn, **either walk or jump** with *one* of your pawns.

Walk

Move **one** of your pieces to an adjacent **empty** space as a King in Chess.

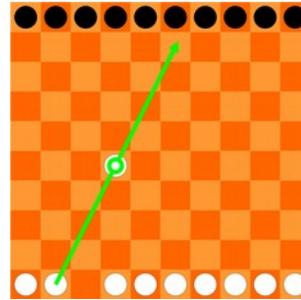


Examples of valid walks for the White pawn.

Jump

In order to jump, chose 2 friendly pieces. One of the pieces then jumps over the other piece in the direction defined by both pawns, landing on a space beyond that is at a distance equal to the distance between the two friendly pieces before the jump was made (like a mirror). Notice that jumping is not restricted to orthogonal or diagonal directions.

The landing space must be either empty or occupied by an enemy piece, which is then captured and removed from the game. A piece cannot land on a friendly piece. Pieces cannot land outside the board.



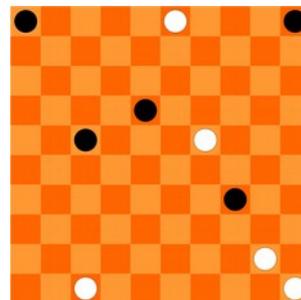
Example of a legal jump.

Notice that the spaces between the jumping pawn and the landing space don't need to be empty. Also, captures can only be made by jumping.

Note: Thanks to the checkered pattern of the board, the starting and landing spaces will always be of the same tone.

GAME END

If at the *start* of your turn you have at least one piece on your opponent's back rank then you have won.



Example of a game won by White

If the above condition is not reached and you can't make a legal movement at the start of your turn, you lose. This rarely happens. Players may agree on a draw at any moment during the game.

NOTES FROM THE DESIGNER

This is intended to be the simplest game that uses this jumping mechanism. I've decided not to use neither *Onager's* stacking mechanism (in order to make it simpler for turn based online play and also playable with non-stacking pieces) nor the multiple jump (as it would be almost impossible to think ahead in this case).