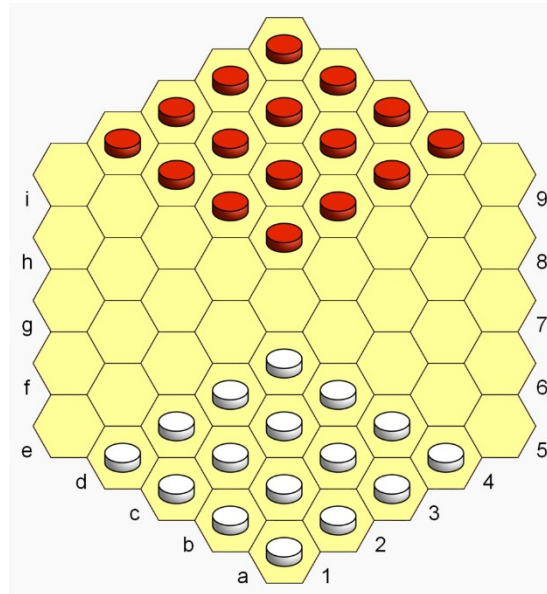


Rules of HexDableo



HexDableo is an abstract strategy game for two players invented in April 2026 by Peter Michaelsen. It is inspired by Christian Freeling's draughts (checkers) variant **HexDame** from 1979 and, to a lesser degree, by Freeling's draughts variant **Dameo** from 2000. However, the objective of the game, as well as some other features, is borrowed from a variant of the North Scandinavian war game named **Dablo** in the Sámi language. Like HexDame, HexDableo is played on a hexagonal board consisting of 61 cells with each player having 16 men in the initial setup as shown.

Rules:

- The player with the lighter pieces moves first. Then turns alternate.
- The pieces, called *men*, can only move forward (three directions) to an adjacent square.
- In addition, men can jump forward over one or more adjacent men of the same color in a straight line, as long as the cell at the front of the line is free.
- When a man reaches the last row on the opposite side of the board, it is *crowned* or promoted to a king (nine promotion

cells for each player). However, if a man reaches the last row while jumping and can jump more pieces backward, it does not promote and continues jumping as a man.

- A king can move in all six directions, but only to an adjacent cell.
- If a player who has crowned a man to a king, succeeds to promote other pieces, these are promoted to princes. A prince moves like a king, that is in all six directions.
- A king has the privilege that it can only be captured by another king. A prince has the privilege that it can only be captured by the opponent's king or prince.
- Capturing involves jumping over enemy pieces and removing them from the board. All pieces, including kings and princes, capture an adjacent piece by a short jump to an empty cell directly beyond the captured piece. (Six possible directions). Captures are mandatory for men, but only optional for royal pieces.
- Multiple successive captures in a single turn must be made if, after each jump, there is an unoccupied cell immediately beyond another enemy piece. The active player must play with the piece that can capture the maximum number of pieces, if there is a choice.
- A jumped piece is removed from the board at the end of the turn. For a multi-jump move, captured pieces are not removed during the move; they are removed only after the entire multi-jump is completed.
- The same piece may not be removed more than once.
- A player wins the game if he captures the enemy king or all the opponent's other pieces, so that only the king is left. He also wins if his opponent has no valid move, because his pieces are obstructed from moving by opponent pieces.
- A game is a draw if neither player can win the game.
- A game is considered a draw when the same position is repeated three times by the same player (not necessarily consecutively).