

# **halma Spielanleitung / Spielregeln**

Brettspielnetz.de Team  
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# Inhalt

Halma Spielregeln.....	1
Object of the board game.....	2
Beginning of the board game.....	3
Moving of the stones.....	4
End of the board game.....	5
Strategy.....	6
The 50 moves rule.....	7
Rules for a draw.....	8

# Halma

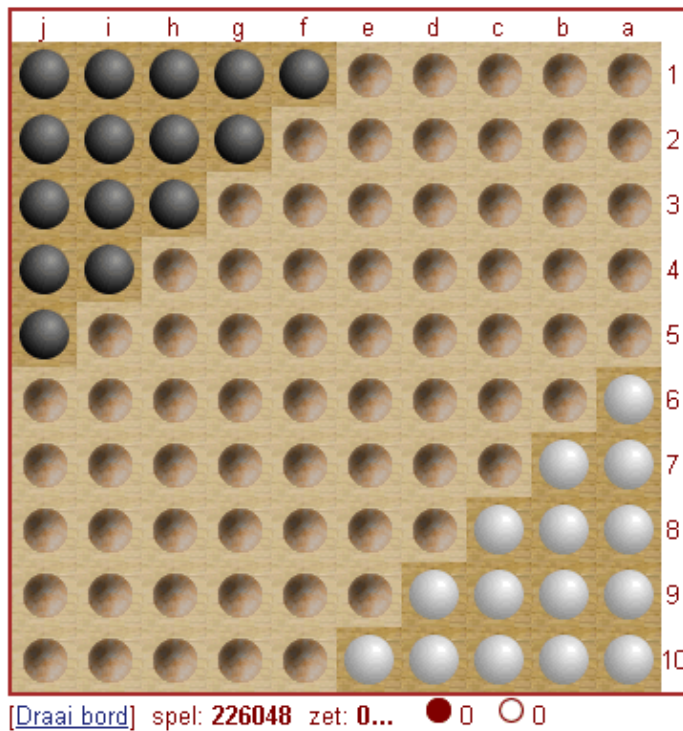
## Spielregeln

# Object of the board game

Halma (also called Chinese Checkers) on Brettspielnetz.de, is played with two players on a 10x10 board. The goal of each player is to take over the opponent's camp on the other side with your own stones. You do not use the same strategy as when you play checkers; you just jump over the stones. It does not matter which stones you jump over, it can either be yours or your opponents. You are even allowed to jump over several stones after each other. The name says it all; Halma is Greek for 'jump'.

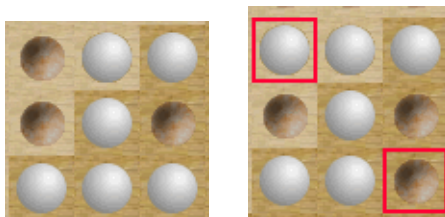
# Beginning of the board game

At the beginning of the board game, each player has 15 stones in his own camp (bottom right on the field). The camp is shown is a dark colour.

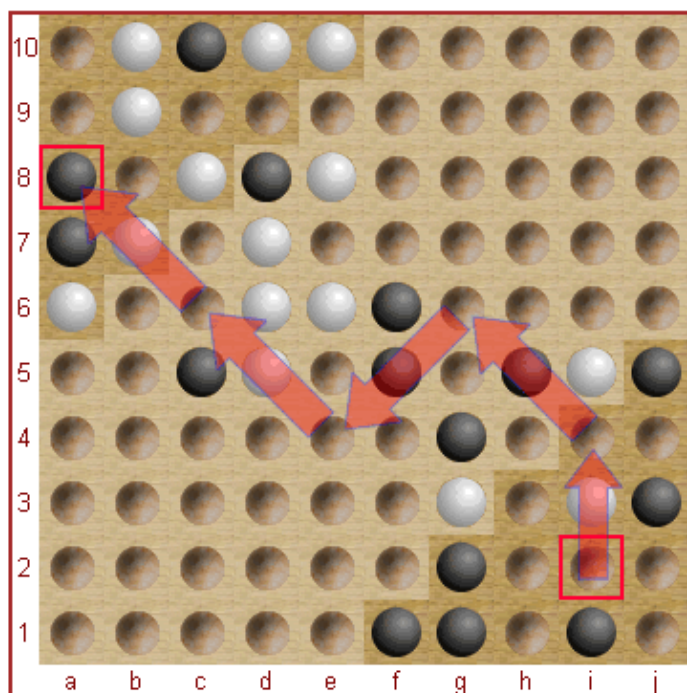


# Moving of the stones

On each turn, you can move one of your stones (you always move them to an empty space). The moving can be done in all directions (horizontally, vertically and diagonally). A stone can also jump over neighbourly stones (either your own or your opponents), as long as the stone will land on an empty space. In the example below, white is jumping.



A jump can also be made in each direction; horizontally, vertically or diagonally. A stone can make more than one jump in one turn; this makes it possible to jump over the whole field. To do this, you simply click the next place that you want to go to after each jump. In contradiction to checkers, the stones do not disappear from the field.

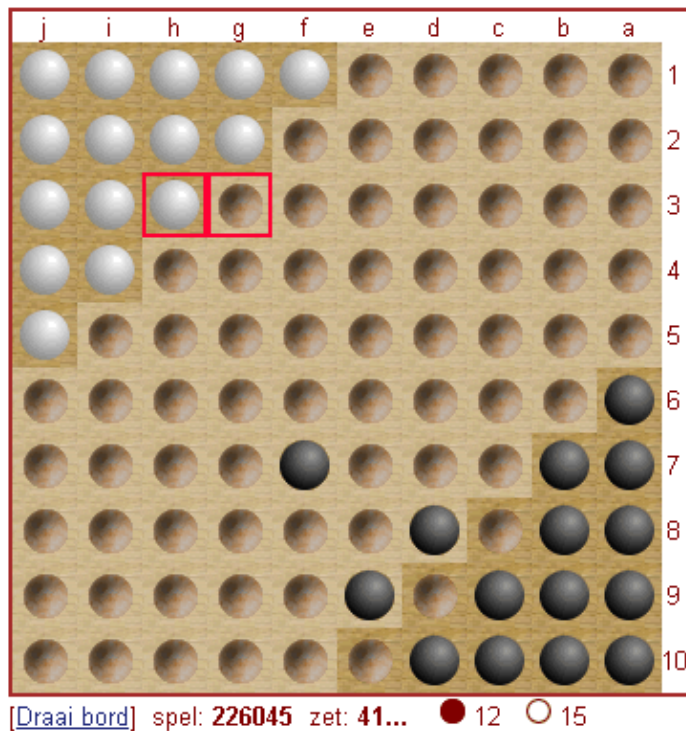


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In Halma, jumping is not compulsory. And when you did jump and there are other jumps possible, but you want to stop anyway, you can.

# End of the board game

The board game is finished when one player managed to move all his stones in the opponent's field. As shown below, white has moved all his stones in blacks field, and therefore white has won.



# Strategy

The goal of Halma is to get your stones in the corner of your opponent as fast as you can. You can achieve this by creating a line of stones, which you can jump over in every move. But be careful... your opponent can use the same line.



# The 50 moves rule

To prevent someone to keep his own stones in his own camp, and by that making it impossible for his opponent to place his stones in that camp, your own camp (and your opponents camp) needs to be empty after 50 moves. If you do not do this, you lose. Also, when you replace one of your own stones in your own camp after 50 moves, you will automatically lose. When both players do not have an empty field after 50 moves, there will be a draw.

# Rules for a draw

Some board games end undecided; the game ended in a draw. Both players cannot win anymore, unless the opponent makes a mistake. It is not allowed to wait for this mistake by playing the board game endlessly. Officially, the game ends in a draw when there have been three exactly the same positions, and more than 51 moves have been made. This will not be automatically detected by Brettspielnetz.de. You can claim a draw by contacting the admins. Note your opponent, the number of the game and the message "I am planning to , which creates three of the same positions. Therefore I claim a draw". We will check your claim and when it is valid, we will approve a draw. Do not make the move yourself! If you continue the game yourself, you will not have the right to claim a draw anymore.