

# HALMA

**Age:** Adults and older children

**No. of players:** 2-4

**Equipment:** Two players – 19 counters each

Three players - 13 counters each

Four players – 13 counters each

**Time:** 15 minutes+

**Aim:** To be the first player to move all their counters to the opposite camp.

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**Rules:**

1. Each player chooses a 'camp' (corner of the board). If there are two players, they each place 19 counters in the top left and bottom right 'camps', using the dark and light squares. 3-4 players place 13 counters each in their 'camp' using only the dark squares.
2. Players choose who will go first.
3. Each player takes turns to move one counter one square in any direction (backwards, forwards, sideways, diagonally).
4. Players can jump over any other counter (either your own or an opponent's) onto a vacant square, similar to Draughts and Chinese Checkers. Counters are not removed.
5. The aim is to move all of your men from your camp to the camp on the opposite corner of the board. Building a ladder of men can help you make multiple jumps across the board, but they can also help your opponents to move their own men.
6. The first player to get all their men to the opposing camp wins the game.

