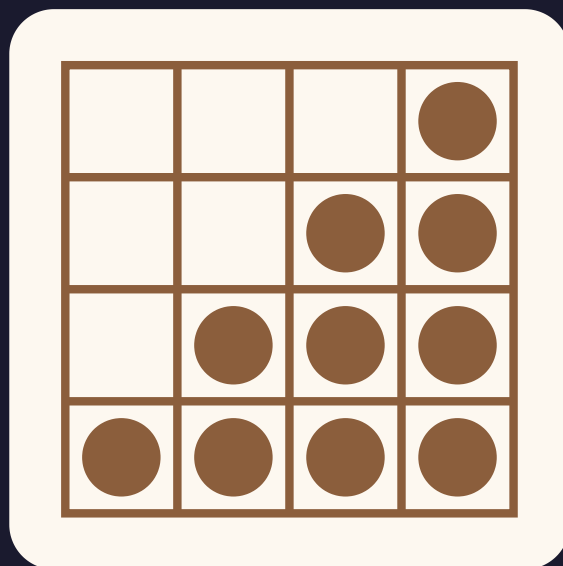




HALMA

VARIANT LIBRARY

Race your pieces across the board before your opponent

2

VARIANTS

2-4

PLAYERS

8+

AGE

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VARIANT LIBRARY

Halma is an abstract strategy race game invented in 1883 by George Howard Monks, an American surgeon in Boston. Played on a 16×16 checkered board, each player occupies a triangular corner camp and races all their pieces to the diagonally opposite camp. Pieces may step to any adjacent square or chain-hop over any adjacent piece without capturing.

This library includes 2 playable variants.

- ♦ [Standard 2-Player](#) — 19 pieces per player on a 16×16 board, two opposing corner camps
 - ♦ [Standard 4-Player](#) — 13 pieces per player, one camp in each of the four corners
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HALMA · VARIANT 1 OF 2

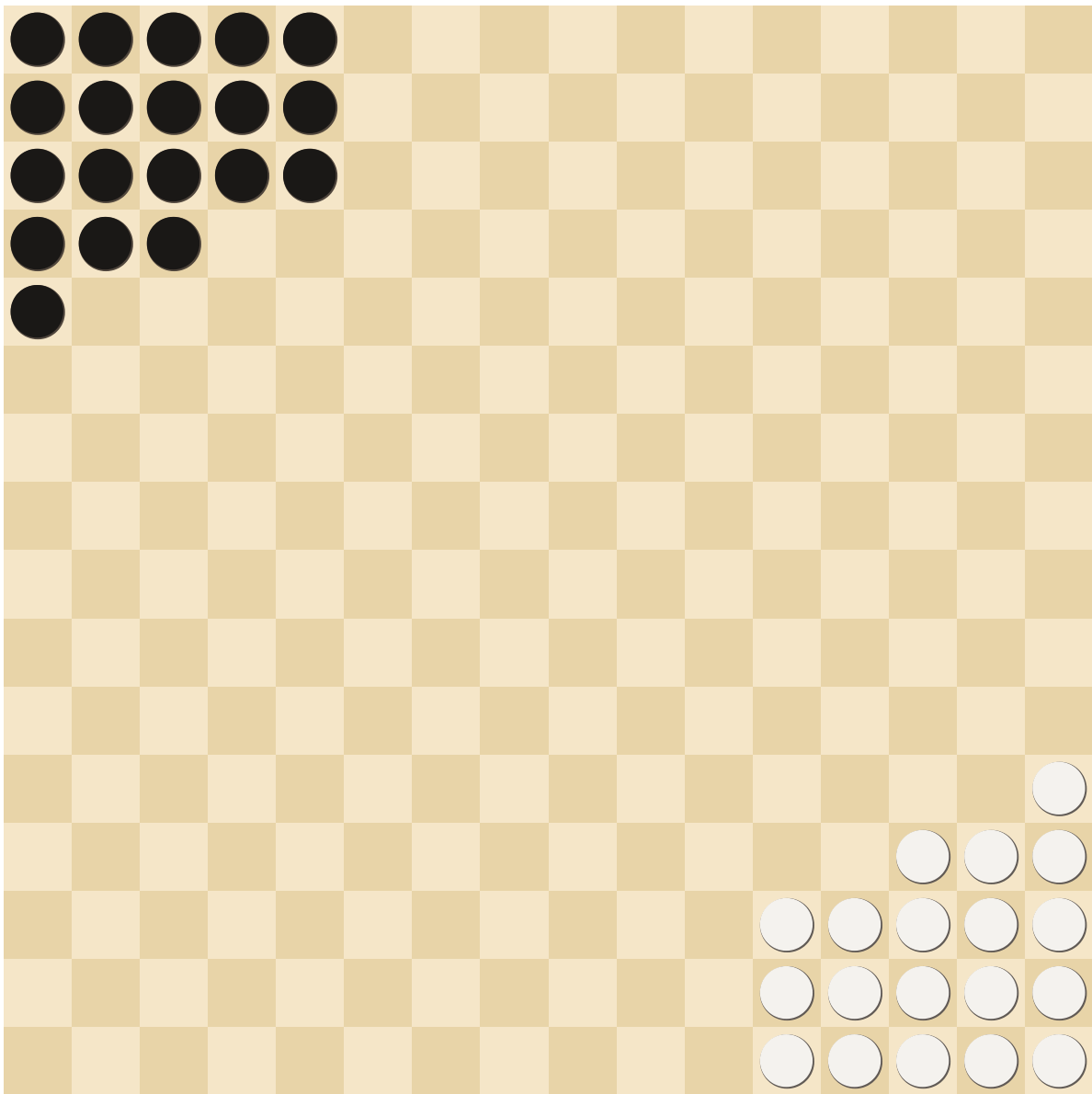
Standard 2-Player Halma

16×16
BOARD

2
PLAYERS

STANDARD 2-PLAYER HALMA

Halma was invented in 1883 by George Howard Monks in Boston, and inspired other games such as Chinese Checkers.



Halma — 2-player starting position

<https://engine.moddable.games/play/?game=halma&variant=standard-2p>

SETUP

Board: 16×16 checkered board, columns A–P (left to right), rows 1–16 (bottom to top).

Pieces: 19 pieces per player in two distinct colours.

Camps: Each player begins with all pieces filling their corner camp — a staircase-shaped triangular region in one corner of the board. The camps are in diagonally opposite corners.

Player 1 camp (bottom-right corner):

COLUMN	ROWS OCCUPIED
P (16)	1–5
O (15)	1–4
N (14)	1–4
M (13)	1–3
L (12)	1–3

Player 2 camp is the mirror image in the top-left corner (columns A–E, rows 12–16).

First move: Decide by mutual agreement or lot.

MOVEMENT

On each turn a player moves one piece. A piece may:

- ♦ **Step:** Move to any adjacent square in any of the eight directions (orthogonal or diagonal), provided the destination is unoccupied.
- ♦ **Hop:** Jump over any adjacent piece — your own or your opponent’s — to the vacant square immediately beyond it in the same direction. The hopped piece is not removed.
- ♦ **Chain hop:** After a hop, the same piece may continue hopping over further adjacent pieces in any direction, as many times as the player wishes. A player may stop a chain at any point.

A player must move on every turn. A piece may step or hop but not both in the same turn.

CAMP RULE

Once a piece has entered the opponent’s camp, it may not leave. A piece that would move out of the opponent’s camp is not permitted to do so.

WINNING

The first player to fill the opponent’s corner camp entirely with their own pieces wins.

If the opponent’s camp is partially occupied by the opponent’s own pieces that have not moved, those squares are still available targets; the game continues until the entire camp is filled by the winner’s pieces.

ATTRIBUTION

Halma. Invented 1883, George Howard Monks, Boston. Public domain. Rules confirmed from Ludeme/Ludii (Maastricht University game research library) and Atvriders/cards-and-such halma-quiz (independent rules confirmation). Piece count independently confirmed by jeromydarling/heritage-parlor.

HALMA · VARIANT 2 OF 2

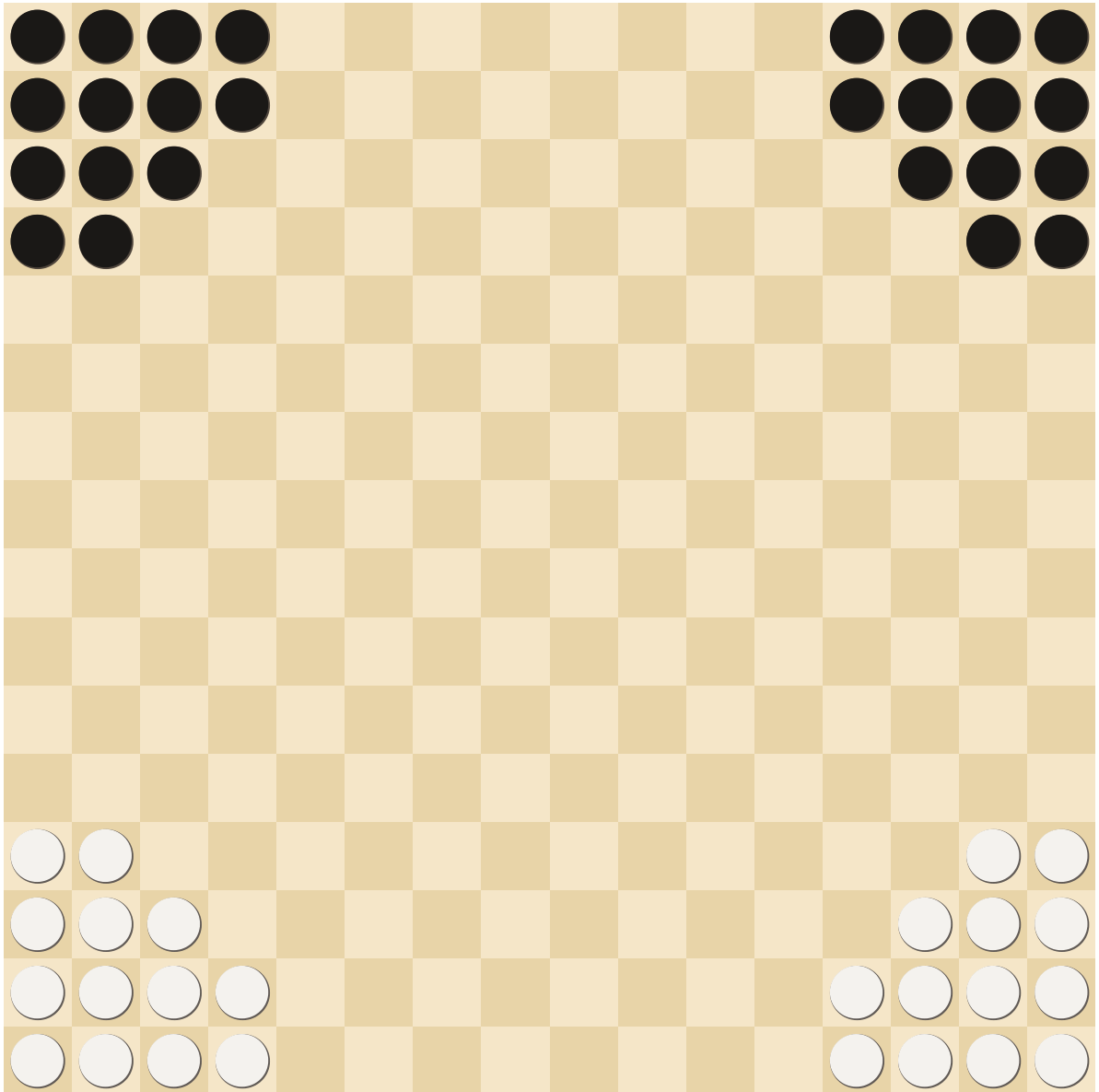
Standard 4-Player Halma

16×16
BOARD

4
PLAYERS

STANDARD 4-PLAYER HALMA

The four-player form of Halma uses all four corner camps on the same 16×16 board, with 13 pieces per player.



Halma — 4-player starting position

<https://engine.moddable.games/play/?game=halma&variant=standard-4p>

SETUP

Board: 16×16 checkered board.

Pieces: 13 pieces per player in four distinct colours.

Camps: Each of the four corners holds one camp. The 13-piece camp occupies a smaller staircase shape than the 2-player camp:

COLUMN (FROM CORNER EDGE)	ROWS OCCUPIED (FROM EDGE)
Edge column	4 squares
Next column inward	4 squares
Next column inward	3 squares
Next column inward	2 squares

Each player places all 13 pieces in their assigned corner camp. Players take the four corners; each player’s goal camp is the diagonally opposite corner.

First move: Decide by mutual agreement or lot; play proceeds clockwise.

MOVEMENT

Movement rules are identical to 2-player Halma:

- ♦ **Step:** Move to any adjacent unoccupied square in any of the eight directions.
- ♦ **Hop:** Jump over any adjacent piece — own or any opponent’s — to the vacant square immediately beyond. The hopped piece is not removed.
- ♦ **Chain hop:** Continue hopping from the landing square in any direction. A player may stop a chain at any point.

A piece may step or hop but not both in the same turn.

CAMP RULE

Once a piece has entered the destination (diagonally opposite) camp, it may not leave.

WINNING

The first player to fill the diagonally opposite corner camp entirely with their own 13 pieces wins.

TEAM PLAY (OPTIONAL)

With four players, two teams of two may be formed: players at diagonally opposite corners form a team. Each player moves their own pieces only. The team wins when both players have each filled their respective opposite camp. Partners may use each other’s pieces as stepping stones for hops.

ATTRIBUTION

Halma. Invented 1883, George Howard Monks, Boston. Public domain. Rules confirmed from Ludeme/Ludii (Maastricht University game research library) and jeromydarling/heritage-parlor (independent rules and piece count confirmation).