



STERN-HALMA

VARIANT LIBRARY

Race across the star board to claim the opposite point

5

VARIANTS

2-6

PLAYERS

8+

AGE

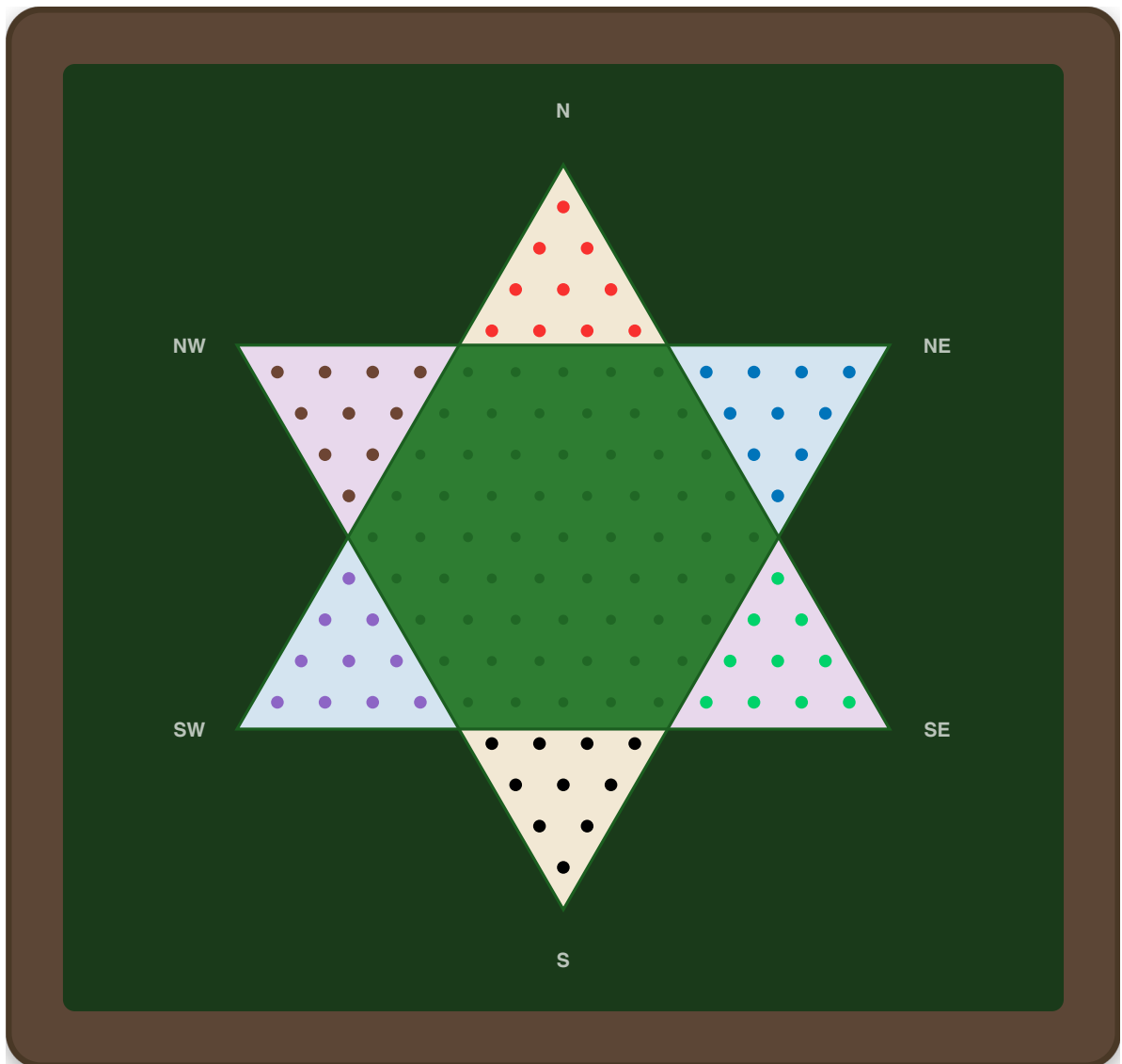
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OVERVIEW

Stern-Halma originated in Germany in 1892 as a variation of the older American game Halma. It supports two to six players and is played on a six-pointed star board with 121 holes. Each player fills one triangular arm with 10 pieces and races to move them all into the opposite arm.

The game is also widely known as Chinese Checkers, though it has no connection to China or to Checkers.

THE BOARD



Stern-Halma — six-pointed star board, 121 holes

<https://engine.moddable.games/play/?game=stern-halma&variant=standard-6p>

The board is a six-pointed star formed by two overlapping equilateral triangles. It contains 121 holes:

- ♦ **6 triangular arms**, each with 10 holes arranged in four rows of 4, 3, 2, 1 (outermost to innermost)
 - ♦ **Central hexagonal play area** with 61 holes
-

The arms point to six compass directions: N, NE, SE, S, SW, NW.

VARIANTS

- ♦ [Standard 2-Player](#) — N vs S arms, 10 pieces each. The foundational form.
 - ♦ [Standard 3-Player](#) — N, SE, SW arms (alternating). Each player crosses to the opposite arm.
 - ♦ [Standard 4-Player](#) — NE, SE, SW, NW arms (diagonal pairs). N and S remain empty.
 - ♦ [Standard 6-Player](#) — All six arms occupied. Maximum congestion in the centre.
 - ♦ [Super Chinese Checkers](#) — Extended hop rule: pieces jump multiple empty spaces symmetrically across a hurdle.
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ATTRIBUTION

Stern-Halma. Originated in Germany, 1892. Public domain. Rules confirmed from ezekeal/bgg-get (BGG entry for Sternhalma) and Lehi-Innovation/boardgame-rules (independent jump-rule audit confirming chain hops, no forced jump, no capture). Board dimensions (121 holes, 6 × 10-hole arms, 61-hole centre) confirmed from mastersofgames.com and Wikipedia.



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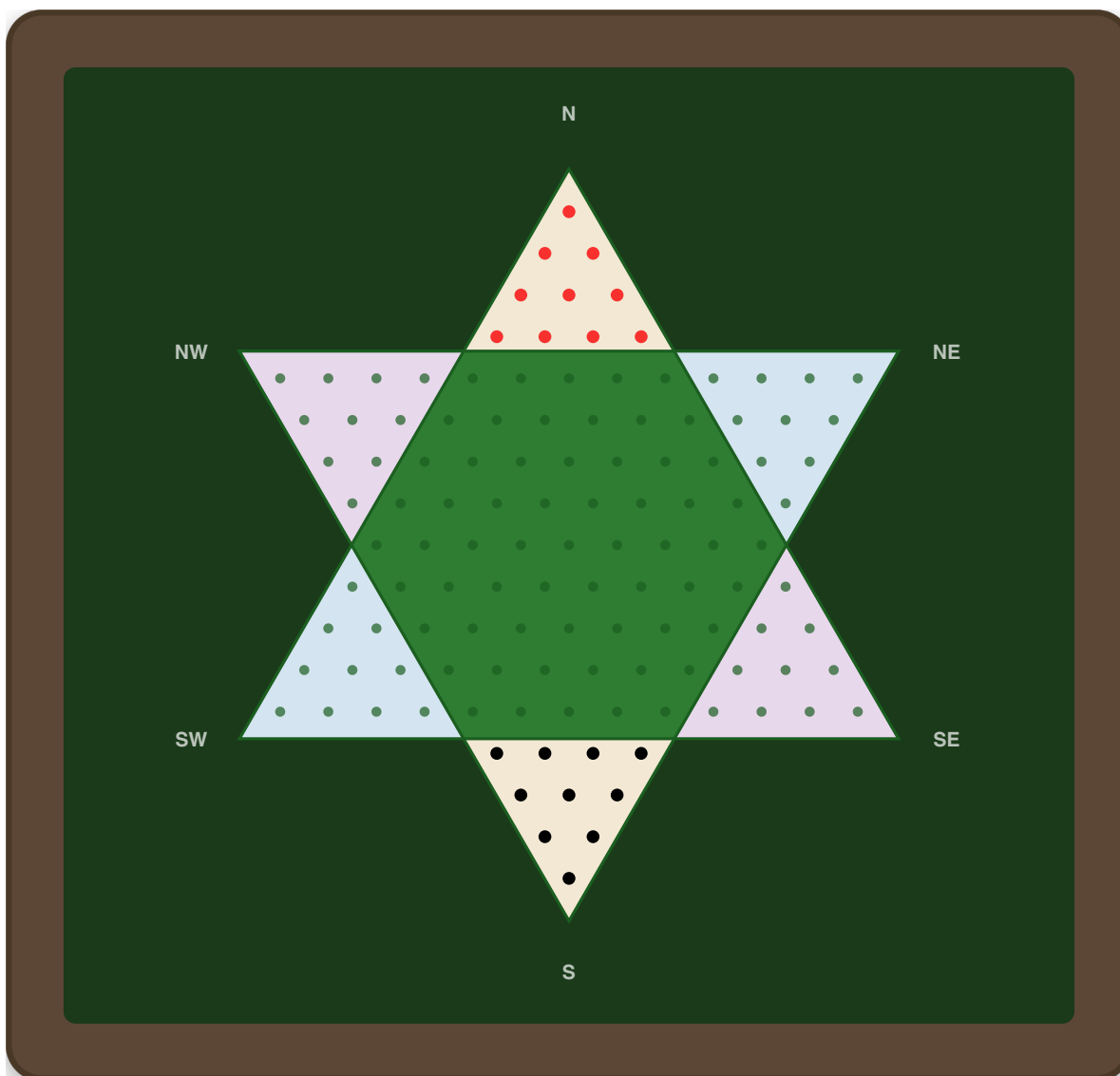
STERN-HALMA · VARIANT 1 OF 5

Standard 2-Player Stern-Halma

6-pointed star (121 holes)
BOARD

2
PLAYERS

STANDARD 2-PLAYER STERN-HALMA



Standard 2-Player Stern-Halma — starting position

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

The classic two-player configuration. Each player occupies one triangular arm and races to fill the opposite arm.

SETUP

Board: Six-pointed star, 121 holes total. Six triangular arms (10 holes each) surrounding a central hexagonal area (61 holes).

Pieces: 10 per player in distinct colours.

Camp assignment:

PLAYER	STARTING ARM	GOAL ARM
Player 1	N	S
Player 2	S	N

Each arm's 10 holes are arranged in rows radiating from the tip: 1, 2, 3, 4 (innermost row nearest the centre).

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

MOVEMENT

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

- ♦ **Step:** Move to any adjacent hole in any of the six grid directions, provided it is empty.
- ♦ **Hop:** Jump over any adjacent piece (own or opponent) to the empty hole immediately beyond in the same line.
- ♦ **Chain hop:** After a hop, the same piece may continue hopping in any direction. Direction may change between hops. A player may stop at any point.

Hops are never forced. Jumped pieces are never removed.

CAMP RULE

Once a piece enters the destination arm, it should remain there. By traditional agreement, a piece in the goal arm may not be voluntarily moved out.

WINNING

The first player to place all 10 pieces in the opposite arm wins.

ATTRIBUTION

Stern-Halma. Originated in Germany, 1892. Public domain. Rules confirmed from mastersofgames.com, Wikipedia, and BGG.

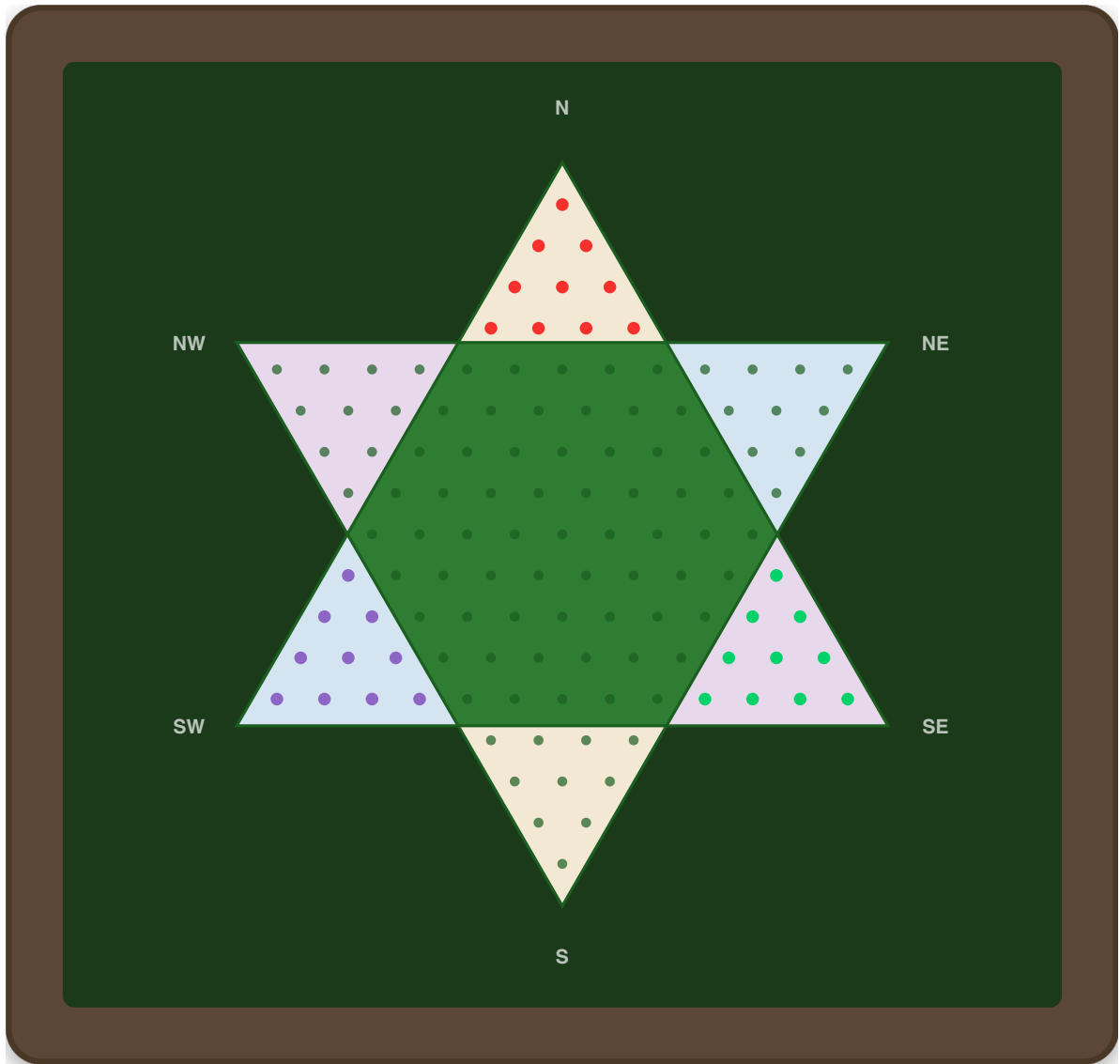
STERN-HALMA · VARIANT 2 OF 5

Standard 3-Player Stern-Halma

6-pointed star (121 holes)
BOARD

3
PLAYERS

STANDARD 3-PLAYER STERN-HALMA



Standard 3-Player Stern-Halma — starting position

<https://engine.moddable.games/play/?game=stern-halma&variant=standard-3p>

Three players occupy alternating arms of the star, leaving three arms empty.

SETUP

Pieces: 10 per player in distinct colours.

Camp assignment:

PLAYER	STARTING ARM	GOAL ARM
Player 1	N	S
Player 2	SE	NW
Player 3	SW	NE

Arms NE, S, and NW begin empty.

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

MOVEMENT

Identical to 2-player rules: step, hop, or chain-hop in any of the six grid directions. Jumped pieces are never removed.

CAMP RULE

Once a piece enters the destination arm, it should remain there by traditional agreement.

WINNING

The first player to place all 10 pieces in the opposite arm wins.

ATTRIBUTION

Stern-Halma. Originated in Germany, 1892. Public domain. Rules confirmed from mastersofgames.com, Wikipedia, and BGG.

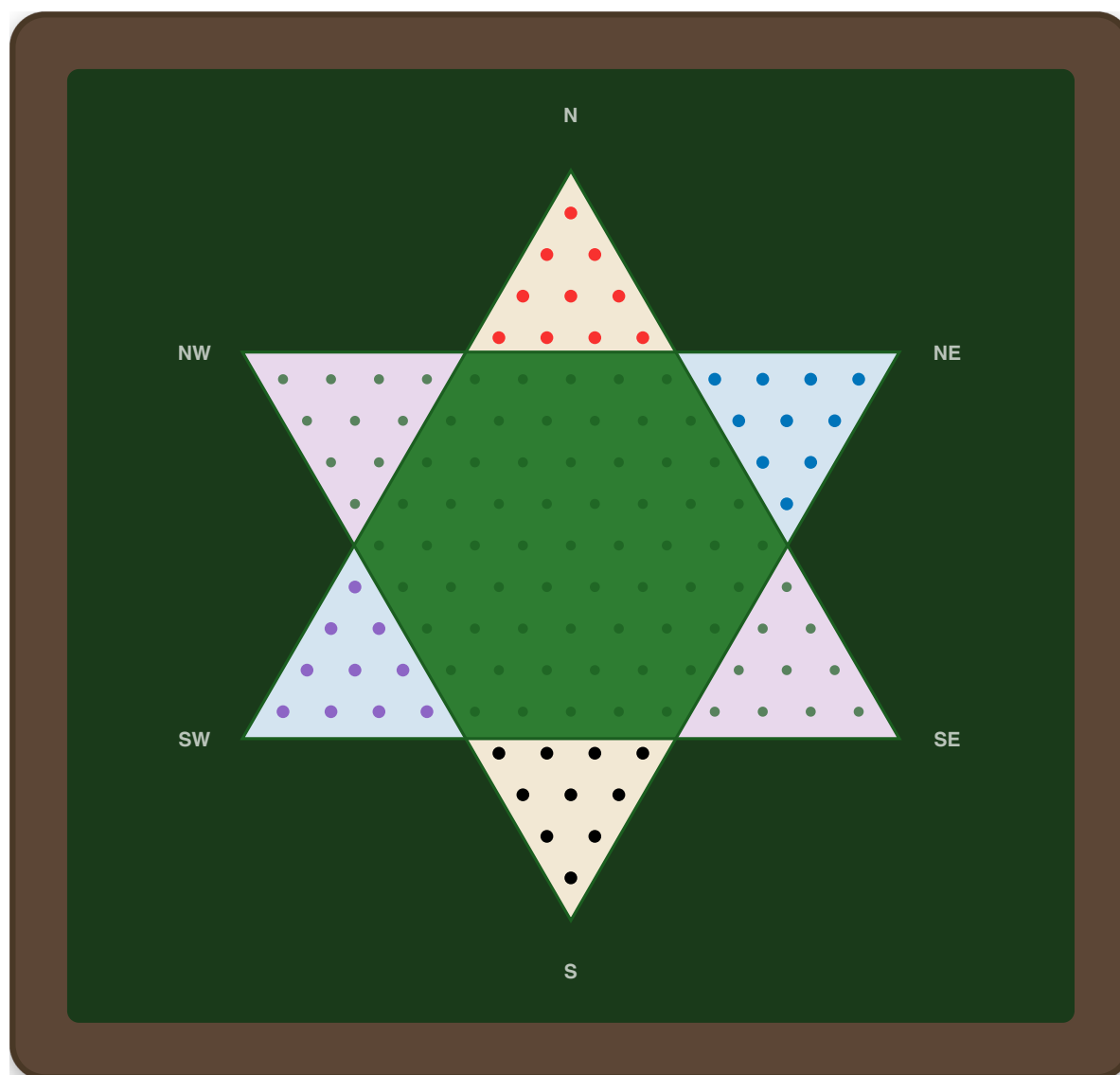
STERN-HALMA · VARIANT 3 OF 5

Standard 4-Player Stern-Halma

6-pointed star (121 holes)
BOARD

4
PLAYERS

STANDARD 4-PLAYER STERN-HALMA



Standard 4-Player Stern-Halma — starting position

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

Four players occupy the diagonal arms, leaving the N and S arms empty.

SETUP

Pieces: 10 per player in distinct colours.

Camp assignment:

PLAYER	STARTING ARM	GOAL ARM
Player 1	NE	SW
Player 2	SE	NW
Player 3	SW	NE
Player 4	NW	SE

Arms N and S begin empty.

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

MOVEMENT

Identical to 2-player rules: step, hop, or chain-hop in any of the six grid directions. Jumped pieces are never removed.

CAMP RULE

Once a piece enters the destination arm, it should remain there by traditional agreement.

WINNING

The first player to place all 10 pieces in the opposite arm wins.

ATTRIBUTION

Stern-Halma. Originated in Germany, 1892. Public domain. Rules confirmed from mastersofgames.com, Wikipedia, and BGG.

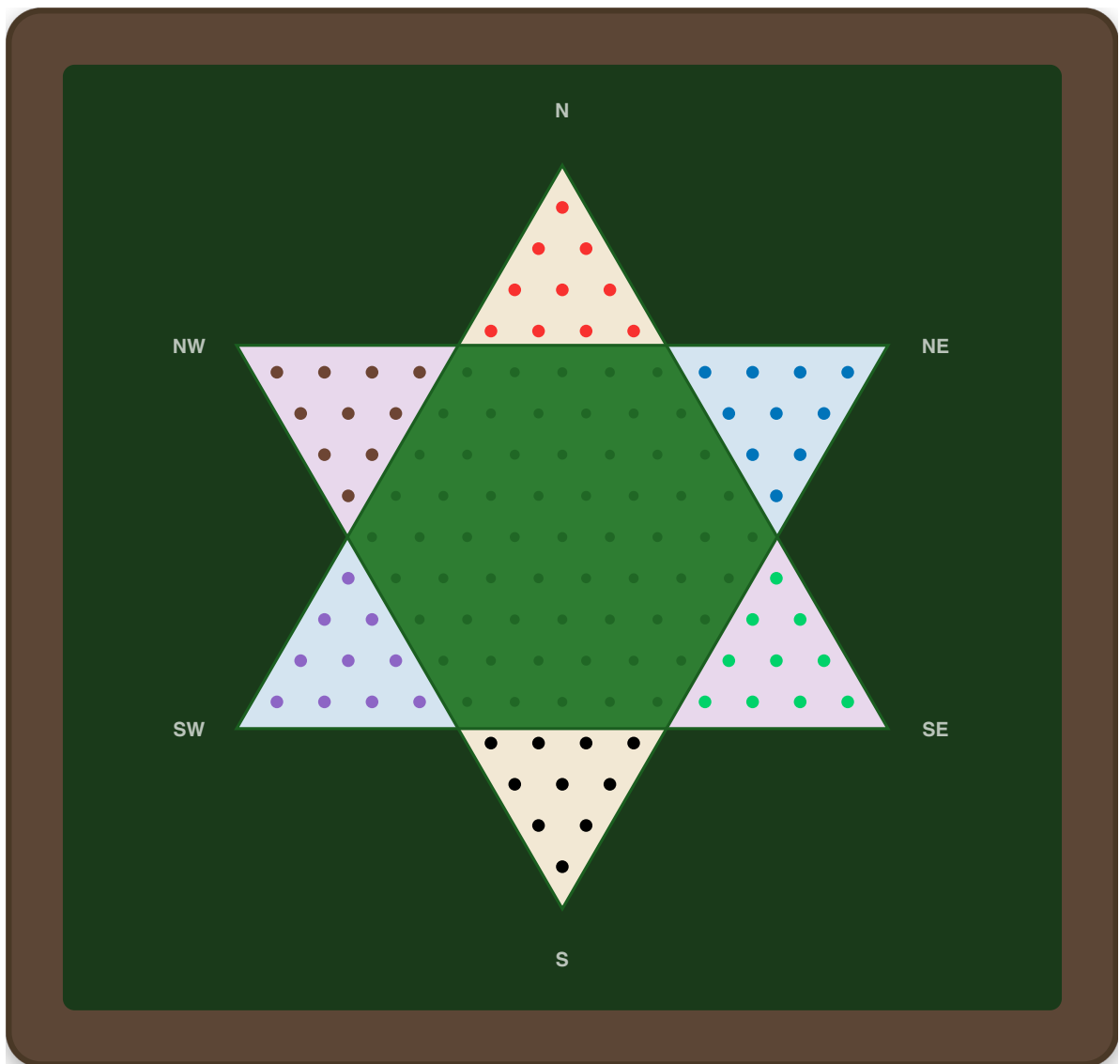
STERN-HALMA · VARIANT 4 OF 5

Standard 6-Player Stern-Halma

6-pointed star (121 holes)
BOARD

6
PLAYERS

STANDARD 6-PLAYER STERN-HALMA



Standard 6-Player Stern-Halma — starting position

<https://engine.moddable.games/play/?game=stern-halma&variant=standard-6p>

The full six-player game uses every arm on the board.

SETUP

Pieces: 10 per player in distinct colours (60 pieces total on the board).

Camp assignment:

PLAYER	STARTING ARM	GOAL ARM
Player 1	N	S
Player 2	NE	SW
Player 3	SE	NW
Player 4	S	N
Player 5	SW	NE
Player 6	NW	SE

All 60 arm positions are occupied at the start. Only the 61 central hexagonal holes are initially empty.

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

MOVEMENT

Identical to 2-player rules: step, hop, or chain-hop in any of the six grid directions. Jumped pieces are never removed.

CAMP RULE

Once a piece enters the destination arm, it should remain there by traditional agreement.

WINNING

The first player to place all 10 pieces in the opposite arm wins. The game may continue to determine second, third place, etc.

ATTRIBUTION

Stern-Halma. Originated in Germany, 1892. Public domain. Rules confirmed from mastersofgames.com, Wikipedia, and BGG.

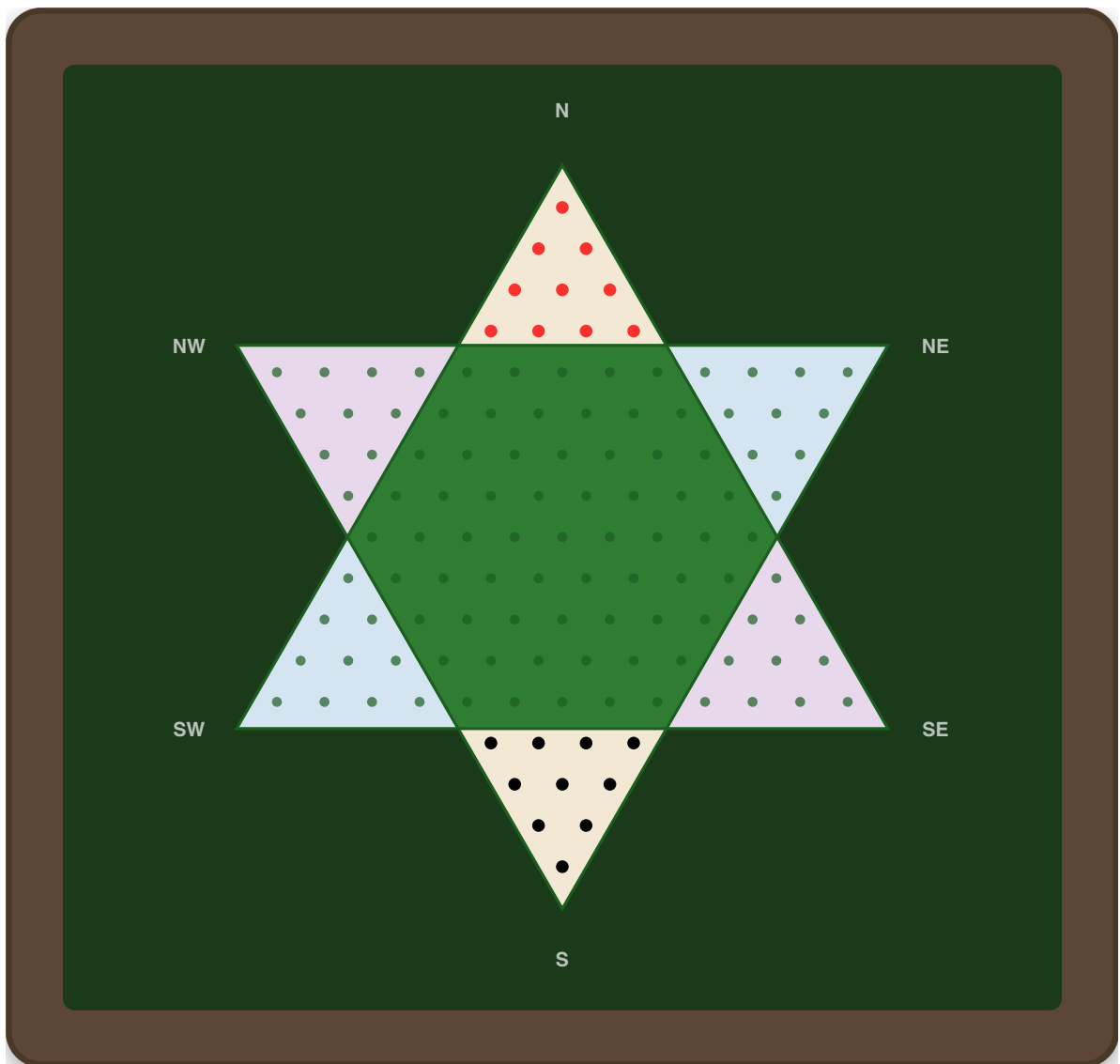
STERN-HALMA · VARIANT 5 OF 5

Super Chinese Checkers

6-pointed star (121 holes)
BOARD

2–6
PLAYERS

SUPER CHINESE CHECKERS



Super Chinese Checkers — starting position

<https://engine.moddable.games/play/?game=stern-halma&variant=super-chinese-checkers>

A faster variant using the same star board but with an extended hopping rule that allows pieces to travel much further in a single move.

SETUP

Same board and camp assignments as standard Stern-Halma for any player count (2, 3, 4, or 6). Each player has 10 pieces.

MOVEMENT

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

- ♦ **Step:** Move to any adjacent empty hole (same as standard).

Super hop: A piece may jump over exactly one other piece (own or opponent) in a straight line, regardless of the number of

- ♦ empty spaces before the hurdle. The piece lands an equal number of spaces beyond the hurdle. The spaces before the hurdle and the landing space must all be empty.

In other words: if a piece has N empty spaces between itself and the hurdle piece, it lands N spaces beyond the hurdle (the landing space must be empty and all intermediate spaces on both sides must be empty).

- ♦ **Chain super hop:** After a super hop, the piece may continue with additional super hops in any direction, provided each individual hop satisfies the symmetry rule above.

CAMP RULE

Same as standard: once in the destination arm, a piece should remain there.

WINNING

First player to place all 10 pieces in the opposite arm wins.

ATTRIBUTION

Super Chinese Checkers. Variant of Stern-Halma with extended hop rule. Public domain. Rules confirmed from BGG (BoardGameGeek Sternhalma variants discussion).