

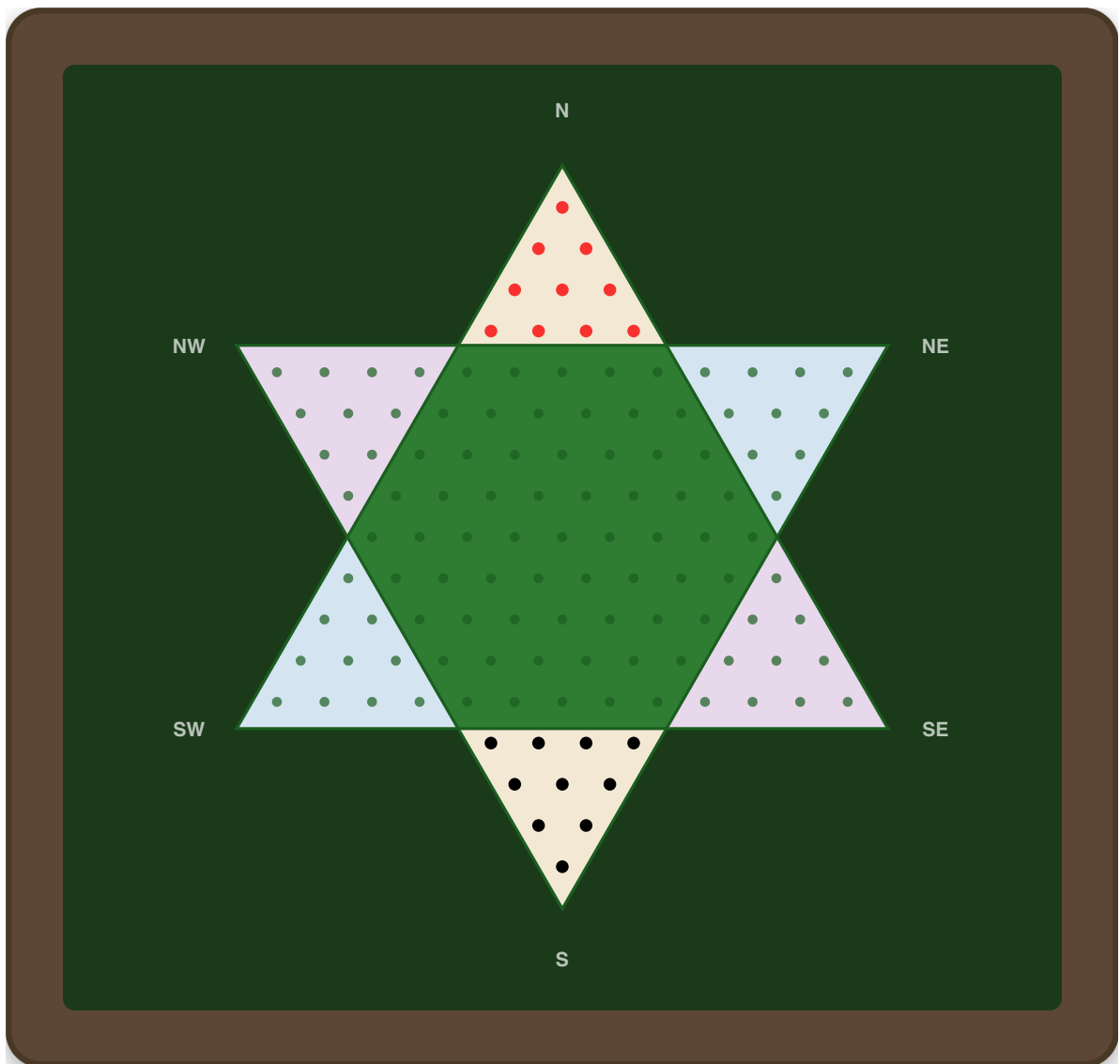
STERN-HALMA · VARIANT 1 OF 5

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.