

Breakthrough

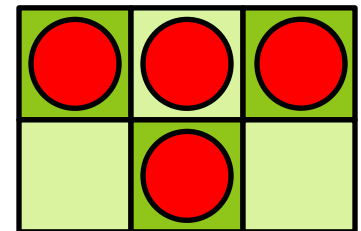
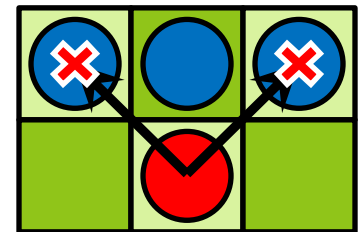
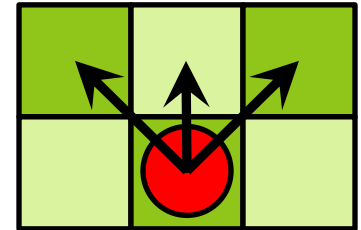
Todd W. Neller

Breakthrough

- Abstract strategy game invented by Dan Troyka in 2000.
- Originally designed for a 7-by-7 grid board.
- Adapted for 8-by-8 board and winner of the 2001 About.com 8x8 Game Design Competition
- Competitive online play at littlegolem.net

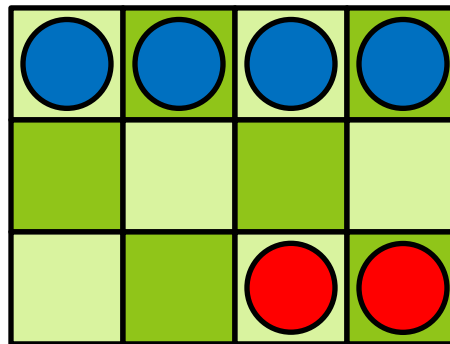
Breakthrough: Movement

- Your piece can move forward (toward your opponent) or diagonally forward into an empty space.
- Your piece can capture by moving diagonally forward onto an opponent piece. The captured opponent piece is removed from the board. Captures are optional.
- (Your piece is thus blocked from movement by a forward opponent, or from your own pieces.)



Breakthrough: Example

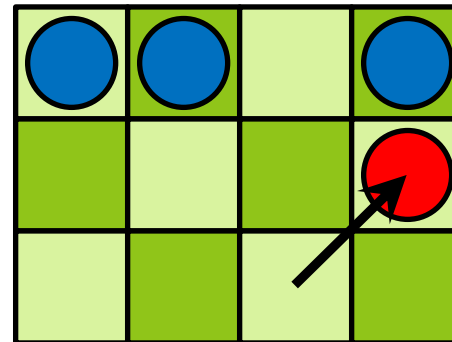
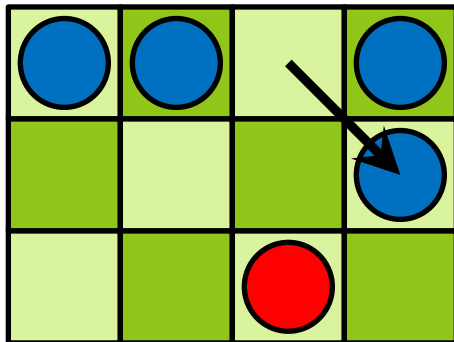
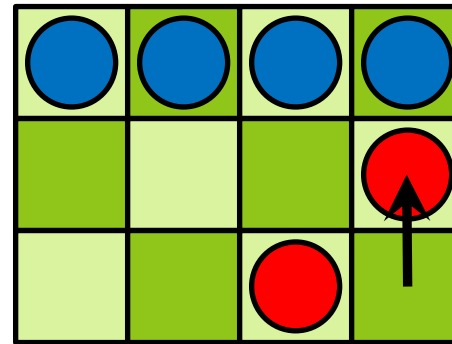
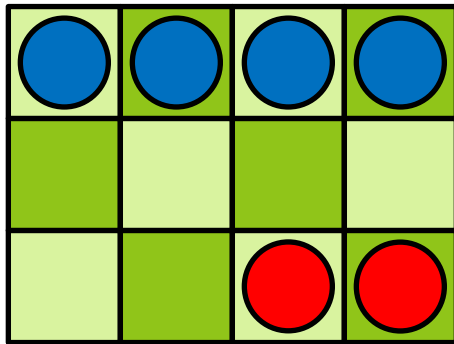
- Red to play, red to break through to blue's back rank and win. What is red's correct play?



← blue's back rank

Breakthrough: Example Solution

- Red to play, red to break through to blue's back rank and win. Red's correct play moves the right piece forward. Blue must capture, but red recaptures and will be unstoppable.



Breakthrough: Strategy

- Forward pieces are more valuable, so avoid forward trades/losses.
- Keep back rank pieces as long as possible in columns 2, 3, 6, and 7.
- Balance pieces between light/dark squares to avoid an easy walk through your defense.
 - At the same time, watch for opponent imbalances for opportunities to break through.