





Advertisement



A keyboard and a pen at *your fingertips*

see great offers now 



**About**

**Hobbies & Games**

Board / Card Games

Essentials

- News from Toy Fair 2006
- American Idol DVD Game
- HeroScape 2006 Photo Gallery
- 50 Most Significant Games
- Best Free Games

Topics

- Free Board/Card Games
- Play Games Online
- Monopoly
- Poker
- Settlers of Catan
- Game Clubs
- Games: A-Z
- Card Games
- Party Games
- Games by Genre
- News and Opinion
- FAQs and Histories
- Inventor Resources
- Finding Games

Buyer's Guide

- Before You Buy
- Top Picks
- Best Party Games
- Best Word Games
- Games for Family Gatherings
- Product Reviews

Forums

Most Popular Articles

Latest Articles

Help

## Board / Card Games

### Elasta

An entry in the 2003 Simultaneous Movement Game Design Competition

Designed by Michail Antonow  
For 2 players

#### Equipment

- A chess board or any square board of 8 x 8 squares
- Eight short sticks, slightly shorter than the sides of a square (matches or the like)
- Eight chips (disks as used in Backgammon or Checkers) of one color for each player, marked with numbers from 0 to 7 on the face side
- In addition for the optional variant: about 40 small tokens or coins

Join the Discussion  
Discuss this game and any other board game on the [Board Games Forum](#).

Related Resources


- [8x8 Game Finalists](#)
- [Unequal Forces Finalists](#)
- [More Free Board Games](#)

The players take place at opposite sides of the board, as in chess. The eight sticks symbolizing the Battle Line are placed on the borders separating rank 4 from rank 5.


The aim of each player is to push the Battle Line forward until it reaches the opponent's ground line.

The numbered chips represent the fighting units of the players. On each turn the players allot a unit to every file on the board to fight the opponent's unit facing it in that file. The chips are placed face down - either along the ground line or on the squares immediately behind the border sticks. When both players have placed all their chips, the chips are flipped over and compared, file for file. Stronger units (higher numbers) defeat weaker units and push the border ONE square forwards, no matter how great the difference in strength is. Units of equal strength neutralize each other, so the border stick remains where it was. (Diagram 1 shows an example of a starting distribution with the resulting border changes shown in Diagram 2).

The new Battle Line resulting from the simultaneous movement of the fighting units shows more or less pronounced indentations. The essential feature of the game of ELASTA is the rule: the distance (or gap) between the borders in two neighboring files may not exceed two squares. Whenever a distance greater than two squares appears, it must be reduced within the same turn. It might help you to understand this principle if you imagine something like a \*rubber band\* connecting all neighboring border sticks. For a moment the rubber band can stretch up to a distance of four squares, but it immediately contracts and pulls the sticks at both ends one step back. Thus a distance of three squares is reduced to one, and a distance of four squares is reduced to two.

 **FREE Newsletter** Every turn consists of the following actions:

Advertisement



YOU COULD WIN


**\$500**

EVERY WEEKDAY

JUST FOR WATCHING



AS THE WORLD TURNS  
AND  
GUIDING LIGHT!

GET THE DISH!



 [Add to del.icio.us](#)

Related Blogs

-  [Best of Board Games](#)
-  [BoardgameNews.com](#)
-  [Chris Brooks](#)
-  [Game Ranch, The](#)
-  [Gameblog - Mikko Saari](#)
-  [JoG - James on Games](#)
-  [Naturelich Games](#)



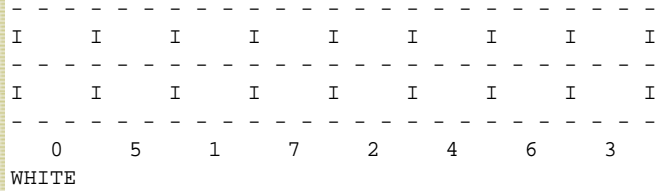


Diagram 3: Distribution of units for the second turn

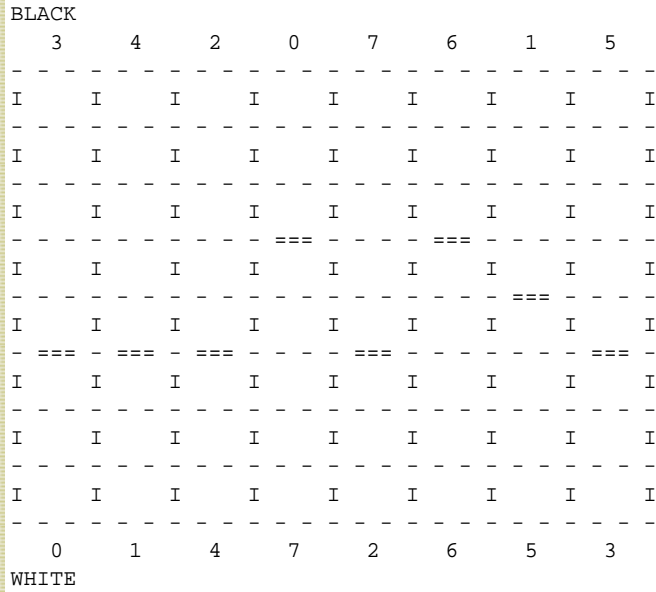


Diagram 4: Movements of the second turn executed

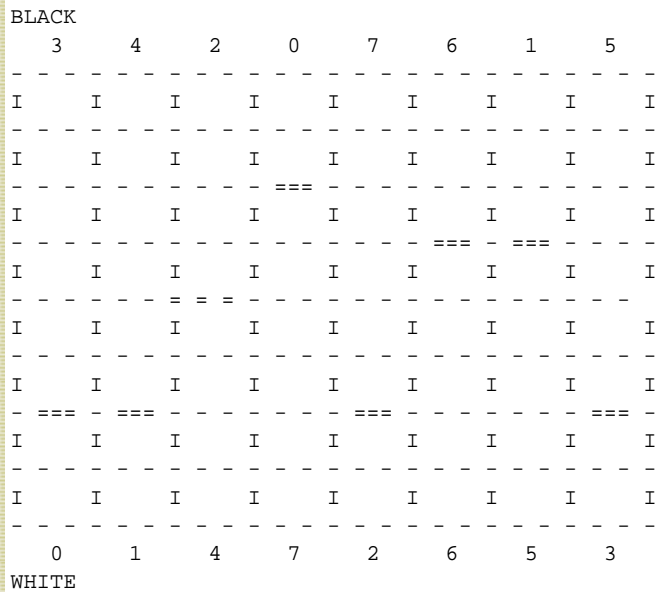
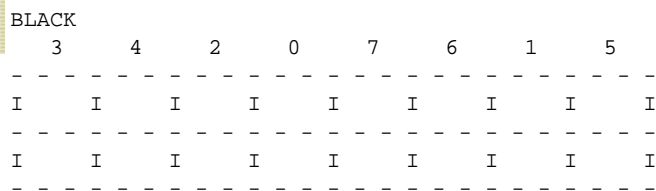


Diagram 5: Battle Line contracted



|   |     |   |     |   |     |     |     |     |
|---|-----|---|-----|---|-----|-----|-----|-----|
| I | I   | I | I   | I | I   | I   | I   | I   |
| - | -   | - | -   | - | === | -   | -   | -   |
| I | I   | I | I   | I | I   | I   | I   | I   |
| - | -   | - | === | - | -   | === | === | -   |
| I | I   | I | I   | I | I   | I   | I   | I   |
| - | -   | - | -   | - | === | -   | -   | === |
| I | I   | I | I   | I | I   | I   | I   | I   |
| - | === | - | === | - | -   | -   | -   | -   |
| I | I   | I | I   | I | I   | I   | I   | I   |
| - | -   | - | -   | - | -   | -   | -   | -   |
| I | I   | I | I   | I | I   | I   | I   | I   |
| - | -   | - | -   | - | -   | -   | -   | -   |
| 0 | 1   | 4 | 7   | 2 | 6   | 5   | 3   |     |
| A | B   | C | D   | E | F   | G   | H   |     |

WHITE

The \*rubber band\* is stretched beyond capacity between the files D and E (4 squares), between E and F (3 squares) and between G and H (3 squares). The contraction of the \*rubber band\* results in the following changes: the border stick in D moves one square down, in E one square up, in F one square down, in G one square down and in H one square up. (Note that the border stick in E moves only one square up, although it pulls both his neighbors (D and F) one square down. Now the stage is set for turn three. The players can pick up their chips and redistribute them in the next turn.

*This game © copyright 2003 Michail Antonow.*

Subscribe to the Newsletter

Name  Email

- Recent Discussions**
- [Games.com](#)
  - [Salma Hayek Enjoys Board Games](#)
  - [Risk - Card Descriptions Wanted](#)



From [Erik Arneson](#),  
Your Guide to [Board / Card Games](#).  
**FREE** Newsletter. [Sign Up Now!](#)

- Recent Discussions**
- ["Old Soldiers" Magazine ... a proposal](#)
  - [Star Wars Epic Duels Rule Question](#)
  - [New Wargaming Blog](#)

[Topic Index](#) | [Email to a Friend](#)

[Our Story](#) | [Be a Guide](#) | [Advertising Info](#) | [Work at About](#) | [Site Map](#) | [Icons](#) | [Help](#)  
[User Agreement](#) | [Ethics Policy](#) | [Patent Info.](#) | [Privacy Policy](#) | [Kids' Privacy Policy](#)

©2006 About, Inc., A part of [The New York Times Company](#). All rights reserved.