

STRATEGIC RESERVE

by Mark Steere

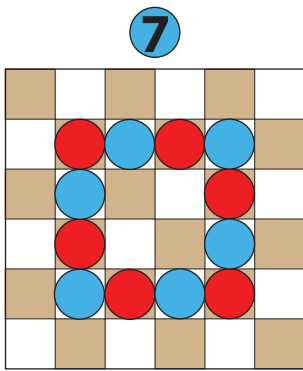


Figure 1

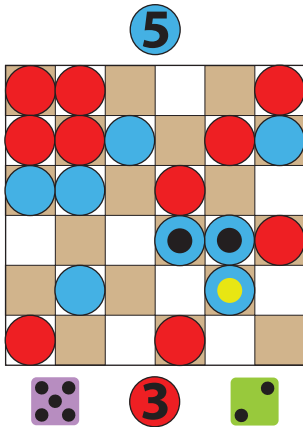


Figure 2a

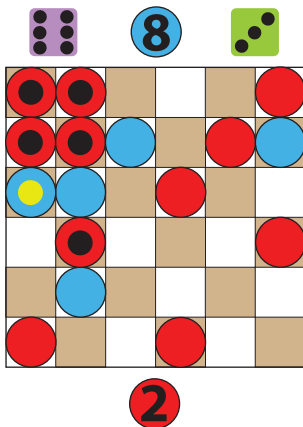


Figure 2b

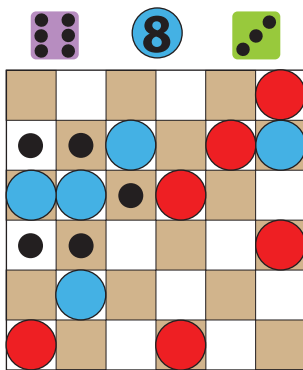


Figure 2c

INTRODUCTION

Strategic Reserve is a two-player game of skill and luck. It's played on a 6x6 square board, initially set up with 6 red and 6 blue checkers, arranged in a square of alternating colors, as shown in **Figure 1**. Mark Steere designed Strategic Reserve in September 2025.

RESERVE

You begin with 7 checkers of your own color in your "reserve" - basically a bunch of checkers on the table on your side of the board. Checkers that you place on the board come from your reserve.

DICE

Two dice are used - one purple and one green. A dice roll defines one square on the board. The purple die value is the horizontal coordinate. The green die value is the vertical coordinate. Horizontal coordinates span from your left column to your right column. Vertical coordinates span from your near row to your far row.

PLAY

Begin your turn by rolling the dice. Remove zero or more enemy checkers, based on the dice roll (explained below), and return them to your opponent's reserve. Then place a checker on the board.

GROUP

A group is a group of at least one orthogonally (horizontally or vertically) interconnected, like-colored checkers. A group is never a subgroup of a larger group.

HITS

1. If your dice roll hits an enemy group, remove that group, return it to your opponent's reserve, and place a checker onto any unoccupied square on the board. In **Figure 2a**, Red has rolled a 5-2, indicated by the yellow dot. He must immediately remove all of the checkers marked with dots (yellow and black), return them to his opponent's reserve, and then place one of his own checkers onto an unoccupied square.
2. If you hit a friendly group with your dice roll, remove all enemy groups adjacent to your friendly group, return them to your opponent's reserve, and **place a checker orthogonally adjacent to your friendly group**. In **Figure 2b**, Blue has rolled a 6-3, indicated by the yellow dot. He must remove all of the checkers marked with black dots and return them to his opponent's reserve. In **Figure 2c**, Blue must conclude his turn by placing a checker on one of the black dots, adjacent to his killer group.
3. If you don't hit any groups with your dice roll, place a checker onto any unoccupied square on the board.

OBJECT OF THE GAME

Empty your reserve. When you remove the last checker from your reserve, you win.

DESIGN NOTES

I've wanted a game with dice defining a single square on the board for a long time. I finally solved the problem with Strategic Reserve. This comes on the heels of Jokerball, and hopefully matches or exceeds Jokerball's skill to luck ratio.

AUTHOR'S NOTE

Feel free to publish this rule sheet and to program the game of Strategic Reserve. No licensing fee or royalties are expected. However, please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.

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