In Jiménez Pascual’s **Squadro** (Gigamic), there is even more movement. The two players try to move to the opposite side and back as quickly as possible. It is sufficient for the win to get back to your home port with four of your five sailboat-shaped pieces. Since your opponent moves perpendicular to your direction, collisions are waiting to happen. To send an opposing piece back to its starting space on the one or on the other side, this piece just has to be within the moving range of one of your own pieces. The move of the latter then always ends on the space on the right beyond that, i.e., the move gets accordingly longer or shorter.

What makes this appealing is that the moving range of the pieces varies from one to three spaces, but it is always four for the total of the outward and return trip. So you might make good headway to begin with but then have to dramatically slow down on the way back, or the other way around. Therefore, the movement of the squadron has to be well coordinated in order to provide escorts to the currently slowest boats and to avoid the compulsion to move. Besides this, you need to consider that each return makes you weaker. It remains to be determined whether either one formation or the other might turn out to be advantageous for the starting player or the other player; to examine this, there is a reasonably strong sparring partner available on the website [dirdam.github.io/games/squadro](http://dirdam.github.io/games/squadro).

Fred Horn's **Fenix** (Huch), a finely tuned hybrid of Chess and Checkers goes for full confrontation. The personnel, initially placed in the corners of the 7-by-8 or 9-by-9 board, consists of 21 or 28 soldiers in the form of nice-looking checker pieces that move one square orthogonally in any of the four directions. By jumping onto other pieces and thus forming towers, players can generate three generals (two-piece towers) and one king (three-piece tower). Whereas a general has the same moving pattern as a rook in Chess, the king lives up to his name, which means he is the usual weak central figure that you strive to defeat.

However, this game gives you the opportunity to immediately replace the defeated king by a new one, generated by a general and a soldier, like Phoenix rising from the ashes. Similarly, defeated generals also can be replaced on the direct response move. Other Checkers-like elements are the technique and the compulsion to capture. You capture by jumping over another piece. Whereas the king and his foot soldiers have to end their move directly beyond their victim, generals are not restricted to that. The compulsion to capture implies that you have to take the largest possible number of pieces if there are alternatives.

To conclude, I want to point out that all new games presented in this article come with English instructions.

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