

King's Crossing rules

By Rich Hutnik (copyright 2011)

Part of the Games on Half a Checkerboard Series

In this game, players try to navigate their King across the board to the Home space of the enemy King. The battle rages as Men pieces jump one another and also freeze and trap lines of pieces that are capture later. Unable to retreat, pieces advance into an onslaught of exchanges and multicaptures. This game borrows from the likes of Chess, Turkish checkers, and my own games Linesbreakers and Crossing Stonehenge, which bookending custodial positioning, as seen in Reversi, in a unique trap and delayed capture move.

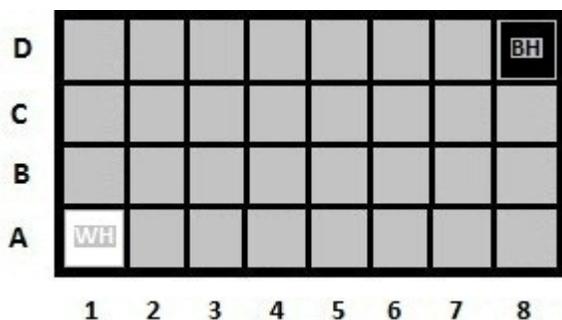
Number of players: 2

Object of the Game: Either capture an opponent's King or get your own King across the board to the Home (start) space of the opponent's King.

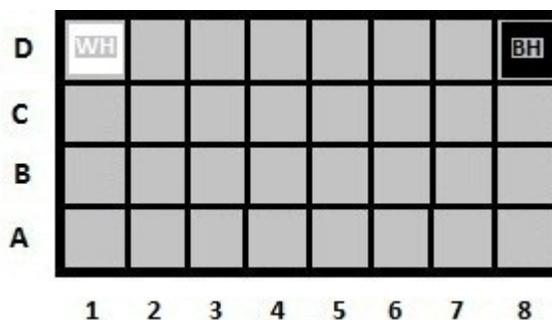
Equipment:

* **Half a checkerboard.** The half checkerboard is longer (8 spaces) than it is wide (4 spaces). The the normal setup, the Home spaces are where the player's King starts, and is sits in the lower right hand side of the board of each player. In the Alternate set up, the King pieces would sit facing each other on one side of the four-wide board, and the Home space (WH for White, BH for black) of the player would sit on the other end of the four-wide board. Set set up section below for more details on this.

The Home space of the players serve another purpose in the game: A player who manages to get their King on their opponent's Home space wins the game. On the actual game board, it is optional to mark the Home space of each players on the board. It is done in these rules for illustration purposes.



Normal

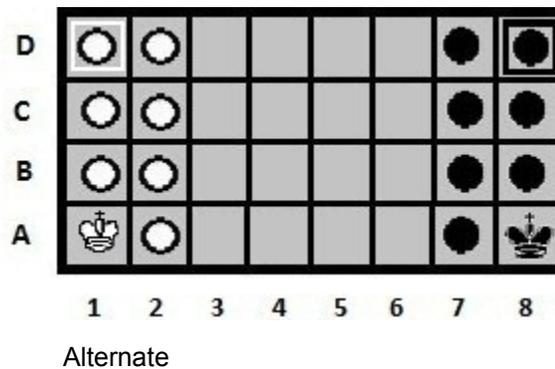
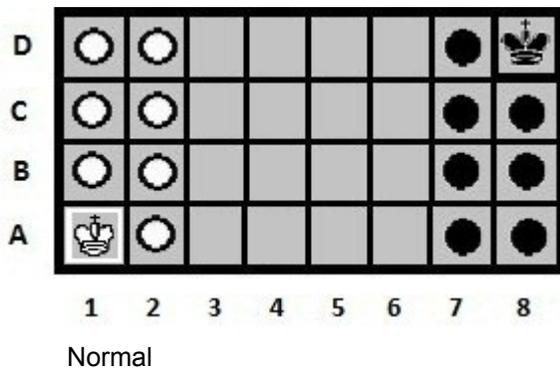


Alternate

* **12 white checkers and 12 black checkers.** For illustration purposes in these rules, the sides are white and black. Normally, checkers sets are red and black. In these rules, these pieces are collectively called **Men**, and each one individually is called a **Man**.

* **1 white figure and 1 black figure**, which are the **Kings** for each side. With use of a regular checker set, players may create a stack two checkers of their color, to create a checker king to use as the King for this game. A stack of three checkers high, consisting of checkers of the same color, can also be used as the King piece.

Board Setup:



Players decide whether to use the Normal or Alternate setup. During play, in the Normal setup, players would have the boards in front of them, with their King pieces on the lower right hand side of the board. Players would advance their pieces towards their opponent's pieces and Home area. In the rules below, pieces are described as going left or right. This is for illustration purposes of different game conditions only. For example, in the above game, white pieces move from right to left, and black pieces from left to right from perspective of the rules. From perspective of players in the game, the pieces always move away from them towards their opponent (except for jump capture rules which are described below). The white spaces on diagrams above are the Home spaces for each player. In the Alternate setup, King pieces would go on one side of the board, and the Home areas on the other side. In both places, players attempt to navigate their Kings across the board.

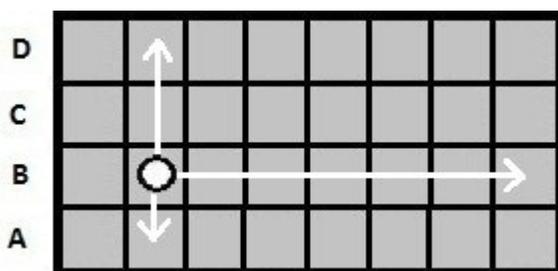
Overview of Gameplay:

Players alternate moving one of their pieces, until one player has one or both players agree to a draw. Only pieces that are not trapped may be moved. A piece becomes trapped when it, or other pieces on its side, rests between two pieces of an opponent (see diagram below for diagrams of pieces that are trapped).

Types of Moves (slide, jump capture, trap freeze slide and delayed capture):

Pieces perform a **slide move**, which may or may not trap enemy piece(s), a **jump capture**, or capturing a **trapped enemy piece**. All pieces, whether a King or Man, moves the same. Also, Men and Kings, unless performing a jump capture, must either move left or right away from their side of the board or closer the enemy Home space.

Slide move: Pieces moves into or through one or more spaces in straight line vertically or forward horizontally, but not diagonally. Slide moves that trap enemy pieces will be covered later in these rules. The diagram below shows a slide move for a white Man piece (white pieces are moving from left to right, and may not slide left):



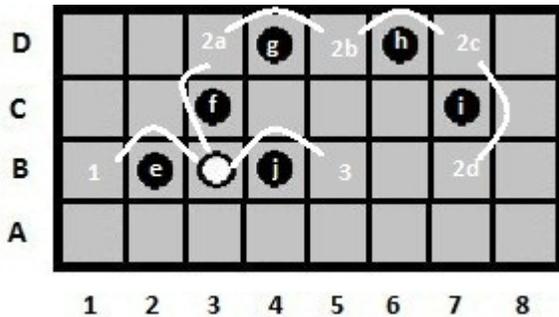
Jump capture:

* If a player has a piece that can perform a jump capture move, the piece must perform it. The only exception to this is that a piece that is trapped is not permitted to perform a jump capture.

* A piece (King or Man) jumps over one enemy piece, vertically and/or horizontally, and lands on an empty space. Any opponent's piece that is jumped over is captured, and removed from the board. If an opponent's King piece is capture, the opponent loses the game. If multiple jump captures exist (either one piece with multiple options or multiple pieces with one or more options), player has the option which of the multiple jump choices to perform, the player picks which one to perform. These rules are repeated until there are no more jump capture moves left to perform.

* Reminder: a jump capture is the only move in the game where a piece may move backwards.

Examples of jump captures:

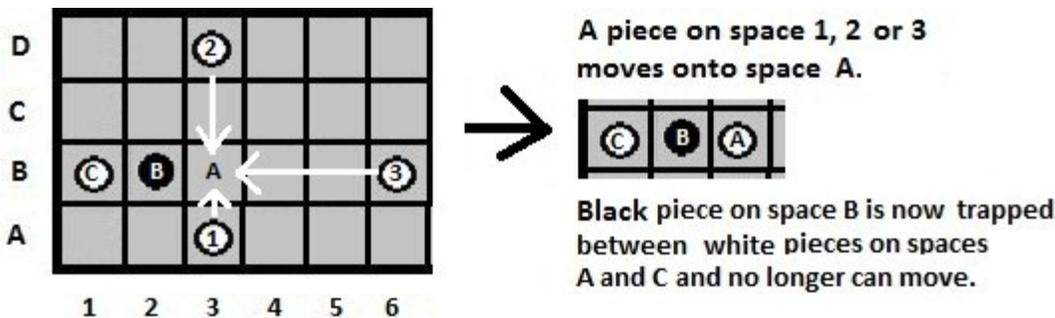


In this diagram above, the white Man has one of three capture options. The white Man can jump the black Man on the e space and end up on the 1 space, or it can jump the black piece on the j space, and end up on the 3 space. It also can jump the black Man on the f space, land on the 2a space, then jump the Man on the g space and land on the 2b space, then go from 2c space while jumping the Man on the h space, and then finally landing on the 2d space after jumping over the Man on the i space. All black Men jumped over are then captured and removed from the board.

Trapping and delayed capture (see diagrams below):

* A trapping moves consists of a slide that causes one or more opponent's pieces to become trapped, and unable to move. This is done by sandwiching an enemy pieces or line of enemy pieces between itself and a friendly piece. In a future turn (need not be the next turn), one of the pieces engaged in the trapping may conduct a capture move, if it is legally able to do so. A trapped piece is captured (removed from the board) by moving a piece trapping an opponent's piece one space, vertically or horizontally, into the trapped piece's space.

This is examples of slide moves that traps an opponent's piece, to be captured in a future turn:

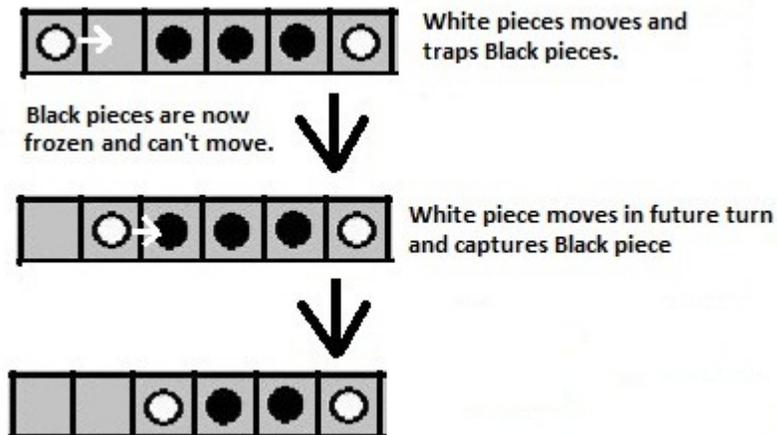


Note: In this diagram above, because white is going from right to left, only the piece on space A will be able to capture.

* A piece may also move into a situation where it becomes trapped. In diagram below, a black piece moves into the empty B space below, between the two white pieces (on spaces C and A), and becomes trapped and is no longer able to move.

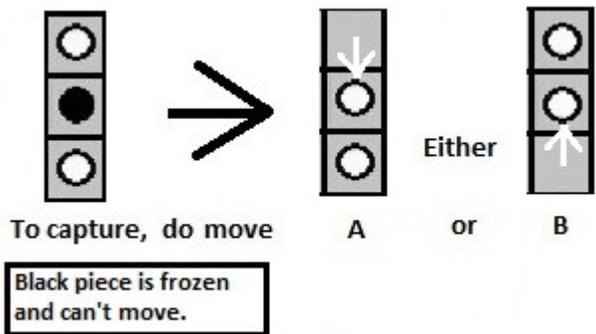


Piece traps 3 pieces vertically and then captures one in a future turn:

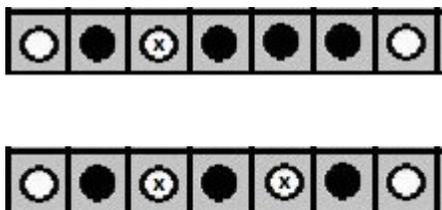


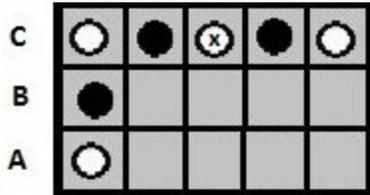
Note: In the above diagram the white player is going from left to right. If the white player was going from right to left, then the above series of moves would not be legal, but a mirror image of the above positions would be legal.

Horizontally trapped piece is captured:



Examples of positions with black pieces trapped (White pieces with X's on them are also trapped):





In this next diagram, black piece on space A is free, while black pieces on spaces B and C are trapped:

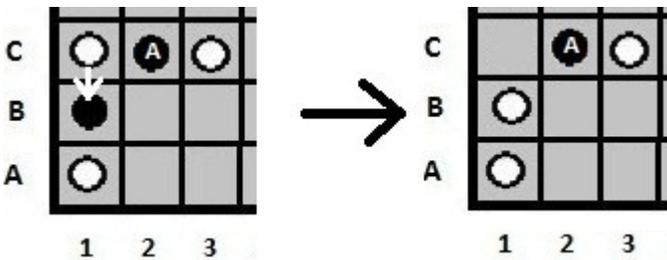


Examples of pieces not being trapped:

In the next diagram, none of the black pieces below are trapped because the A space is empty:



In the next diagram, because white piece capturing the way it did, it frees up the black piece on space A:



In the next diagram, black piece on space A, takes white piece on space C. This frees the black piece on space B:



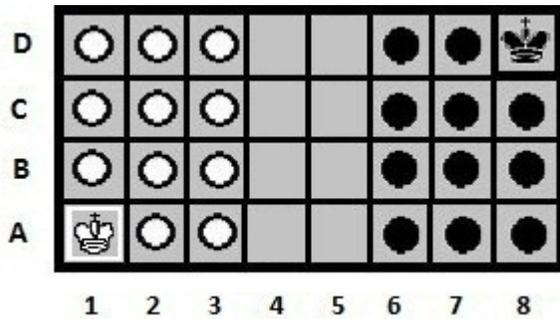
How to Win the Game:

One player wins when they either capture their opponent's King or get their King across the board on to the space where opponent's King started (the opponent's Home space). A player can also win if they get their King in the back row that contains the opponent's Home space (the enemy King's first row) and their opponent has not won the game within next 10 turns. Players can also agree to end a game in a draw if neither player has advanced a piece in 10 turns in a row.

Variants:

Full backwards capture: Allow pieces trapping enemy pieces to perform trap capture backwards, not just forward or horizontally.

Longer game: For a longer game, use this for Normal setup (add four more checkers for each player):



The Alternate setup, shown at start of the rules, would also add four more checkers, with the King pieces and Home spaces remaining where they are in the usual Alternate set up. If using a standard checker set, one checker for each color will need to be marked on one side to indicate it is the King piece for each side, and during play is placed with the marked side face up.

Stealth King: In the last variant for a longer game, was suggested that a King piece, for each player, consist of a checker marked on one side, and put marked side up on the board. In the Stealth King variant, the same is done, except that the marked side of the King is put marked side face down. The King may be put on any of the spaces where the pieces start normally (either 8 or 12 pieces, depending on whether the normal game or the longer version is played), which may or may not be the King's normal home space. The win conditions stay the same, but this change adds addition elements of bluff and deduction to the game. If this variant is used, it is suggested that all pieces are placed same side up in terms of their shape, so the King piece doesn't stand out, eventhough the marked side of the King piece is put face down. When using this variant, all pieces, when captured are flipped over to confirm if the piece is a King piece or not. Players also are able to look at the bottom of their pieces at any time, to keep track of the location of their King.

About the Games on Half a Checkerboard Series:

The Games on Half a Checkerboard Series (and the games in it) is the creation of Rich Hutnik. It originated from an attempt by a game designer to adopt some of Rich Hutnik's prior game designs on other play areas to half a checkerboard. This initial attempt grew to create a mixture of games derived from classic game designs, to all new creations. Games in this Series all utilize half a regular 8 by 8 checkerboard and a mixture checkers and other common game equipment (such as dice or chess pieces). As of this time, there are a total of at least 25 games have their rules available. The list of the currently available games, and access to rules to these games, can be found here:

<http://boardgamegeek.com/geeklist/67989/games-in-the-games-on-half-a-checkerboard-series>

Other games in the Games on Half a Checkerboard Series:

J (The Misere Connection Game): J is in the family of connection games that include Hex and Gonnect. It is unique in that players can win if they force their opponent to form a connection between two areas on the board, and takes place on an unbalanced 8x4 board.

N a Row: This game is a cousin to Captain's Mistress, which goes by the name Connect Four or Four in a Row commercially, but pieces are recycled and reused.

Stackschach (Stacks Chess): This game is a Chess-like game that provides pieces "morphing" ability to change pieces and increase or decrease sizes, in order to change their abilities.

Short Stack: This is an adopting of the traditional stacking style game, where players move, assemble, and disassemble stacks in the game. In this game, a player's most powerful stack is also their most vulnerable to being eliminated.