

## Sight Reduction rules

By Rich Hutnik (Copyright 2011)

Game #27 in the Games on Half a Checkerboard Series

This game challenges players to remove their own pieces while preventing their opponent to do the same, and also includes a solitaire variant, which is very similar to the regular 2 player version.

**Number of players for game:** 2 (1 player for solitaire variant)

**Objective of game:** To force an opponent to not have a legal move.

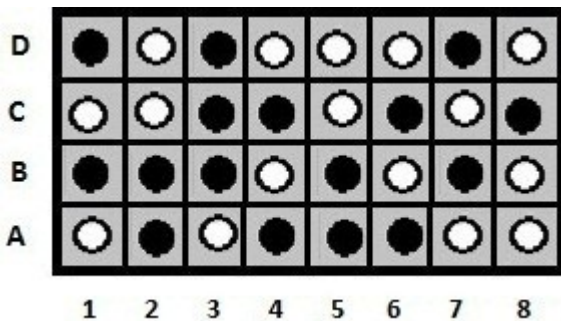
**Equipment used in game:**

\* **Half a checkerboard:** The board is 8 spaces long and 4 spaces wide.

\* **16 checkers for one player, and 16 checkers for the other player:** These pieces start off the board. During set up, the pieces are randomly distributed around the board, one per space. In these rules, the checkers are black and white.

**Board Layout/Setup:**

Randomly distribute pieces around the board, placing one piece on the board onto an empty space, until the board is completely filled with only one piece per side. Once done, the board will resemble something like the next diagram:

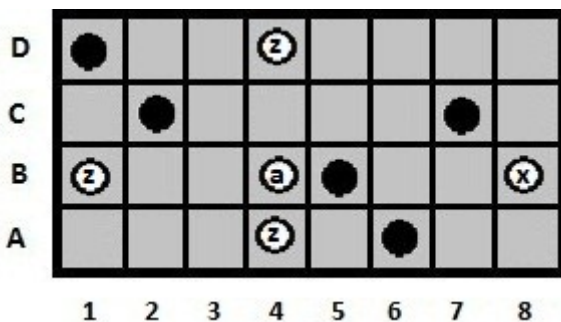


**Rules of play:**

Players alternate turns removing one of their pieces from the board, until a player has no legal moves.

A player picks one of their pieces on the board to be removed. If the piece is either vertically or horizontally adjacent to one of their pieces on the board, or they can trace a line either vertically or horizontally (not diagonally) through a series of empty pieces, to one of their pieces, then the piece may be removed. In other words, the piece to be removed is in line of sight orthogonally to another one of the player's own pieces.

In the next diagram, the White pieces marked with a "z" on B2, D4 and A4 all are able to be removed, because they are either adjacent to the White pieces marked with an "a" on B4, or can trace a line vertically or horizontally to the White piece on B4. The White piece marked with an "x" on B8 has its line of sight to B4 blocked by a Black piece on B5, so that piece can't be removed now. Any of the pieces marked with a "z" can be removed, but the piece marked with an "x" cannot.



Play continues until a player has no legal moves.

**How the game ends:**

If a player forces their opponent to have no legal moves, that player wins the game.

**Variant rules:**

**Solitaire play:** A single player alternates turns removing pieces from the board for each side. The goal is to reduce the board so there is only one checker left per color. By these rules, the player would remove a white piece from the board first, then black piece, and then white and so on. For an increased challenge, pick which single white and which single black piece will be the last ones left, and then have the end results match this.

**More challenging solitaire play:** For those who find the base solitaire game too easy, this variant was suggested by Paul Beykirch. In order for a piece to be removed, not only does it need to be the normal either orthogonally adjacent to a friendly piece, or trace a line to a friendly piece through empty spaces, it needs to also be orthogonally (vertically or horizontally) or diagonally adjacent (or trace a line orthogonally or diagonally through empty spaces) to an enemy piece. Use this variant at your own risk: It makes the solitaire puzzles much harder, and increases the chance of a solitaire puzzle being unsolvable. In cases where a puzzle would normally be unsolvable, the solution to the solitaire arrangement could consist of more than one piece of either color being left on the board.

**Easier solitaire play:** This variant can be combined with the more challenging solitaire play variant above. In order for a piece to be removed, in addition to the normal either orthogonally adjacent to a friendly piece, or trace a line to a friendly piece through empty spaces, it can be diagonally adjacent, or trace a line diagonally through empty spaces to a friendly piece.

**Making the random set up more fair:** Sight Reduction is normally played with a completely random set up, but may be seen as unfair. To offset this, play is as follows: First, one player rearranges up to four pieces of either color on the board. Second, the other player then picks which color piece they want. Lastly, the player who rearranged the pieces then decides which player goes first.

**Deterministic set up:** Rather than randomly draw and place pieces on the board, players alternate turns placing one of their pieces on an empty space that is adjacent (vertically, horizontally or diagonally) to one of their opponent's pieces. If a player is unable to do this, they are permitted to place their piece on any unoccupied space on the board. First piece placed by each player may be placed on any empty space on the board, not just adjacent to another player's piece. This deterministic set up is for players who don't want to have any randomness in the game.

**One or two piece removal:** In this variant, players have an option of either removing a single piece, or two piece that both are either adjacent to one another or can trace a line orthogonally to one another. Using this variant with solitaire play, the goal would be to get all pieces off the board for both sides.

Thanks to Paul Beykirch for helping to playtest this game.

**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 over 25 games currently 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](http://boardgamegeek.com/geeklist/67989/games-in-the-games-on-half-a-checkerboard-series)