

Chinese Checkers

Adapted for the piecepack by Mark A. Biggar

Version 1.1, July 2004

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2 or 4 players - 30 min

Object

To move all your pieces across the board to your opposite opponents starting position. This is the classic game *Chinese Checkers* adapted for play on a square board.

Four Player Game Setup

Give each player the six coins of the same color. Use 16 tiles grid-side up to construct an 8x8 square board as shown in figure 1 below. Each player places his coins suit-side up in one corner of the board as shown below (the colors in the figure are for example only.) Choose a starting player by any method of the players' choice.

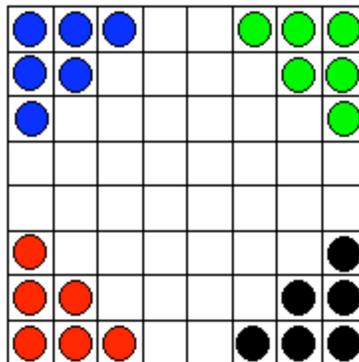


Figure 1. Starting Setup.

The Rules of Play

Each player's turn consists of making one of two types of moves: a player may either move a single coin to any adjacent empty square in any of the eight directions or make a series of jump moves with a single coin. If a player's coin is adjacent to any other coin (belonging to any player including his own) and the square on the other side of the adjacent coin is empty, then the player can jump his coin over the adjacent coin into the empty square. The player may continue making jumps with that coin as many times as he wishes, but the coin must end up in a different square than it started. A player is not forced to make any jump move after the first. Jumps may also be made in any of the eight directions and each jump may be in a different direction.

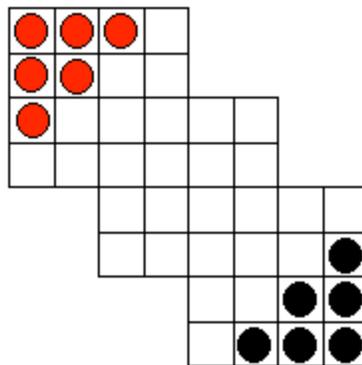
After making a series of jumps or moving one square, the player's turn is done. Players may not pass. Play then passes clockwise to the next player around the table.

Winning

A player wins when, after moving a coin, all six of the player's coins occupy the starting positions of the coins of that started in the opposite corner.

Rules for two players

The rules for two players are the same as for four players except use the 10 tile board and coin setup as shown in the following figure.



. Figure 2. Two Player Starting Setup.

Design Notes

1. The classic game uses a hexagonal grid, which of course is hard with a piecepack. This resulted in the necessity to use all eight directions both orthogonal and diagonal to free things up. Otherwise, if only orthogonal moves are allowed, the pieces get too clogged up in the middle of the board and the game bogs down.
2. The two player limited board makes for a good two player abstract.

History

20040315 mab 1.0 www.piecepack.org version
20040729 mab 1.1 added design notes.

Thank you for playing my game. Please report rules problems or variant suggestions to mark@biggar.org.

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