

DODO

by Mark Steere

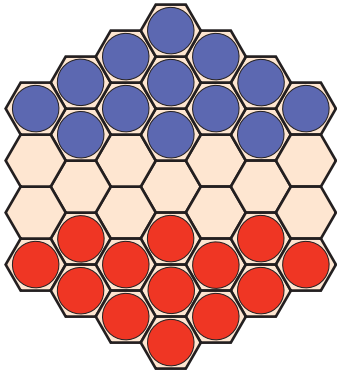


Fig. 1 - Initial Setup.

INTRODUCTION

Dodo is a two player game played on a hexagonal grid of any size, initially set up as shown in Figure 1. The two players, Red and Blue, take turns moving their own checkers, one checker per turn, starting with Red. Players are not allowed to pass. Mark Steere designed Dodo in May, 2021.

MOVES

All moves are to unoccupied cells. Players can move their checkers one cell directly forward or diagonally forward. See Figure 2.

Unlike Chinese Checkers, there is no jumping or capturing in Dodo.

OBJECT OF THE GAME

If at the beginning of your turn you have no moves available, you win. See Figure 3.

AUTHOR'S NOTE

Feel free to publish this rule sheet and to program the game of Dodo. 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.

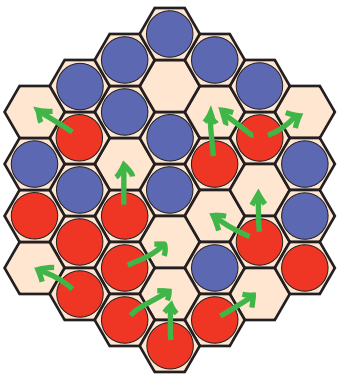


Fig. 2 - Red's Moves.

All of Red's available moves are indicated.

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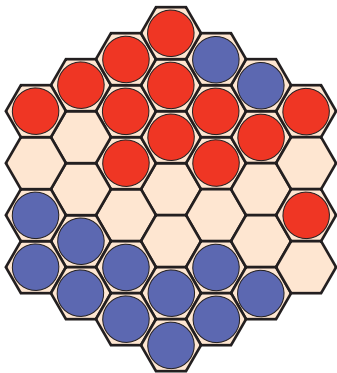


Fig. 3 - Blue Wins.

At the beginning of Blue's turn, he has no available moves. So Blue wins.