

MAD BISHOPS

by Mark Steere

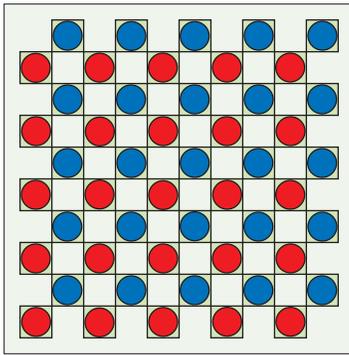


Fig. 1 - Initial setup

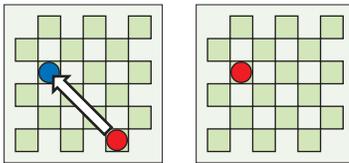


Fig. 2 - Red kills blue.

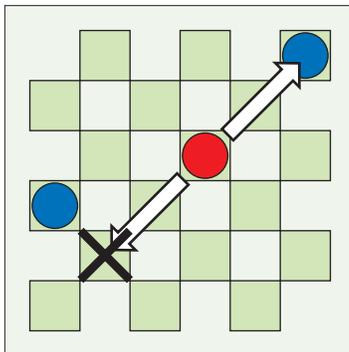


Fig. 3 - Checker must kill.

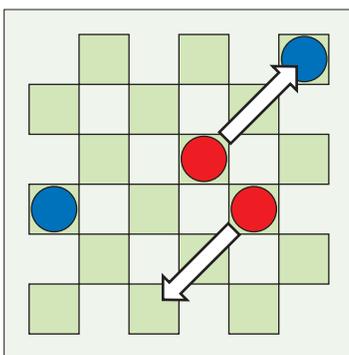


Fig. 4 - Checker can engage.

INTRODUCTION Mad Bishops is a two player game. The 10x10 board is initially set up with 25 red and 25 blue checkers, as shown in Figure 1. The two players, Red and Blue, take turns moving checkers of their own color, one move (or kill) per turn, starting with Red. Passing is not allowed.

Draws cannot occur in Mad Bishops. Mark Steere designed Mad Bishops in March, 2010.

OBJECT OF THE GAME To win you must kill all enemy checkers.

MOVE The checkers move something like Chess bishops. In particular, if your checker is on the same diagonal as an enemy checker, either adjacent to it or separated by one or more contiguous empty squares, you can remove the enemy checker and replace it with your own said checker. See Figure 2.

KILL If your checker is in position to kill, you can only use it to kill. You can't move it somewhere without making a kill. In Figure 3, Red can only use his checker to kill. He can't move it to engage another enemy checker.

ENGAGE If you move a checker that is not in position to kill, you can only move it to engage the enemy. That is, you must move it (along a diagonal of one or more contiguous empty squares) to an empty square that's in the same diagonal as an enemy checker, the two checkers being either adjacent or separated only by empty squares.

Killing is not mandatory. If you can move an unengaged checker to engage the enemy, you can do that instead. In Figure 4, Red can either kill with one of his checkers or move his other checker to engage.

If a checker can't be moved to kill or to engage, then it can't be moved. As long as you have checkers on the board though, you will have a move available.

AUTHOR'S NOTE Feel free to publish this rule sheet, and to program the game of Mad Bishops for online or offline play. There is no licensing fee, and no 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.

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