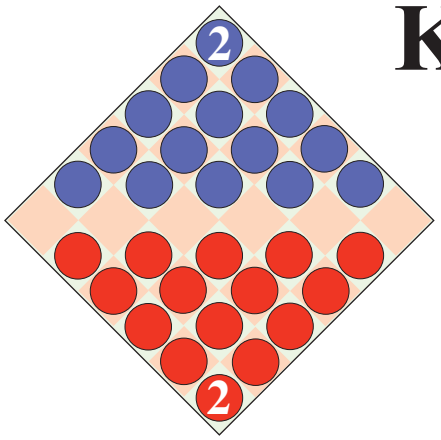
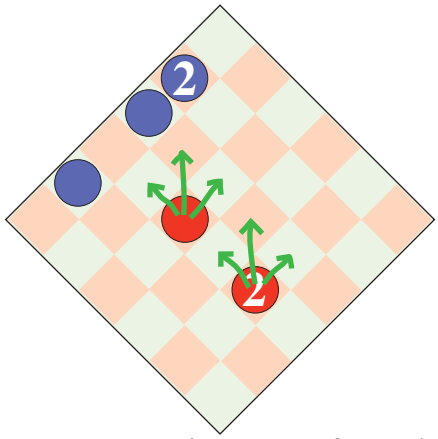
KING AND COURTESAN

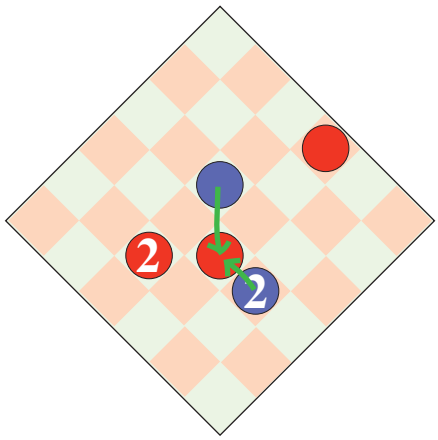
by Mark Steere



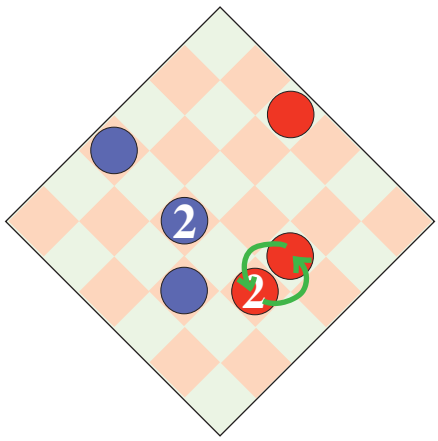
1. Initial Setup.



2. Non-capturing moves for Red.



3. Capturing moves for Blue.



4. Exchange move for Red.

INTRODUCTION

King and Courtesan is a two player game played on a 6x6 (or 7x7...) checkerboard rotated 45 degrees. So the first "row" is a single square, the "home square". All 36 squares are in the game.

A red "king" (stack of two like-colored checkers) occupies Red's home square. Rows 2, 3, 4 and 5 are filled with 14 "courtesans" (singletons). Blue mirrors Red's setup across the board, as shown in Figure 1. A 7x7 checkerboard would have the first 6 rows filled, etc. Draws cannot occur in King and Courtesan. Mark Steere designed King and Courtesan in May, 2022.

GOAL

Get your king into the enemy home square, or kill the enemy king.

MOVES

Players make one move per turn, starting with Red. There are three possible types of moves, explained below. Players will always have a move available, and must make one. Passing is not allowed.

NON-CAPTURING MOVES

Kings and courtesans can move to an adjacent, unoccupied square in any of the three forward directions. See Figure 2.

CAPTURING MOVES

Kings and courtesans can move to an adjacent, enemy occupied square in any of eight directions, capturing the enemy king or courtesan by replacement. See Figure 3.

EXCHANGE MOVE

You can transfer the top checker of your king onto an adjacent, friendly courtesan in any of the three forward directions, thus exchanging king and courtesan. See Figure 4.

AUTHOR'S NOTE

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

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