"Newcular" is a chess-like game in which each player takes turns moving one

of his/her pieces, and tries to capture the opponent's King. It is played on

a 7x9 board, and each side starts with a set of pieces consisting of 1 King,

2 knights, 2 bishops, 2 rooks, and 4 pawns. The different pieces have rules

about how they can move, which is described later.

Players alternate moves, moving one of their own pieces each turn.

When it is your turn, you MUST make a move -- you cannot pass.

If it is your turn and you have no legal moves, you lose.

A player wins either when he/she captures the opponents' King, or if it is

the opponent's turn but the opponent has no legal moves.

The initial position is:

- N R K R N - (COMPUTER)

- - - B - - -

- - - B - - -

P - P - P - P

- - - - - - -

p - p - p - p

- - - b - - -

- - - b - - -

- n r k r n - (HUMAN)

K,R,B,N,P are the computer's King, Rooks, Bishops, Knights, and Pawns

(moving DOWN the board).

k,r,b,n,p are the human's King, Rooks, Bishops, Knights, and Pawns

(moving UP the board).

The pieces move as follows:

BISHOP:

-- moves roughly the same as the "bishop" in regular chess.

That is, in a diagonal line any number of squares.

-- may move either onto an empty square, or onto a square occupied by an

opponent's piece (thus capturing it).

-- CANNOT jump over other pieces. Once it bumps into a piece

or captures a piece, that is as far as it can go.

-- a bishop can move or capture in the two forward diagonal directions.

It can only move in a backwards diagonal direction if that move is a capture.

-- has the option of "exploding" instead of moving. (more on this later)

ROOK:

-- moves roughly the same as a "rook" in regular chess.

That is, in a horizontal or vertical direction any number of squares.

-- may move either onto an empty square, or onto a square occupied by an

opponent's piece (thus capturing it).

-- CANNOT jump over other pieces. Once it bumps into a piece

or captures a piece, that is as far as it can go.

-- a rook can move or capture in the forward direction.

It can only move in a backwards or sideways direction if that move is a capture.

-- has the option of "exploding" instead of moving. (more on this later)

KNIGHT:

-- moves roughly the same as "knight" in regular chess.

That is, 1 square horizontally followed by 2 squares vertically,

or 2 squares horizontally followed by 1 square vertically.

-- may move either onto an empty square, or onto a square occupied by an

opponents's piece (thus capturing it).

-- CAN jump over other pieces.

-- a knight can move or capture in the forward direction (that is, ending

up in a square that is further forward than from where it started).

It can also move in the backwards direction but only if that move is a capture.

-- has the option of "exploding" instead of moving. (more on this later)

PAWN:

-- moves roughly the same as a "pawn" in regular chess.

That is, it can move one square forward,

or it can capture one diagonal square forward.

-- has the option of "exploding" instead of moving. (more on this later)

-- cannot move sideways or backwards under any condition.

KING:

-- can only move forward one square at a time, either straight forward or diagonally.

-- cannot move sideways or backwards under any condition.

-- does NOT have the option of "exploding" (although it can be the victim of an explosion).

EXPLOSIONS!!!

A player may choose to "explode" one of his own pieces, rather than move a piece. "Exploding" a

piece causes itself, and any adjacent pieces, to be removed from the board. Adjacent includes one

square immediately to the left, right, up, or down, or on any of the four diagonals. Thus, there

are 8 adjacent squares if an exploding piece is in the middle of the board. A piece on the

side of the board has 5 adjacent squares, and a piece in the corner has 3 adjacent squares.

- If an explosion causes your opponent's king to be removed, then you win.

- If an explosion causes your king to be removed, then you lose... even if you caused the explosion.

- If an explosion causes both kings to be removed, then the player causing the explosion loses.

Note that you don't move-and-then-explode... exploding is done instead of moving.

So for example if you are planning to explode a piece, you would need to first move it

into the desired position, then explode it on your next move.

OTHER DETAILS -

-- moving is compulsory. That is, a player cannot "pass".

-- you are never allowed to capture your own piece. That is an illegal move.

-- however, it is NOT ILLEGAL to leave your KING in danger. If the

opponent doesn't see that he/she can capture the KING, you play on!

-- also however, it IS legal to explode your own piece(s) off the board.

-- it also isn't illegal to explode your own KING (although that is a bad idea!)

-- unlike chess, there is no such thing as "check" or "checkmate". Winning is by actually

capturing the KING (or exploding a piece next to it, or the opponent having no move).

-- unlike chess, there is no piece called the "queen".

-- unlike chess, there is no two-move option for the pawn.

-- unlike chess, inability to move isn't a stalemate draw - it is a LOSS.

-- unlike checkers, capturing isn't compulsary.

-- unlike Go (Weiqi), players don't place pieces on the board.

The pieces are on the board at the beginning, and are moved, captured, or exploded.