

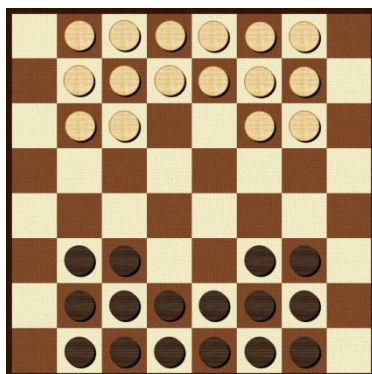
EXIMO

by Matteo Perlini

EXIMO is a member of the Checkers family designed on 1 February 2013 by Matteo Perlini.

The game has orthogonal and diagonal movement and capture. There are no kings, only men. Men can jump without capturing. When a man reaches the last row, it frees another man.

The game is played on a 8x8 square grid. The set-up is shown below:



OBJECT

Capture all your opponent's pieces by jumping over them, or stalemate the opponent so he has no moves.

TURN

In each turn, a player can make one of the two actions: move or capture.

MOVE

A checker can move in 3 directions: *forward or diagonally forward* (north, north-east or north-west).

There are two type of move: ordinary move and jumping move.

- ORDINARY MOVE: a checker moves to a (forward or diagonally forward) adjacent and empty square.
- JUMPING MOVE: a checker jumps over a (forward or diagonally forward) adjacent friendly piece if the next square in the same direction is empty, placing the jumping checker on the next empty square. If the same player's checker can continue moving by jumping another friendly piece then it must do so. During the jumping move that checker cannot capture. (No need to choose the longest path.)

CAPTURE

A checker can capture in 5 directions: forward, *diagonally forward, right or left* (north, north-east, north-west, east or west).

- CAPTURE: a checker jumps over a (forward, diagonally forward, right or left) adjacent opponent's piece if the next square in the same direction is empty, placing the jumping checker on the next empty square. The opponent's piece is removed from the board immediately. If the same player's checker can continue capturing by jumping another opponent's piece then it must do so. Capturing is mandatory, and you must keep capturing as long as it is possible. (No need to take the maximum number of pieces.)

ON THE LAST ROW

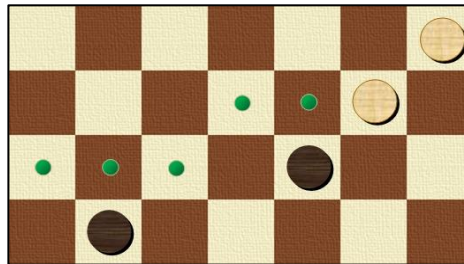
When a checker reaches the other end of the board, it is removed from the board immediately and the player gets two extra-moves to make instantly: dropping two new checkers in any empty square in his own first two rows, except in the four squares on the sides.

(Drop zone for Black: b1, c1, d1, e1, f1, g1, b2, c2, d2, e2, f2, g2; for White: b8, c8, d8, e8, f8, g8, b7, c7, d7, e7, f7, g7).

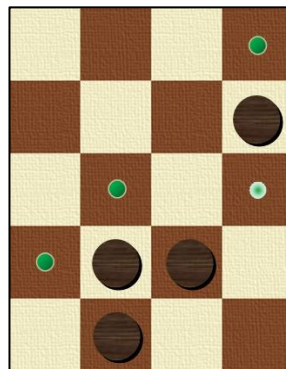
If a checker reaches the other end of the board and there isn't any empty square in the drop zone, the player loses that piece. If there are just one empty square in the drop zone, the player gets only one drop.

ILLUSTRATED EXAMPLES

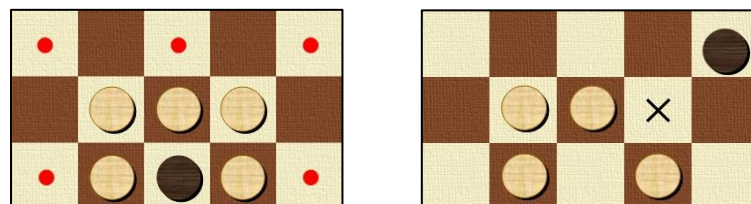
Example of ordinary moves for Black. The right black piece has only two moving directions, because it can move only to an empty square.



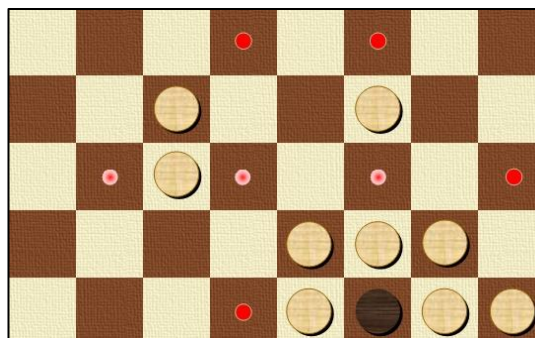
Example of jumping move for Black. Black can move in three directions: one ordinary move and two jumping moves. He can move north-west or jumping north. Or he can make a multiple-moving jump: north-east first + north. Note that he cannot stop the checker in the middle of a jumping sequence (square marked with the light-green dot).



Example of capture. Black can capture by jumping one white pieces between five different ones. Black chooses to capture the pieces to north-east, so that white piece is removed from the board.



Example of multiple-capture. Black can capture in four directions: two single captures and two multiple-captures. With one multiple-capture he removes three white pieces, with the other multiple-capture he removes two white pieces. Note that he cannot stop the checker in the middle of a capturing sequence (squares marked with the light-red dot).



OPENING MOVES

Black's opening moves are reduced to twenty due to left-right symmetry. Black ends the symmetry with his first move, so White has forty opening moves to choose from.

The following images shows all the Black's forty opening moves: ten pieces has three free directions, four pieces has two free directions and two pieces has one free direction.

