

Zero Point One

2012, Jim Wickson, <https://www.codecup.nl/0.1/rules.php>

The game is played on a 8x8 board:

	1	2	3	4	5	6	7	8
a	0.1	1.1	1.2	2.2	0.2	2.2	2.2	2.2
b	0.2	0.2	1.1	0.2	2.2	2.2	2.2	2.2
c								
d								
e								
f								
g	2.2	2.2	2.2	2.2	0.2	0.2	0.2	2.2
h	2.2	2.2	0.2	2.2	1.1	1.1	1.2	0.1

initial setup

Each piece has two numbers which denote, respectively, the number of orthogonal steps and the number of diagonal steps of the pieces' moving and capturing range.

The available pieces are:

- Wazir (0.1): Moves 0 steps orthogonally (horizontal or vertical) and then 1 step perpendicular to that direction, in any direction.
- Knight (1.2): Moves 1 step orthogonally (horizontal or vertical) and then 2 steps perpendicular to that, in any direction. The Knight may jump over other pieces, like in chess.
- Ferz (1.1): Moves 1 step orthogonally and 1 step perpendicular to that, in any direction. It may jump.
- Dabbaba (0.2): Moves 0 steps orthogonally and then 2 steps perpendicular, in any direction. It may jump.
- Alfil (2.2): Moves 2 steps orthogonally and then 2 steps perpendicular, in any direction. It may jump.

On his turn, the player either:

- moves one friendly piece to an empty square or a square occupied by an enemy piece (which is then captured and placed in that player's reserve).
- drops one piece from the reserve into an empty square (like in Shogi)

The player that captures the adversary Wazir wins the game.