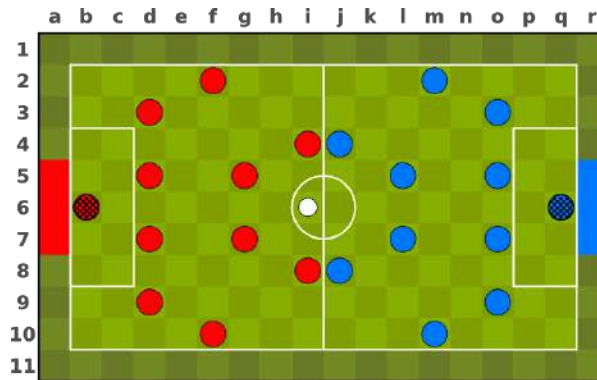# Chessyball

2 players - Perfect Information Football

Chessyball is a football/soccer game for 2 players. It is played on an 11x18 grid mimicking a football pitch, with 11 players on each team. The board and starting position is pictured below:
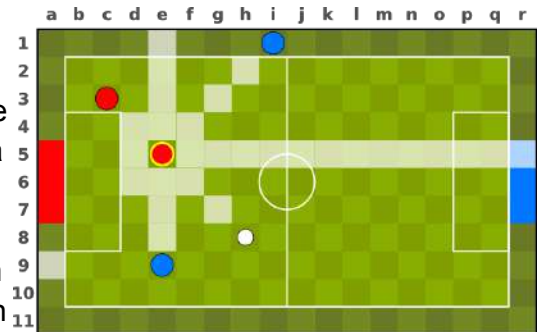

SETUP

Each team has 11 team-members: 10 normal team-members and 1 keeper (denoted by a checkerboard pattern here). Position the playing pieces according to the diagram above. The ball is placed either in `i6`, as pictured, or in `j6`. Flip a coin to decide starting player.

The starting player receives **ONE** action on the first turn, the second player receives **TWO** actions, and all subsequent turns for both players consist of **THREE** actions.

MOVEMENT

Every action consists of moving a member of the current player's team **one or more spaces** in a straight line in any direction. The line can be **orthogonal** *or* **diagonal** (the pieces move like a Queen in Chess). The team-member is **not allowed to move through other team-members of either colour *or* the ball**. They may **not** end a move within their side's keeper box (the 5x2 sized rectangle in which the keeper starts) *or* their goal. However, they

may move *through* the box or goal in their journey to square outside them. Team-members **are allowed** in the box and goal of the *opposing* player. *(The highlighted piece in the illustration to the right can move to all squares shaded white).*

If a team-member moves to **any square directly adjacent to the ball** (including diagonally), the ball then travels in a straight line **as far as possible** in the direction away from that team-member.

BALL MOVEMENT

The ball is stopped by **any team-member of any colour**, and may **not** travel outside the lighter-colored, inner rectangle (with the exception of the two goals).
(In the figure to the right, if the highlighted piece (`e9`) moves to `g9`, the ball will travel to `n2`. Similarly, if it moves to `g7`, the ball will travel to `j10` and so forth).
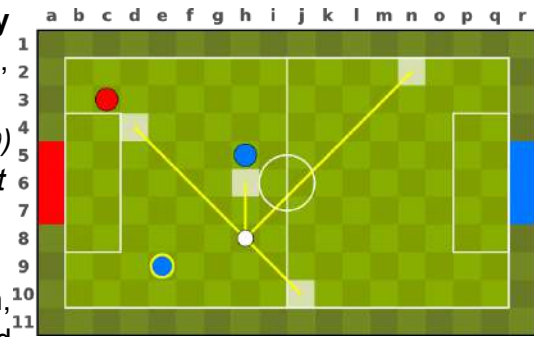
If the ball should, during the course of a player's turn, end up in the opposing player's goal (the three colored squares at the end of the pitch), the current player receives **one point**, their turn is over, and the **pieces are returned to the starting position**, with the player who was *scored against* taking the next turn.

GAME END

(I am uncertain what the original intended end-game criterion was. I have offered what I feel are suitable options in this section.)

The game continues in this manner until a pre-agreed ending point, which could be one of several options: Either one player has reached a pre-specified number of goals (eg, first player to 3 goals wins), a total number of goals have been scored by both players (eg, game ends after 5 goals), or a total number of actions or turns have been taken (eg, game ends after 25 turns).

The player with the most goals wins!

VARIANTS

(The only rules I could find mentioned several possible variants, I have listed them here as well as some of my own devising.)

- **Random ball starting position:** The ball begins at a random legal position, and the 1-2-3 actions restriction in the first moves is lifted; Players may now take 3 actions even in the first and second turns.
- **"Extensions":** A player who moves the ball during all three of her three actions may choose to continue to take actions for as long as she is able to keep moving the ball.
- **Team-members can pass through other team-members.** You can try this either where you may only move through your own team-mates, or where you can move through team-members of either colour.
- **Do not reset player positions after a scored goal.** All team-members remain where they are and the ball is positioned in one of the two center squares. Alternatively, the defending player gets to place the ball in one of the 10 squares of their goal area and proceed with their turn.
- **Penalty Shoot-out:** A tied game can be resolved via a penalty shoot-out. I leave the details of how to implement this up to your ingenuity, but I would be very interested to hear your suggestions.
- **Alternative board sizes and team sizes.**