

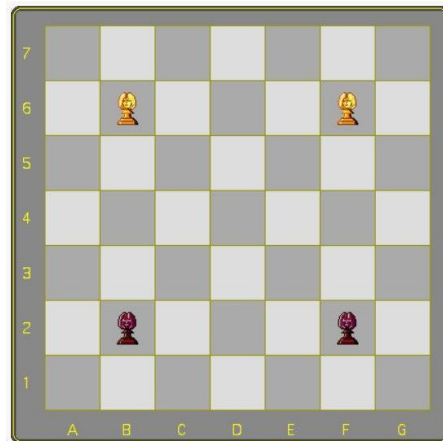
Desdemona

Two players B&W.

Played on a 10x10 checkerboard.

8 Chess queens, 4 White and 4 Black.

A supply of B&W stones.



PLAY

Black moves but does not shoot on the first turn. Turns then alternate. On a turn, a player must do one of two things.

1) Move a queen in a straight line across any number of empty squares (orthogonally or diagonally) ending the move on an empty square. Then place a stone in your opponent's color on an empty square away in a straight line across any number of empty squares (orthogonally or diagonally) from the queen that was last moved, or

2) Move a queen in a straight line across any number of empty squares (orthogonally or diagonally) ending the move on an empty square adjacent to an opponent's stone. The queen and the stone now define a line (straight or diagonal). If the next square of that line, going in the direction of the opponent's stone, is vacant or the next squares hold your opponent's stones followed by an empty square, then your color stone is placed on that square, thus trapping your opponent's stones between itself and the moving queen. Captured opponent stones are replaced with moving player's color stones.

GOAL

If a player is unable to make a move, he must pass, when all players pass the game ends.

The player with the most pieces on the board wins.

[BGG description, Ray Alicea, 2020]