

MAD BISHOPS

by Mark Steere

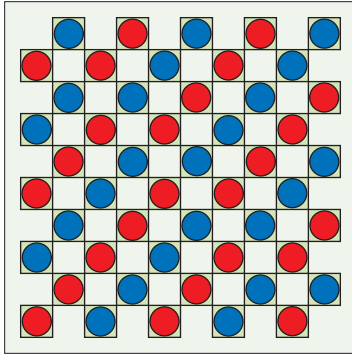


Fig. 1 - Initial setup

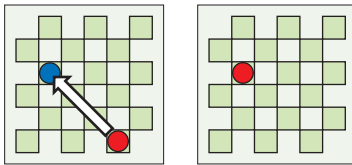


Fig. 2 - Red kills blue.

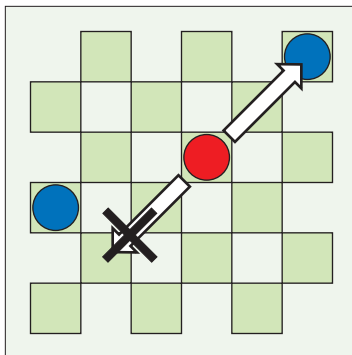


Fig. 3 - Checker must kill.

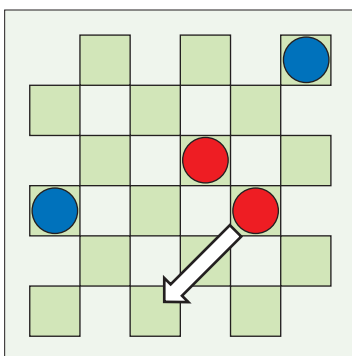


Fig. 4 - Checker must engage.

INTRODUCTION Mad Bishops is a two player game. The 10x10 board is initially set up with 21 red and 21 blue checkers, as shown in Figure 1. The two players, Red and Blue, take turns moving checkers of their own color, one move (or kill) per turn, starting with Red. Passing is not allowed.

Draws cannot occur in Mad Bishops. Mark Steere designed Mad Bishops in March, 2010.

OBJECT OF THE GAME To win you must kill all enemy checkers.

MOVE The checkers move something like Chess bishops. In particular, if your checker is on the same diagonal as an enemy checker, either adjacent to it or separated by one or more contiguous empty squares, you can remove the enemy checker and replace it with your own said checker. See Figure 2.

KILL If your checker is in position to kill, you can only use it to kill. You can't move it somewhere without making a kill. See Figure 3.

ENGAGE If your checker is not in position to kill, you can only move it to engage the enemy. I.e. you must move it (along a diagonal series of one or more empty squares) to an empty square that's on the same diagonal as an enemy checker, with none of your own checkers in between the two. See Figure 4.

Killing is not mandatory. If you can move an unengaged checker to engage the enemy, you can do that instead (as in Figure 4).

If a checker can't be moved to kill or to engage, then it can't be moved. As long as you have checkers on the board though, you will have a move available.

AUTHOR'S NOTE Feel free to publish this rule sheet, and to program the game of Mad Bishops for online or offline play. There is no licensing fee, and no royalties are expected. However please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.

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