

Knightcap

2011, David Parlett, <https://boardgamegeek.com/boardgame/152325>

There are 63 stones (horses) that should be placed over a 8x8 checkered board.

Player Dark decides which square remains empty; Light begins.

Rules

The horses are neutral; they do not belong to either player.

On each turn, you move a **random piece** as a knight in chess to a reachable empty square. In doing so, the piece moves over two intervening squares: one dark (dark green), the other light (white or light green).

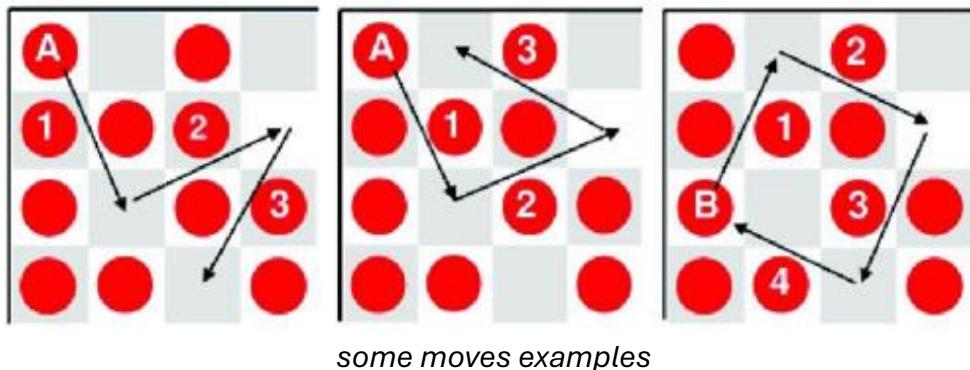
- Light captures only pieces on intervening **light** squares
- Dark captures only pieces on intervening **dark** squares

You must move and capture if you can, and you must continue doing so if you can keep playing with the chosen piece. If you have a choice, you may decide which piece to capture.

Captured pieces are removed from the board immediately, so that the moving piece may land on the newly vacated squares during the same turn. If you cannot capture, you may not move, but on the next turn you may simply move and capture if possible.

The game ends when neither player can capture anymore. Then add all pieces still on the board in your color to the pieces you have captured.

Goal. The winner scores 1 point for each captured horse above 30. In the next game, the players switch colors. Play until one player has 10 points.



- **Left:** If Dark is to move, he can capture 3 pieces on dark squares starting from A.
- **Middle:** If Light is to move, he can capture 3 pieces on light squares starting from A.
- **Right:** But better is from B, where he can capture 4 pieces on light squares.