

COLLATERAL CHECKERS.

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♀ 2 ♦ Light ⌚ 10-20 min
v1.0.0

Collateral Checkers an abstract strategy game for two players played with Checkers pieces on a 5×5 grid with a unique twist: You can capture your own pieces.

1 Objective

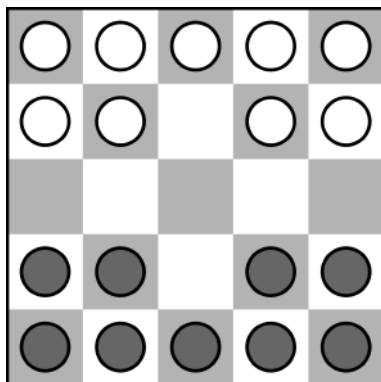
The object of Collateral Checkers is to capture enough of your opponent's pieces to render them unable to capture any of yours, or by controlling the centre square for three consecutive turns.

2 Components

- A 5×5 game board.
- 9 Black checkers.
- 9 White checkers.

3 Setup

1. Place the board between both players.
2. Each player then places their pieces on the two rows closest to them, making sure to leave the middle column short (see picture).
3. Black starts.



Setting up the game

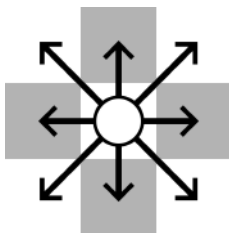
4 Gameplay

On your turn you can do one of two things: *Move* or *Capture* (if able).

4.1 Moving a Piece

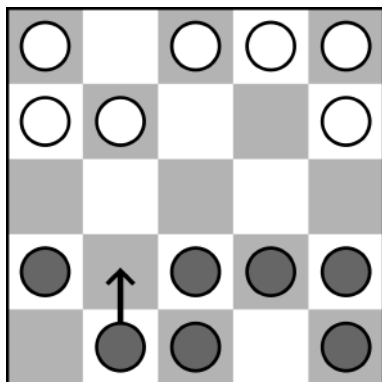
A piece in Collateral Checkers can move one space in one of eight directions, as long as there's an empty space to move into.

A piece *cannot* be moved if there is an available capture (see Capturing).

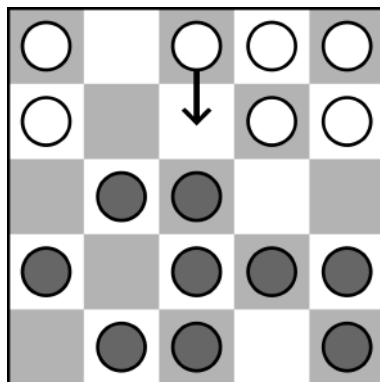


The eight directions of movement.

Note Unlike standard Checkers, getting to your opponent's back row does *not* promote your piece. Your pieces can always move in all eight directions.



Example of a valid move.



*Example of an **invalid** move.
Can you find the capture?*

4.2 Capturing


Like in most variants of Checkers, capturing is mandatory if able, though it is only mandatory if it can be done without capturing one of your own pieces.

To capture, jump your piece over the piece you want to capture in eight directions, just like moving.

Capturing can be chained for as long as there are pieces to jump over. If the available pieces are those of your opponent, chaining is mandatory.

Note Although capturing is mandatory, it is still ultimately up to you to decide *how* you wish to capture.

Credits

- Pyramid Love ( **This here font**) By OtherStudio and Seagull Incident.

Special Thanks

Special thanks to these wonderful people for helping bring this game to life

Eddy Kjøller	Fábián Demeter	Eva Jacobsen	Zach Reedy
Beata Hansen	Bysshe	Mike Petchey	

Version History

- 0.0.1** Document created.
- 0.0.2** Setup and movement changed.
- 0.0.3** Added King of the Hill wincon.
- 0.0.4** Removed the mention of a queen.
- 0.0.5** Logo added.
- 1.0.0** Game Released.

