

## Sllim rules

By Rich Hutnik (Copyright 2011)  
Game #15 in the Games on Half a Checkerboard Series

This is a game in an N-in-a-row game that turns the Mills/Morris family of games on its head. The game features the reverse winning objectives from normal games in the Mills family of games. In this game the object is for the player to remove all their pieces from the board, instead of eliminating opponent's pieces from the board. The name Sllim reflects that, as its name is the word "Mills" in reverse. Sllim also shares the form a square pattern of Square Chess, which is played in Asia.

**Number of players for game:** 2

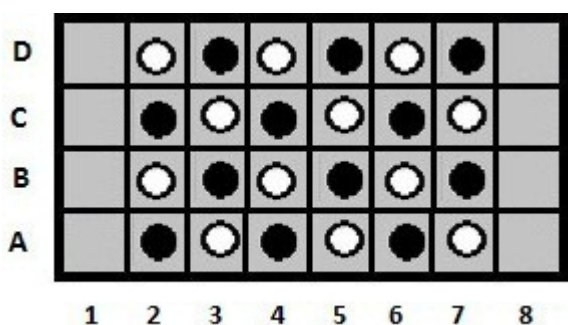
**Objective:** To be the first player to remove all their pieces from the board, wins the game.

### **Equipment used:**

\* **Half a checkerboard:** The board is 8 spaces long and 4 spaces wide.

\* **12 checkers for one player, and 12 checkers for the other player:** These checkers start off the board, and are placed on the board during placement phase. In these rules, the checkers are Black and White.

### **Board Layout/Setup:**



### **Rules of play:**

Players alternate turns picking up one of their pieces and relocating it to an empty space on the board until they form a line or square of their color. These pieces then come off the board.

#### **Placement:**

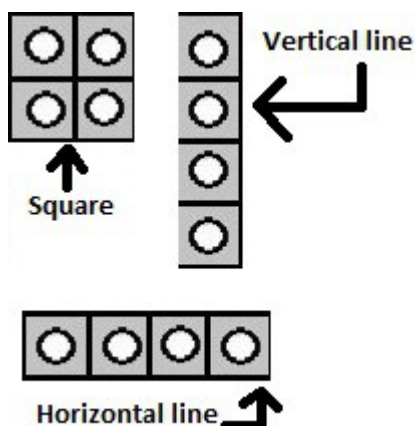
\* Players alternate turns picking up one of their pieces and relocating it to an empty space on the board to form an escape configuration (square, vertical or horizontal line). If that happens, that player removes all the pieces in the particular configuration, and they are out of play. See next section for more information on this.

\* If a player forms more than one escape configuration, they pick which of these configurations they wish to remove.

### Escape configurations:

Pieces arrange in a configuration like those below are removed from play. In case where there is overlap, where more than one formation is formed at the same time and they share pieces, then the player picks which configuration of pieces to remove during their turn. The three escape configurations consist of a **Square**, a **Horizontal line**, and a **Vertical line**.

Diagram below shows these configurations:



### How the game ends:

The game ends when a player has removed all their pieces from the board. Player who does this, wins the game.

### Variants:

#### Variable set ups

Variable set up (Intermediate):

D	B	W	B	W	B	W	B	W
C	W	●	○	●	○	●	○	B
B	B	○	●	○	●	○	●	W
A	W	B	W	B	W	B	W	B
	1	2	3	4	5	6	7	8

Variable set up (Advanced):

D	B	W	B	W	B	W	B	W
C	W	B	W	B	W	B	W	B
B	B	W	B	W	B	W	B	W
A	W	B	W	B	W	B	W	B
	1	2	3	4	5	6	7	8

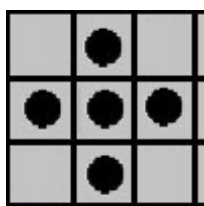
Before play, players decide whether to play the Intermediate or Advanced version. Black and White players alternate turns placing piece on the board for set up. In the Intermediate version, part of the pieces are placed on the board. White player places pieces on W spaces and Black player places pieces on B spaces. After initial set up, play continues as it does normally.

**Expert setup:** During set up phase, all pieces start off the board. Players are allowed to place pieces anywhere on the board that is empty. During placement, players who create a square or line that would remove pieces, remove these pieces from play (these pieces are not put back into off the board reserve). First player to remove two sets of four of their pieces from the board wins the game, as opposed to three sets of four (all).

**Setting up either side:** Assign each player a color on the board upon which they drop their pieces on the board. All pieces start off the board. Players then would either drop one of their pieces from their reserve off the board, or relocate one of their pieces on the board to a space of EITHER color. Using this variant, using less than 12 pieces works. 9 or 10 pieces works pretty well for balance.

**Shorter play:** Player can win the game if they removed all but 4 of their pieces from the board.

**Knockout win:** If a player managed to form a cross pattern with their pieces, they win the game instantly. This is an example of a winning configuration for Black:



**Either side relocation to create a formation:** In this variant, if a player moving a piece of either player will create a formation that would remove 4 pieces, a player can relocate a piece of either player to create that formation to remove a set of pieces from the board. A reason why a player may consider doing this is in order to open up the board for their own pieces. Pieces put in a line or square this way would then be removed.

**Momentum win:** In this variant, if a player managed to remove two sets of four of their pieces (line or square) before their opponent responds by removing one, the player who does this wins the game. This means a player removes a set of four pieces, and then removes another set of 4 pieces to win, even if their opponent may have removed a set of 4 pieces first.

Thanks to Ryan Devens for helping to playtest.

#### **About the Games on Half a Checkerboard Series:**

The Games on Half a Checkerboard Series (and the games in it) is the creation of Rich Hutnik. It originated from an attempt by a game designer to adopt some of Rich Hutnik's prior game designs on other play areas to half a checkerboard. This initial attempt grew to create a mixture of games derived from classic game designs, to all new creations. Games in this Series all utilize half a regular 8 by 8 checkerboard and a mixture checkers and other common game equipment (such as dice or chess pieces). As of this time, there are a total of at least 25 games that either currently have their rules available, or are in development (to be released when ready). The list of the currently available games, and access to rules to these games, can be found here:

<http://boardgamegeek.com/geeklist/67989/games-in-the-games-on-half-a-checkerboard-series>