

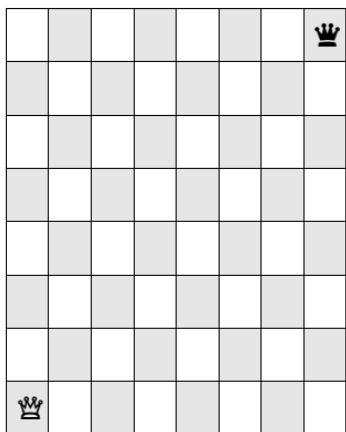
Cleaning Day

Back by popular demand we have competitive cleaning. Word on the street has it that Xtreme cleaning is being considered by the Olympic committee for inclusion in the next Olympic games. The hot debate is whether it should be in the winter games or summer games.

At the moment there is no consensus about in which season the sport belongs. All we know for sure is that we can't wait for competitive cleaning to take its place right alongside Olympic dominoes and Xtreme sleeping.

Object of the game: Be the first to pick up all your trash.

Additional equipment: None.



Board setup: At the beginning of the game the queens are placed in opposite corners. You may use the two kings if you can manage to get them to clean.

How to play: During the first phase of the game, players take turns placing bits of trash for their opponents to deal with.

White will place the eight Black pawns for the Black queen to pick up and Black will place the eight White pawns for the White queen to pick up.

The image to the right illustrates a sample of how a board might look after White and Black finish placing the 16 bits of trash around the board for each other to pick up.

After the trash is placed, the two queens attempt to pick up their respective trash the fastest.

White queen will pick up the White trash (pawns).

Black queen will pick up the Black trash (pawns).

A queen may move left, right, up or down—not diagonally.

A queen may move any number of squares unless blocked by a piece of trash.

If a queen runs into a piece of trash of her own color, that trash is picked up.

If a queen runs into a piece of trash of the opposite color, she is blocked and cannot proceed further in that direction.

Queens get one move per turn. A move may be any number of uninterrupted squares in an up, down, left or right direction.

Queens may not leap, or otherwise go through each other.

How to win: The first to collect all eight pieces of trash wins.

Multiple players: Add pieces from other chess sets.

