

Custodial Trap: The Game rules

By Rich Hutnik (c) 2014

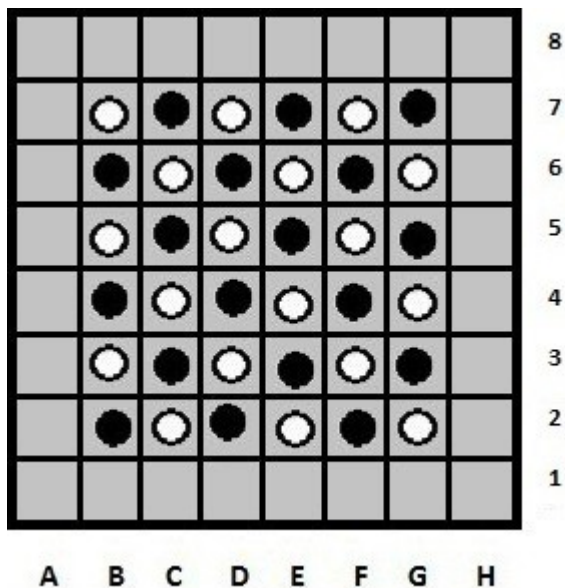
INTRODUCTION:

This game was created to show off the custodial trap move type.

MATERIALS NEEDED:

A chess/checkerboard and 18 checkers per side. In these rules, the checkers are black and white.

SETUP (for Intro game):



INTRODUCTORY GAME OBJECTIVE:

The object of the intro game is to either capture 12 enemy pieces, or cause one's opponent to not have a legal move.

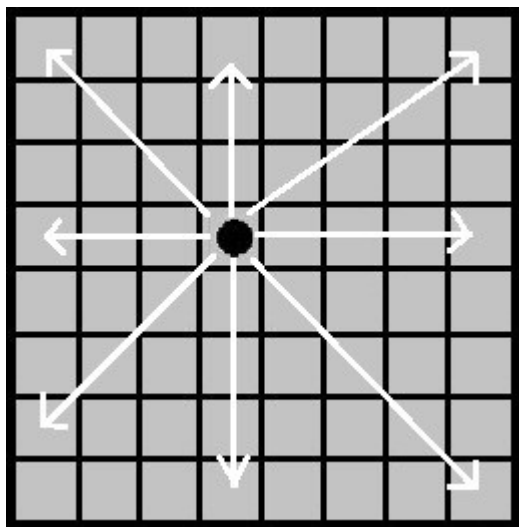
PLAY:

Players alternate moving one of their pieces one at a time, until one player has one or both players agree to a draw. Only pieces that are not trapped may be moved. A piece becomes trapped when it, and possibly other pieces, are between two pieces of an opponent (see diagram below for diagrams of which pieces are trapped). Determine what color moves first, before game begins.

Pieces either conduct a regular move (see How pieces move section) or a trap, or a delayed capture of a trapped piece.

How pieces move and their names in the game:

Man (Checkers piece): Moves one or multiple spaces in a straight line, vertically, horizontally, or diagonally. It may not pass through a space occupied by a piece of ANY player, off the board, or land on an occupied space, unless it is involved in a capture. The piece's move is identical to that of a queen in chess, except for changes made due to how pieces capture in this game.



Other rules governing movement:

If a player has no legal moves, they lose the game.

A piece that is frozen may not move, but it may be part of a custodial trap move that freezes an opponent's piece.

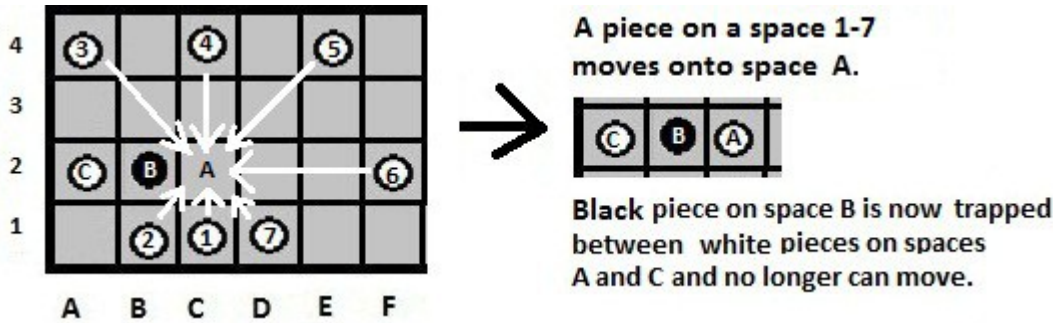
When a piece moves and causes a series of opponent's pieces to become trapped (see diagrams below), and unable to move, in a following turn (need not be the next turn), it may conduct a capture move. This multiple turn move type is considered a custodial trap.

Capture: A capture move consists of moving a piece trapping an opponent's piece one, vertically or horizontally, to a space occupied by an opponent's piece that was trapped by this piece, and then performing a delayed capture later on. This trapped piece is removed from the board and the trapping piece takes the trapped piece.

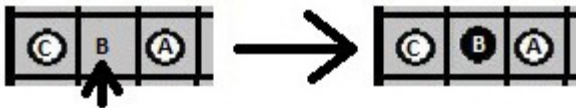
Trapping and delayed capture (see diagrams below):

* A trapping move consists of a slide that causes one or more opponent's pieces to become trapped, and unable to move. This is done by sandwiching an enemy pieces or line of enemy pieces between itself and a friendly piece. In a future turn (need not be the next turn), one of the pieces engaged in the trapping may conduct a capture move, if it is legally able to do so. A trapped piece is captured (removed from the board) by moving a piece trapping an opponent's piece one space, vertically or horizontally, into the trapped piece's space.

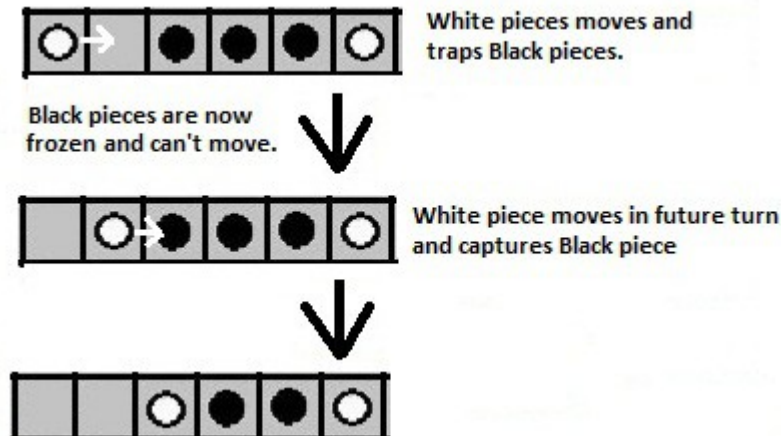
This is examples of slide moves that traps an opponent's piece, to be captured in a future turn:



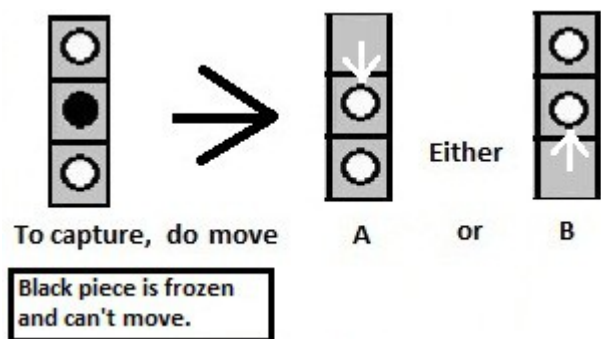
* A piece may also move into a situation where it becomes trapped. In diagram below, a black piece moves into the empty B space below, between the two white pieces (on spaces C and A), and becomes trapped and is no longer able to move.



In the next diagram, a piece traps 3 pieces vertically and then captures one in a future turn:



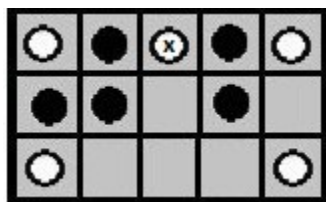
Horizontally trapped piece is captured:



Examples of positions where all black pieces are trapped (White pieces with X's on them are also trapped):



In this diagram, two pieces are in a diagonal trap. Either White piece in the lower right or left hand corner could move towards the White piece with an X on it and remove the Black piece that is trapped.



In this next diagram, black piece on space A is free, while black pieces on spaces B and C are trapped:

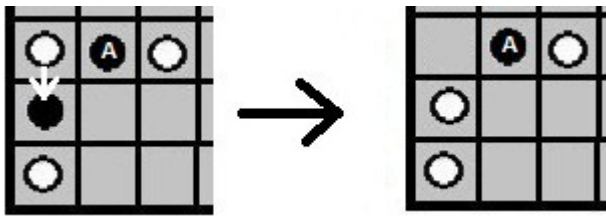


Examples of pieces not being trapped:

In the next diagram, none of the black pieces below are trapped because the A space is empty:



In the next diagram, because white piece capturing the way it did, it frees up the black piece on space A:



In the next diagram, black piece on space A, takes white piece on space C. This frees the black piece on space B:



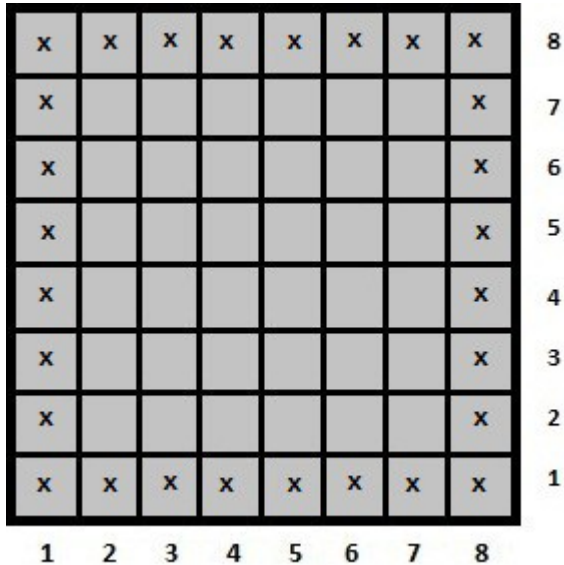
END OF THE GAME (Introductory game):

Once a player has either reduced their opponent to less than 7 pieces, or forced their opponent to not have a legal move, they win the game.

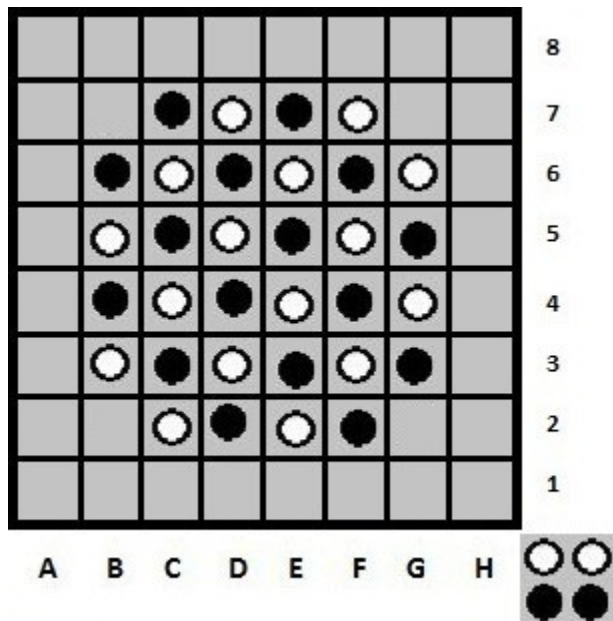
INTERMEDIATE GAME

Introduction:

In the Intermediate Game, the initial board configuration changes, with two pieces starting off the board. Also, pieces may be dropped onto the board (from an off the board reserve area) is added as a new move type into any empty spaces on the board from (B7-G2), instead of moving (the spaces where dropping is not permitted have an x on them). Finally, a new win condition is added to the game that of a player connecting all of their uncaptured pieces, after getting all their pieces onto the board, into one orthogonally connected group.



Setup for Intermediate Game:

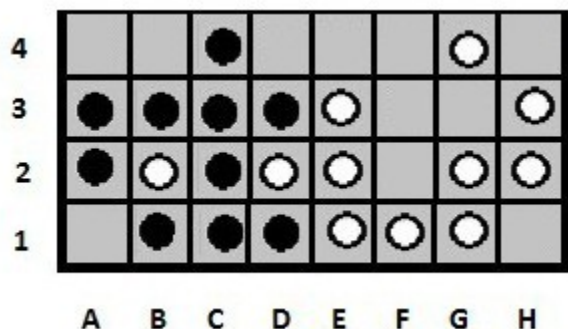


Two pieces for each color start off the board. The pieces in the corner are there to show not all pieces are used, and they need not be there during play. Legal Spaces to drop pieces (When being places, pieces may be dropped on any space that does not not have an x on it, as seen in the next diagram). Note: Dropped pieces may be dropped into a position that is frozen or freeze one or more pieces by being dropped. Also note: With this change, because pieces start off the board, pieces may be dropped on any empty space that doesn't have an x on them (as per the diagram above).

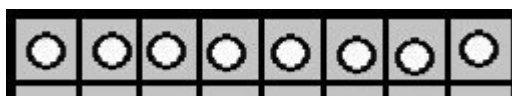
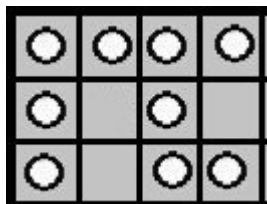
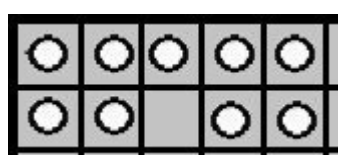
Winning the Intermediate Game:

In addition to the Introductory Game's win condition, of either reduced their opponent to less than 7 pieces, or forced their opponent to not have a legal move, there is one more win condition for a player, which is connecting all their uncapture pieces into one orthogonally connected group (after they managed to first get all their pieces onto the board, and have none in reserve). A player wins the game immediately, once they reaches one of these win conditions.

In the next diagram, Black has one of many possible winning configurations. White wouldn't because both White pieces on B2 and G4 are not orthogonally connected to the rest of the of the White pieces. If both (not just one) of these pieces were off the board, then the White player would have a winning configuration.

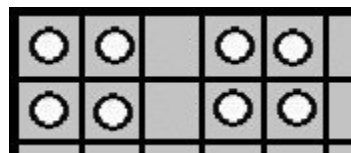


Here are other winning configurations:

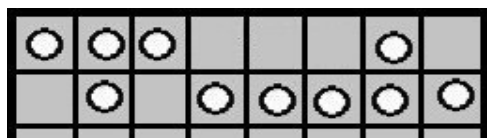


Non-winning configurations:

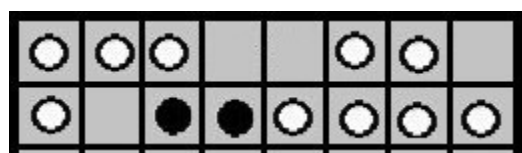
Pieces not in a single group:



Group has one connection diagonally, rather than all the pieces being connected orthogonally (only vertically and/or horizontally):



Group not connected vertically and/or horizontally with only its color:



ADVANCED GAME:

Setup:

The main difference between the Intermediate Game and the Advanced Game is in terms of the setup and determining turn order. In the Advanced Game, a Limited Dutch Offer is performed as follows: One player sets up pieces for both players, placing some or all of them for one or both players (possibly leaving some off the board), and states which color goes first. The player's who didn't set up then decides which color to play, or may rearrange one side's pieces and have the player who originally set up the board pick sides. The legal places to set up pieces are in the spaces not marked with x's in the diagram below (this is the same spaces as one can legally place pieces onto the board). In case all 18 pieces are both on the board, and there are no spaces to reposition a single player's pieces, the player who has the option to pick sides, may rearrange half the board (18 pieces of either side) and pass the decision back to the player who first set up the board. The rearranging could also include removing pieces from the board and placing them in the reserve off the board.

x	x	x	x	x	x	x	x	8
x							x	7
x							x	6
x							x	5
x							x	4
x							x	3
x							x	2
x	x	x	x	x	x	x	x	1
1	2	3	4	5	6	7	8	