

# Battle of the Beetles

(version 1.1)



A strategy game for 2 players by  
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## INTRODUCTION

Look at the green and red beetles above. They seem lovely and funny creatures but don't rely on the appearances! Indeed, they are formidable predators. Green beetles feed on red beetles and red beetles feed on green ones. In extreme conditions they even can turn into cannibals!

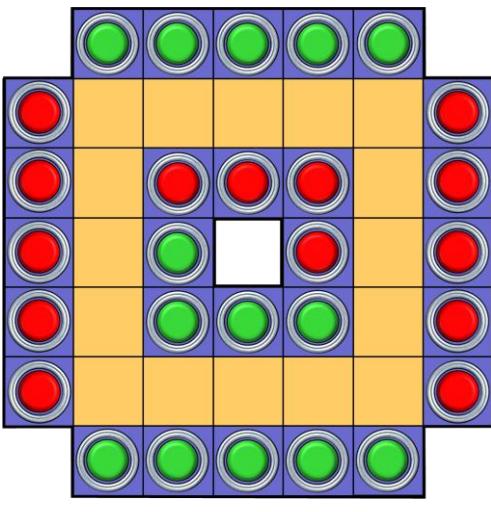
In **BATTLE OF THE BEETLES** green and red beetles fight among themselves. Your goal is to be the last player making a valid action: removing an eggshell from one of your unborn beetle or capturing a beetle.

## MATERIAL

- Modified 7 x 7 board with 44 cells
  - 28 white rings ("eggshells")
  - 28 rounder counters (14 green and 14 red "beetles")

## **PREPARATION**

Each player takes all beetles of one color and adds all of them to the board according to the following figure. Each eggshell is then placed on all of them. As a result, 28 eggs (28 unborn beetles + 28 eggshells) are initially located on the board.



## Initial setup

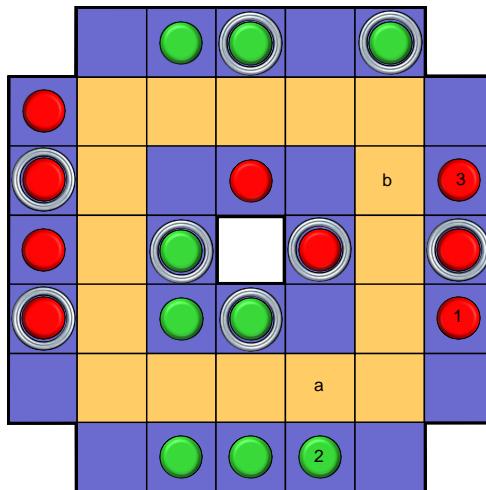
## HOW TO PLAY

Players move in turn. The player playing the green beetles starts. In each turn a player must perform one of the following actions:

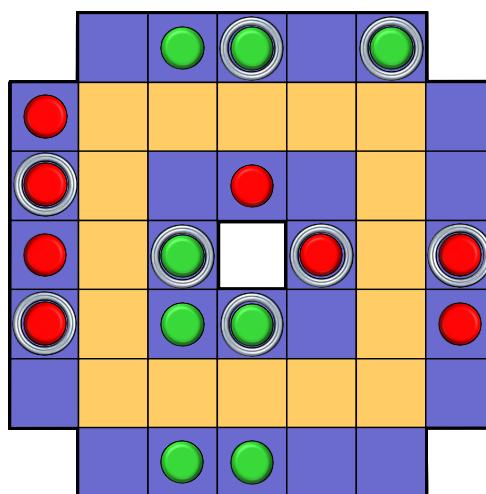
- a) Remove the eggshell from one of your eggs. The beetle is just born and is ready to attack! The removed eggshell is out of the game.
  - b) Capture an enemy beetle. Only born beetles can capture and can be captured. A beetle makes a capture in two steps: First, starting from its position it moves forward to a

yellow cell orthogonally adjacent to it. Note that most of the blue cells are adjacent to just one yellow cell. The sole exception is the four blue cells located at the corners of the inner square, which are adjacent to two yellow ones. Second, it flies from this new position to a cell occupied by an enemy beetle. This beetle is then removed from the game and the attacking beetle occupies its place. The beetle always flies two squares vertically and one square horizontally, or two squares horizontally and one square vertically, exactly as a knight moves in chess. Both actions (move and fly) must be done in the same turn.

- c) **Capture a friendly beetle** according to the rules mentioned above. This action can only be carried out if the player is not able to perform actions a) and b).



It's green's turn. She can remove an eggshell from one of her eggs or capture the red beetle marked with the number 1 by moving the beetle 2 to cell "a" and then flying and landing onto beetle 1. Red can, in turn, recapture beetle 2 by moving beetle 3 to cell "b" and then flying onto beetle 2. The bottom figure shows the resulting position.



## **END OF THE GAME**

If a player cannot make any of these actions in his turn, he loses.

## VARIANTS

1. The board is empty and the players take turns placing their eggs on the blue cells (placement phase). Then the game continues as usual (movement phase).
  2. The game is played in the same way but without rings. Therefore, players can only perform capturing moves.