

## Chameleon

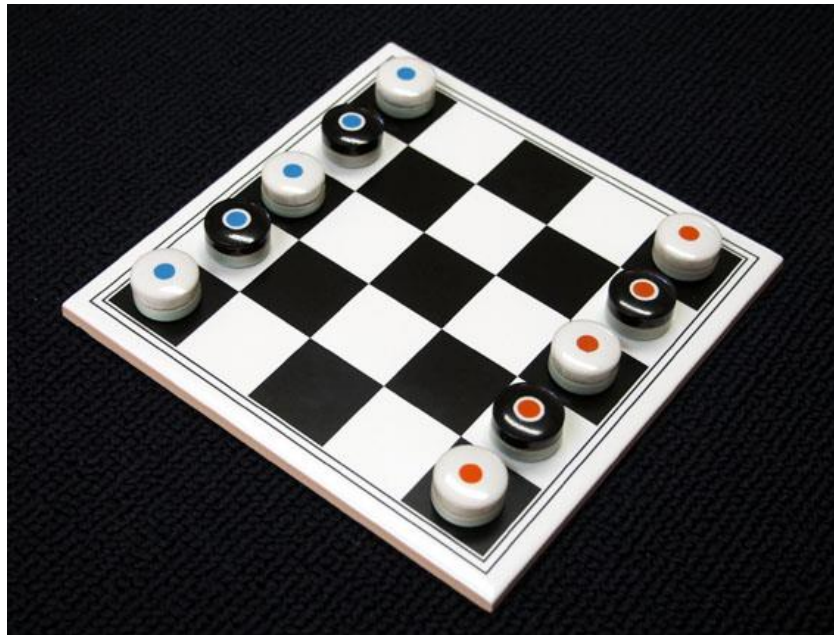
By Mitsuo Yamamoto, 2019 <https://www.logygames.com/logy/chameleon.html>

It is a racing game that reaches the opponent's enemy line.

The movement of the pieces is controlled by the mass color of the board. ( Shifra system)

The player's pieces have two pieces, white and black. ( Dual system)

Since two system elements are mixed, it realizes the movement of pieces that are not monotonous even though they are a checkerboard.

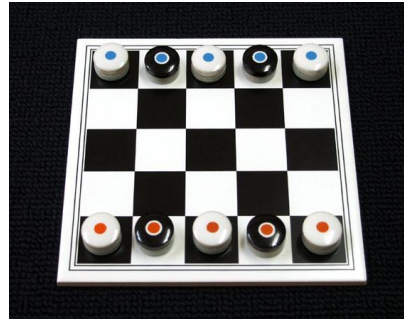
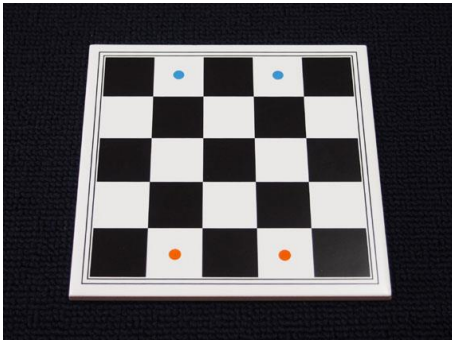


The five pieces of their own are divided into two attributes: black and white. All pieces can move one by one, front, back, left, and right diagonally, and the King, and the King. Also, if you are in the same trout color as the color of the attribute of the piece, the movement of the corner of the shogi will be added. On the other hand, if you are in a square of different colors, the movement of Happa Katsurama and Knight will be added.

At first, I was confused by how to move the pieces, but if you get used to it, you will be able to develop a strategy that considers Koma-gumi.

It is a game that balances the strategy of connecting the pieces to reach the opponent's position and the defensive strategy of removing the pieces raised in their position with the next hand.

## Board design and initial placement



### [Board]

1 5 x 5 = 25 square checkerboards (there are dot marks in two places on the self-made white square).

### [Common pieces and pieces]

Five orange and blue pieces (two chromatic pieces, three white pieces).

### [Initial placement]

The first stage is in the front and the enemy is on the other side. Place five pieces of each other on your own position, different from the color of the trout.

### [How to move the pieces]

All pieces can move one square forward, front, back, left and right diagonally.

When you are on a square with the same color as the color of the piece, you can move only in the diagonal direction of the front, back, left and right diagonally. (

Movement of the corner)

When you are on a square with a different color from the color of the piece, you can jump to the left and right squares of the front, back, left, right, left and right. (

Happo Keima, Knight's movement)

### [Play]

Decide the first hand and do the turn alternately in an appropriate way.

In turn, you can move an arbitrary piece of self-made piece.

If the muffins move to the square where the enemy pieces are located, they will capture the enemy pieces and remove them from the board. The pieces that have been removed will play out.

I can't pass.

### [Victory conditions]

If the self-pawn reaches the white mass of the enemy camp (the mass with dots) and is not removed by the next enemy's turn, it will win.

However, if you have one living piece of your own piece, you will win when you reach the white trout of the enemy camp.

If all five of them are captured by the enemy, they will lose.

[Added on 2014/6/3] If you enter the opponent's position with a hand with more than two live pieces, and the opponent's last frame enters the position with the next opponent's turn, Whoever enters first will win.

### **Interpretation of rules, way of thinking**

When you enter the position first, the enemy is obliged to remove the piece with the next hand. If you don't get rid of it, you're going to lose. Therefore, I think that it is decided to lose when you advance the piece to your goal without removing it. Since both wins occur at the same time, there is an opinion that it is a draw, It is quite risky and difficult to advance the pieces to the goal. Therefore, I think it is fairer to give the upper hand to the usual goal.

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**Chameleon** is a chess-like strategy game, played on a 5 x 5 grid, where each piece's movement capability changes based on the color of the tile where it lands.

In traditional Chess the black and white checkerboard pattern only determines starting positions. Chameleon's pieces each have a central color or nature. This nature changes the way each piece can move based on the tile where it sits. Like a Chameleon, each piece changes based on its surroundings creating a dynamic and fun game experience.

All pieces can always move one space in any of eight directions like the King in Chess. But they have additional Chameleon movement capability that changes according to their nature color and tile color where they are placed - either like a Bishop when on a like colored square, or a Knight when on a square of the opposite color.

There are three winning goals:

- A player who captures all the opponent's pieces wins the game.
- A player who moves any one of their own pieces to the opponent's area (farthest five tiles), and it isn't recaptured immediately, wins the game.
- If a player who has only one active piece on the board and moves it onto the opponent's area they win the game immediately without waiting for the opponent's next turn.

[BGG description]