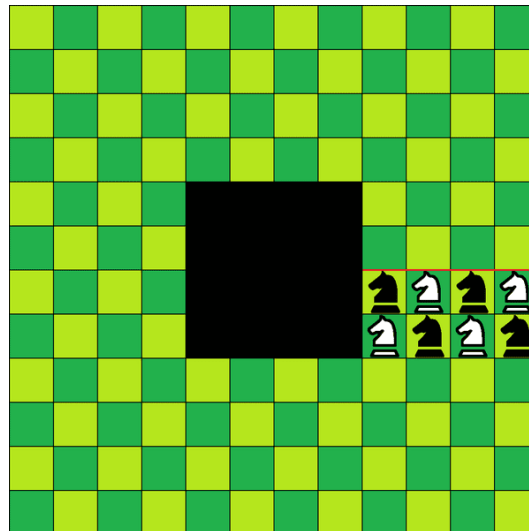


# Steeplechase

2024, Chris Huntoon, <https://boardgamegeek.com/thread/3256511>

The board is 12x12, with the 4x4 area in the center blocked out. There is a red line across one side, representing the Start/Finish Line. This creates a circular race track for the pieces.

Each player has four Chess Knights. White goes first.



*initial setup*

Pieces move like Chess Knights. There is no capture. If a piece leaps over another piece - of either side - the leaping piece gets an additional move that turn. Making the additional move is optional.

Pieces move counterclockwise around the track. Once a piece makes a complete circuit and crosses the finish line, it is removed from the board.

Objective: The first player to get all his pieces across the finish line wins.

Note from author: *The descriptions of the movement of Chess Knights that I have always come across is that they move one space orthogonally, and then one space diagonally outward. So, the piece being leaped over is the one orthogonally adjacent to it.*