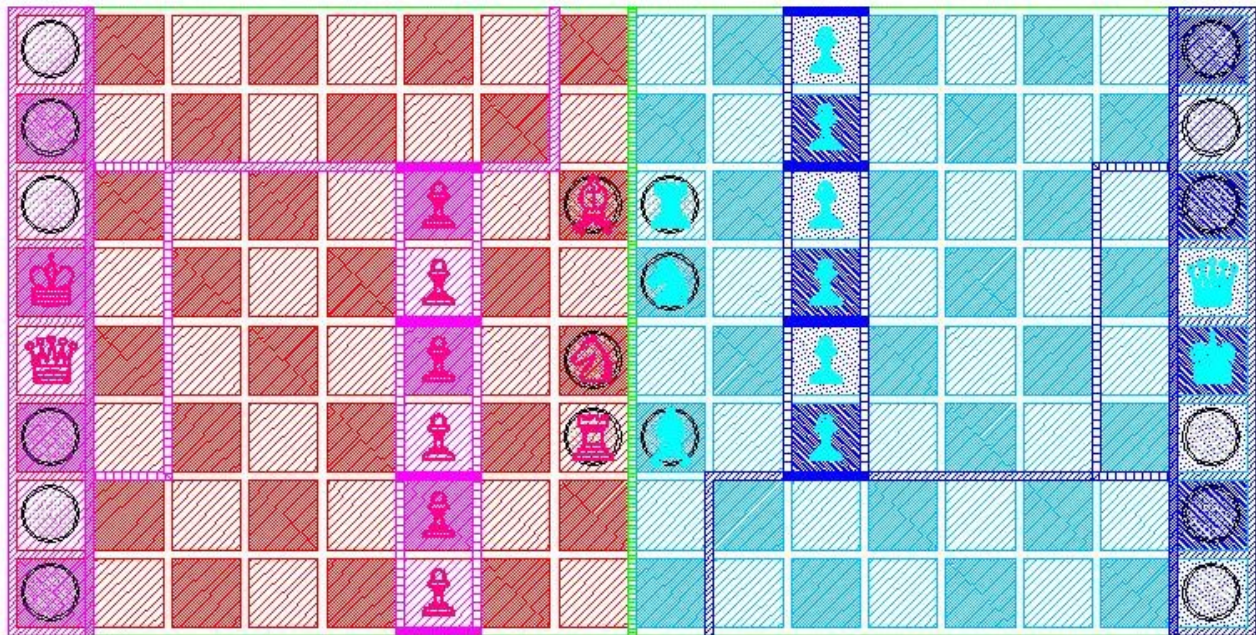


Boulder Chess

[0] Object of Game

A. The Object of the Game is to fill the opposing Royal Chambers with Boulders

[1] The Board and the Pieces



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- A. The Board is 8 squares wide by 16 squares deep. It is divided into various areas.
- B. Field is divided into two halves, the Red side and the Blue side, each 8 squares wide by 8 squares deep.
- C. The Red side is in front of the Red Player, and the Blue side is in front of the Blue Player.
- D. Playing Pieces are placed within squares. There are Red and Blue (or White and Black) chess pieces used, plus 18 Boulders (checkers) where the color doesn't matter.
- E. While two checkerboards may be used, it should be modified to indicate various locations. The color of the checkerboard squares do not matter.
- F. **Royal Chambers**
 1. The first row in front of both Players is called the Royal Chambers. It is 8 squares wide (the width of the Board), by 1 square deep.
 2. Only the King and Queen of this color may be within the Royal Chambers, along with a quantity of Boulders.
 3. At the start of the Match:
 - a. The King and Queen shall occupy the center two squares, with the King closer to the Secret Passage.
 - b. There shall be 6 Boulders occupying the 6 remaining squares.

G. Secret Passage

1. The Secret Passage is a space 2 squares wide by 6 squares deep, on the Player's left side of the Board.

H. Tower

1. There are 4 squares centered directly in front of the Royal Chambers

I. Courtyard

J. Defenses

1. There are 3 pairs of squares across the outer part of the Courtyard.
2. Each square is occupied by 1 Pawn of the same color as the Defenses.

K. Neutral Zone

1. This space is 8 squares wide by 4 squares deep, bisected by the two colors zones.
2. Each Player has 1 Bishop, 1 Knight, and 1 Rook to use
 - a. Starting Positions
 - i. The 3 Pieces shall be placed on own side on either side of the divider line as indicated on the drawing. Each Piece shall have one Boulder (checker) placed under it, as "captured".
 - ii. *ALTERNATE POSITIONING*: Players shall alternate placing their 3 Pieces on the squares along the divider line, Red Player first, then Blue Player, and so on. Each Piece shall have one Boulder placed under it, as "captured".

[2] One turn for each side involves in this order:

A. Move One Piece (Bishop, Knight, or Rook)

1. These three Pieces move like their counterpart in chess. Bishops diagonally, Rooks orthogonality, Knights on an extended diagonal.
2. Pieces cannot “jump” or capture another Piece. (Except Pawns; see below.)
3. Except for the Knight, any Piece is blocking movement.
4. **Pieces and Boulders:**
 - a. A Piece may continue movement in their normal way over a Boulder to an empty space beyond. The Boulder is not captured in this movement.
 - b. A Knight moves over Boulders without capture.
 - c. A Piece may jump onto an uncaptured Boulder, “capturing” it.
 - d. No piece may capture more than one Boulder at a time. A Piece with a captured Boulder may not jump onto another Boulder, **or pass over beyond**.
 - e. If the piece has a captured Boulder, the Boulder may be moved with the piece.
 - f. A Boulder may be left behind on the original space and becomes uncaptured.
 - g. Uncaptured Boulders may not be moved by themselves, except if again captured by a Piece. (See below for entry of Boulders onto the Field.)
 - h. Boulder color does not matter. Any Piece may capture any uncaptured Boulder.
5. **Movement Within Their Own Secret Passage:**
 - a. Pieces may move freely within their own Secret Passage, based on the rules for moving that Piece.
 - b. Pieces may enter and exit freely within their own Secret Passage, through either the Neutral Zone and their own Courtyard
6. **Movement Within Opposing Secret Passage:**
 - a. Pieces may enter the opposing color's Secret Passage, but must exit the same way. A Piece may enter from the Neutral Zone, to acquire a Boulder for example, but the only exit is back into the Neutral Zone. ~~There is no limit on how long a piece may remain in the opposing Secret Passage.~~
7. **Movement Over Defense Squares:**
 - a. Pieces may only move over opposing color's Defense Squares.
 - b. If a Defense Square (a pair of spaces) has one or two Pawns, the Piece must move into a Defense Square for that move, then on the very next move that same Piece must move out in the same direction. That is, a Piece moves from Neutral Zone to a Defense Square then to the opposition's Courtyard.
 - c. If a Pawn is on that space the Piece lands on it is considered “jumped” and shall be removed from the playing field.
 - d. If there are zero Pawns in a particular Defense square then Pieces may pass thru the defense in their normal manner without stopping in the defense square, so long as there are no other Pieces blocking the movement.
 - e. Pieces may not move between pairs of Defense Squares, or between a pair of Defense Squares and the Secret Passage.

8. Boulder Discharge:

- a. A Piece with a captured Boulder can discharge the Boulder into the Royal Chambers from the four Tower spaces in front of the Royal Chambers.
- b. The Boulder may only be placed in Royal Chambers square that does not already contain a Boulder. Only one Boulder in a square.
- c. The Boulder is discharged from the Piece in the same manor as the Piece travels (diagonally from the Bishop, etc).
- d. If the Boulder lands on a square with the King or Queen, the Boulder is placed under the King or Queen. The King or Queen is then considered to have “captured” that Boulder.
- e. The King or Queen is never “captured” or removed from the Playing Field. There is no “check” or “checkmate” of the King.
- f. If there are 8 Boulders placed within the opposing Royal Chambers, the game is considered finished, and the Player that placed the final Boulder is the Winner.

B. Move One Pawns

1. Pawns indicate defense strength for each pair of squares. Either Two, One, or Zero strength for each defense square.
2. Only a single Pawn is moved for the turn.
3. Pawns may only move within their own Defense Square.
4. Pawns only move if possible.
5. Only one Pawn per space.
6. If there are no possible Pawn moves, no Pawns are moved.
7. If there are no Pawns, this step is skipped.

C. Move King or Queen

1. The King and Queen may only move within the Royal Chambers. Only one of the two will move each turn.
2. The King may move only one square within the Royal Chambers, like a chess piece. *He may jump over the Queen to the space directly on the other side of the Queen.* He may move onto a Boulder, “capturing” the Boulder.
3. The Queen may slide any number of spaces to the first boulder, again jumping over the King to the space directly on the other side of the King, continuing movement to any open square beyond up to the first Boulder encountered.
4. A King or Queen may not move off a captured Boulder.
5. If both the King and Queen has a captured Boulder, one of the captured Boulders must immediately be entered into the Secret Passage. This is considered the move for the King and Queen, and no further royal moves may be made during this turn.
6. Once a King or Queen has “captured” a Boulder (sitting on it), that Boulder may be immediately placed upon one of two squares of the Secret Passage next to the Royal Court.

D. Move a Boulder

1. One Boulder may be moved in own Secret Passage.
2. Up to One Boulder is moved each turn, except for first turn (see below).
3. Boulders are moved orthogonality, towards Neutral Zone.
4. A Boulder entered into the Secret Passage from the Royal Chamber is considered a move.
5. Boulders may not pile up. No more than one Boulder in a space at a time.
6. If both Boulder entry spaces have a Piece or a Boulder, a new Boulder may not be entered.
7. Boulder moves one empty space forward to the far end of the Secret Passage.
8. If a Boulder is slid into a space currently with a boulder, the moving Boulder stays in that spot and the "hit" Boulder may slide forward one or two spaces forward until it hits another uncaptured Boulder. This may continue forward until the far end of the Secret Passage.
9. Moving Boulders may not "push" captured Boulders or "push" a Piece (Bishop, Rook, or Knight), and will stop on their square.
10. **For the first turn of that Player only**, two Boulders may be entered into the Secret Passage and slid straight forward to any space within the Secret Passage. These two Boulders will end at the same forward location. The Boulders will be taken from the Royal Chambers on either side of the King and Queen.

Game is over when a Royal Chamber is full of Boulders, thus losing the game. That is, there are eight boulders placed on the eight spaces within a Player's Royal Chamber at the start of that Player's turn.

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