

Zombies vs Princesses Draughts

This is an asymmetric version of draughts (checkers) where one side has numerical superiority, but the other can convert pieces to their cause.

Setup

The game is played on a standard 8x8 board, but on the diagonal, starting with 4 black pieces (“zombies”) and 9 white pieces (“princesses”) - see figure 1. Players may toss a coin, or draw from a pair of pieces to decide who plays which colour – but white always moves first. N.B. you will need extra pieces, of both colours – a normal draughts set should suffice.

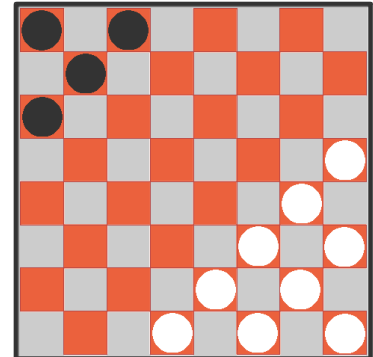


Figure 1: Starting Positions

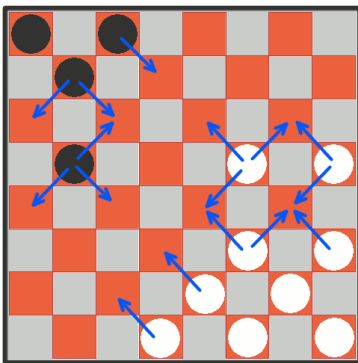


Figure 2: Legal Moves

Moving

Pieces may move one space forwards (towards the opposing side's corner) or to either side, into an unoccupied square. Figure 2 shows all legal moves for an early position in the game.

Capturing

As in draughts, a piece is captured by jumping over it – into a vacant square. If a capture is possible on your turn, you must take it – if more than one is possible, you choose. Multiple captures may be chained together. If white captures a black piece, the black piece is removed from the board. However, if black captures a white piece, the white piece is replaced with a black one – and this now becomes part of black's “side”. In figure 3, if it is black's move they may move A to 1 and replace C, or move B to 2 and replace D. If it is white's move they may move C to 3 and remove A, or move D to 4 then 5 and remove both B and A.

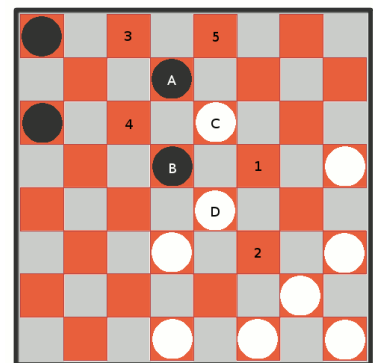


Figure 3: Capturing

Promoting Pieces

If a piece reaches the opponent's corner square it is promoted (princesses become queens, and zombies gain a brain) which allows them to move backwards (as well as forwards and sideways). Promotions can be marked by stacking two pieces on top of each other.

Winning

A player wins by either capturing all of their opponent's pieces, or by blocking them in so that they cannot make a legal move.