

Dungeon Chess

SECOND EDITION

created by *Sergio Fersini*

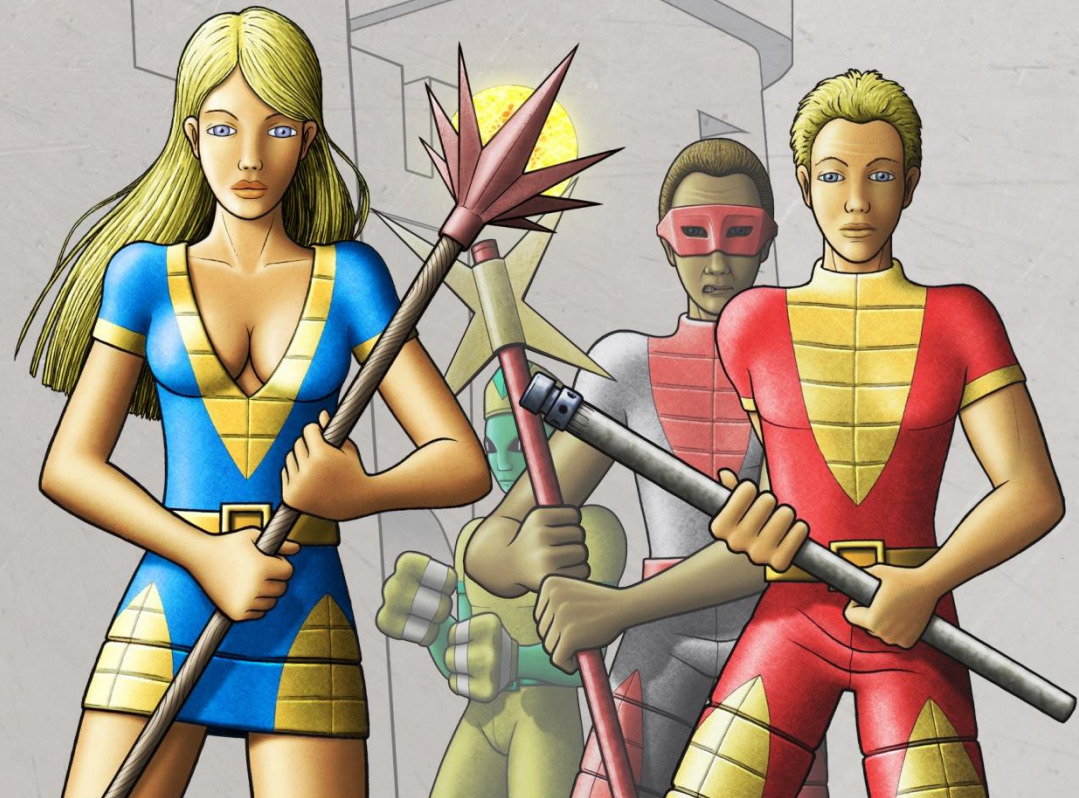
RULES

PLAYERS: 2, 3, 4. DIFFICULTY: medium. AGE: 8 years and over.



SERFERGIOCHI

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DungeonChess

AIM OF GAME:

Two, three or four players challenge in a "dungeon" moving each a team composed of 6 elements and with 2 chests (forzieri) at their disposal, with the aim of capture the adversaries' characters and to get as many chests as possible.

Each character moves and captures according to set directions. At the end of the match, the player that has more scores on the basis of the characters and chests that he has, his own or the ones captured, wins. The match ends when all players, except one, remain with one character.

NECESSARY:






1 game board (the dungeon), 32 cardboard shapes (characters and chests), 32 plastic bases (where the shapes are inserted), 10 cards "secret target".

The 32 shapes include 4 series of pieces (one for each player), with different colour, each one composed of 6 characters and 2 chests.

CARDS "SECRET TARGET" (secret aim):

When the game starts 2 cards "secret target" are given to each player; you have to choose 1 of these 2 cards as your secret target, discarding the other in the deck "secret target" that will be then removed; cards must be given covered and you don't have to reveal your card before the challenge ends . If you can fulfill and keep your target until when the game finishes, you can get as many point as indicated on the card.

Components of 1 team

				
GUERRIERO KOR	MAGA	GUERRIERO	LOTTATORE	FORZIERE
1 PIECE with the symbol:	1 PIECE with the symbol:	1 PIECE with the symbol:	3 PIECES with the symbol:	2 PIECES with the symbol:
Gk	M	G	L	F
it earns 4 POINTS	it earns 5 POINTS	it earns 3 POINTS	it earns 2 POINTS	it earns 3 POINTS

BOARD GAME: (the dungeon)

it is divided into squares that alternate in chessboard in two colors. The outside walls of the dungeon cannot be overstepped by the characters. On the game board there are 8 special squares that allow the teleportation of the characters between these squares .

The characters that are on the entry squares G and M cannot be captured by the adversaries and cannot capture other characters; they can be played only when they are on the other squares of the game board. If you have your characters on the squares G and M, you have to play them obligatory if you don't have any other characters on the game board. The characters that are playing cannot come back or move on the entry squares GM.

FORMATION:

The game board must be placed with its side opposite the players. You have to put your characters and chests on your chosen entry squares (if there are 2 players, these squares must be opposite) as shown in the figure:



LEGEND



teleportation squares



entry squares MG

ENTRY SQUARES MG

These are occupied by your wizard and your warrior in the initial formation of the game.

During the playing of the game, if one of these squares or both are free, you can use them only to put one of your characters in the game again, (anyone, not necessarily the MAGA -wizard- or the GUERRIEO -warrior-) who you paid for with your chests.

TELEPORTATION SQUARES:

you can use the two teleportation squares of your entry zone only with your characters (your opposing characters can't use them but they can be occupied by any character).

Your character that is already on that square can move at his turn onto the other teleportation square of his own entry zone, if it is free, that means if it is not occupied by other characters; (the teleportation squares are useful, for example, to confound your adversary's tactic or you can use them also to change the color of the diagonal of Guerriero-warrior).

MOVES:

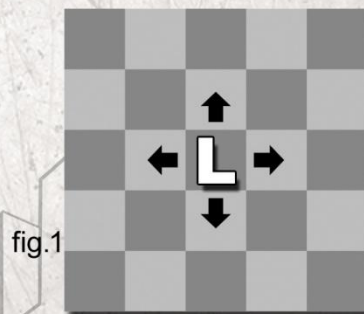
every character moves in a different way.

You must move and you cannot repeat the same move more than three times in successive turns. At your turn you can move only one character; then the other players move in a clockwise direction.

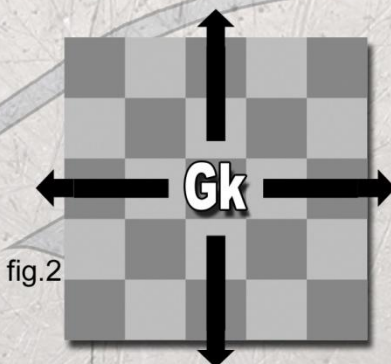
CHARACTERS:

every character always move in a straight line (vertical, horizontal or diagonal), provided that he doesn't pass over the other characters.

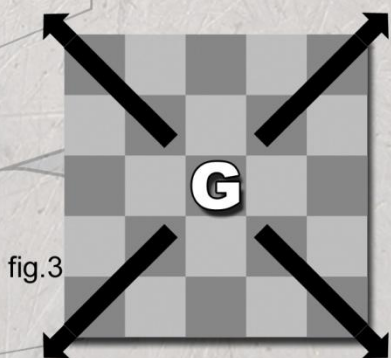
L LOTTATORE: (fig. 1)
it can move of one square horizontally or vertically.
It earns **2 POINTS** victory.



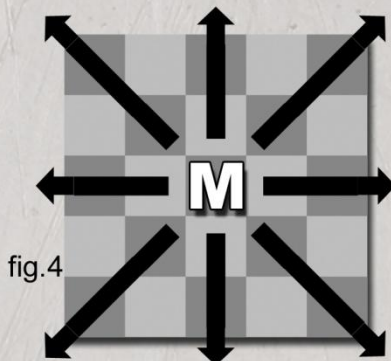
Gk GUERRIERO KOR: (fig. 2)
it can move horizontally or vertically, of 3 squares at the most.
It earns **4 POINTS** victory.



G GUERRIERO: (fig. 3)
it can move only diagonally and of 3 squares at the most.
It earns **3 POINTS** victory.



M MAGA: (fig. 4)
it can move in all directions (horizontally, vertically and diagonally) and of 3 squares at the most.
It earns **5 POINTS** victory.



F FORZIERE:
it is not put on the chessboard but it is used to free a character that has been captured.
It earns **3 POINTS** victory.

CAPTURE OF CHARACTERS:

you can capture any rival character that is along one of your trajectories of possible moves. It is not obligatory to capture. You can capture only one character per move. You have to remove the captured character from the square where he was and have to put near the side of the game board (externally to that) on the side of the player that has captured it, so that all players can see it. If you want to capture a rival character, you must arrive with your character on the square where the character that you want to capture is.

You can put in the game again a character of yours that has been captured, if you pay a chest to the player that has captured it. You must place the character that is put in the game again on one of your free squares of your "entry squares MG". If you don't have any more chests, you can't put the characters that have been captured in the game again.

RULE "ONE AT LEAST!":

when a player remains with one character, if the players are 3 or 4, this one can't be captured, so the players continue to play until the end of the challenge.

GAME CLOSING:

when all the players, except one, remain with one only character, the game is over. The players count the scores that they have gained on the basis of the characters and chests that they have when the match is over. The player that has the highest score is the winner.