

# Lines of Action

## Overview:

Be the first to connect all your pieces by moving them along their lines of action.

## Objective:

The objective of the game is to move your checkers to create one single connected group, where all your pieces are adjacent to each other in any direction (vertically, horizontally, or diagonally). The game is won when a player achieves this configuration.

## Setup:

Each player starts with 12 checkers of their respective color (white or black), placed on the two rows closest to them (Skipping the corners) on an 8x8 chessboard. White typically starts the game.

## Movement:

On their turn, a player moves one of their checkers either horizontally, vertically, or diagonally.

The number of spaces a checker can move depends on how many pieces are located in the line of movement, including the checker itself.

A player cannot jump over the opponent's pieces, and checkers can move through their own pieces or over empty spaces.

## Capture:

A capture occurs when a checker moves to a square occupied by an opponent's checker, removing it from the board.

A player cannot capture by jumping over an opponent's piece that is in the way of their movement.

## Special Situations:

If a player is reduced to having only one checker remaining, they lose the game, as a single checker is considered a group by itself.

If both players are left with one checker each, the player who made the most recent move wins.

## Game Variants:

**Scrambled Eggs:** The initial setup of checkers alternate colors in the same ring around the outside of the board (skipping the corners like in the initial setup).

**Parachute:** Only six checkers are placed at the start, and each player can place a new checker on the board during their turns after moving one of their checkers.

**Four-Player Game:** Four players split into two teams and alternate turns. Allies can identify their pieces by flipping them (if using standard checkers chips).

## Winning:

A player wins by connecting all their checkers into a single group.

If both players are left with one checker, the player who made the last move wins.

# Fox and Hounds

## Overview:

Fox and Hounds is a strategic two-player game played on a chess or checkers board. One player controls four hounds, while the other controls a single fox. The goal of the hounds is to block the fox, while the fox aims to reach the opposite side of the board.

## Objective:

The fox wins by reaching the back rank of the chess board.

The hounds win by blocking the fox, preventing it from making a legal move.

## Setup:

The game is played on the dark squares of a chessboard.

The hounds are placed on the dark squares of the back rank.

The fox starts on one of the dark squares in the first rank.

The fox moves first.

## Movement:

**Fox:** Moves one square diagonally forward or backward to an empty adjacent square.

**Hounds:** Hounds moves one square diagonally forward (towards the first rank) to an empty adjacent square.

No pieces can move off the dark squares of the board.

## Gameplay:

There is no jumping over pieces or stacking pieces as in Checkers; pieces cannot replace one another on the board.

The fox must evade capture by the hounds, while the hounds aim to block the fox's path.

## Goal:

**Fox:** Reach the back rank to win.

**Hounds:** Block the fox so it has no legal moves left, thus winning.