

Chiangmai Checkers

(Mhark Nheeb)

Overview:

Each player starts with 8 chips and aims to capture the opponent's chips using strategic moves, either by enclosing or balancing the opponent's chips.

Objective:

A player wins by capturing all of the opponent's chips or reducing the opponent to a single chip, in which case the opponent immediately loses the game unless they can win on their next move.

Setup:

The game is played on a standard 8x8 checkers board.

Each player has 8 chips, placed on their back row of the board.

Players take turns moving one chip at a time.

Movement:

On each turn, a player may move one of their chips any number of spaces horizontally or vertically, but not diagonally.

Chips cannot jump over other chips, and they must land on an empty square.

Capturing:

Enclosing Capture: A player traps one or more of the opponent's chips between a friendly chip they just moved and an existing friendly chip along an unbroken straight line, either horizontally or vertically. The trapped chips are captured and removed from the board.

Balancing Capture: A player places their chip directly in between two of the opponent's chips, one on either side in a horizontal or vertical direction, capturing and removing both of the opposing chips from the board.

Captures are not compulsory unless otherwise agreed upon, and it is possible to capture one or more chips in a single move, especially with enclosing captures.

Goal:

A player loses if they are reduced to a single chip, at which point they immediately lose the game unless they can win on the very next move.

The game ends when a player captures all of the opponent's chips or when the opponent is left with only a single chip.

Bobail

Overview:

Bobail is typically played on a 5x5 board (some variants use larger boards). Each player controls five pieces, and a neutral piece called the bobail is played by both players. The objective is to either move the bobail into your home row, cause your opponent to move it into your home row, or block the bobail completely so the opponent cannot move it.

Objective:

End the game with the Bobail in your home row.

Setup:

The board is 5x5 with a neutral piece, the bobail, placed at the center of the board (row 3, column 3).

White and Black each start with five pieces placed on their respective home rows (rows 1 and 5).

The players take turns, beginning with White.

Movement:

All pieces, except the bobail, move in a straight line horizontally, vertically, or diagonally.

A piece must move as far as it can go in the chosen direction. Pieces can only move to or through empty squares. No capturing is allowed.

The bobail can move one space orthogonally or diagonally one space.

Gameplay:

Play begins with one player moving a piece from their home row.

On each subsequent turn, a player first moves the bobail, then moves one of his own pieces.

The game continues in this manner until one player wins by achieving the objective.

Winning:

A player wins if he manage to move the bobail into his home row.

Alternatively, a player wins if he force his opponent to move the bobail into his own home row.

The game can also end with a win if a player successfully blocks his opponent's movement of the bobail completely.