

Thesis concept promoting pawns

Overview:

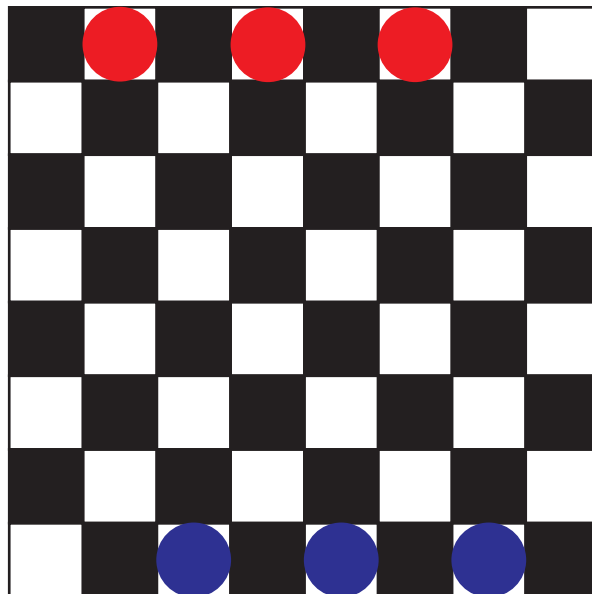
Jump your pieces over your opponent's to build up a super-piece. Win by using your super-piece to take your opponent's!

Components:

1 Checkers set (12 checkers in each of two colors, 1 8x8 grid)

Setup:

Arrange three checkers of each color on the grid according to the diagram below:



Stack an extra checker of the same color on top of each checker.

Randomly select one player to go first.

Play:

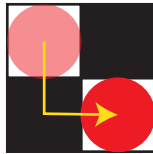
Players alternate taking turns, starting with the player chosen to go first.

On your turn you may move **some, all, or none** of your stacks of pieces.

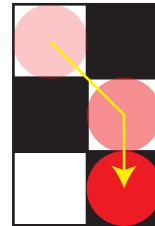
Each stack may move a number of spaces up the number of pieces in the stack, but may not move diagonally or split.



OK!



OK!



NO!

Stacks may move over friendly and enemy pieces, so long as they end in an open space.

Whenever a stack passes over an enemy piece, it **levels up**. Put an extra piece on the stack to keep track of its level, so the number of pieces in the stack is always equal to the piece's level. Do **not** remove the opponent's stack--in this game, you never take enemy pieces off the board.

Remember that stacks may move up to the number of pieces in the stack. As the stack grows, it gains the ability to move farther.

(For example, a stack with 4 pieces may move up to four spaces.)

If any of your pieces are along any edge at the start of your turn, you must move them so that they are not along an edge at the end of your turn, if possible.

Winning:

You win when you use a five-piece stack to pass over an opponent's five-piece stack.