

Chivalry

By Ken Leyhe

Ver 1.1 Revised 05/02

A game for 2 players using [Icehouse](#).

1. Objective

Be the first player to jump two queens off the opposing side of the board. Stalemates are possible.

2. Equipment

A. Chessboard

B. 2 Icehouse stashes of different colors.

3. Set-up

A. Each player takes 5 small (pawns) and 4 medium (queens) pyramids.

B. Players place their queens on their back row black squares.

4. Play

A. Pyramids have different moves available.

i. Pawns may move diagonally onto any adjacent, empty square.

ii. Queens can only jump diagonally over any friendly pyramid thus capturing it. Multiple jumps are allowed.

1. Pawns that are captured are placed back into the stash and may be used again.

2. Queens that are captured are removed permanently from play.

B. On a players turn he has 3 actions available, he may perform 1 action per turn.

- i. If a queen has a possible capture, it must make the capture.
- ii. A pawn may be placed on any unoccupied black square.
- iii. A pawn may be moved.

5. Winning

- A. The player who jumps two queens off of the opposite side of the board wins.
- B. A stale mate occurs when both players have only one queen in play.

6. Variations

In the case of neither playing having enough queens to win, a victory can be granted a player who has gotten at least one queen off of the board, when his opponent has not.

Games Page

Copyright 2001 by Kenneth Leyhe Sr. Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.1 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover and/or Back-Cover Texts. A copy of the license can be found at www.gnu.org/copyleft/fdl.html.