Knights Double-Duel Board Game Rules

Tentative game name; Tentative rule set; Date: June 2011
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Setup

The game is played on a small Chess-like board with 6×6 fields. Two players, one playing white pieces, one playing black pieces, have 10 pieces each: two knights and eight pawns. The goal of the game is to remove both knights of the enemy player from the board. The initial setup is as follows:

P/P	K	P/P	P/P	K	P/P
P/P	K	P/P	P/P	K	P/P

K – Knight
P – Pawn
P/P – Two pawns sharing a field

Moves

Player white makes the first move. The both players move their pieces in turns according to the rules:

1. The current player moves one of his/her knights similar to the knight-movement in classical chess. The knight can jump over any pieces, but the targeted field must either be empty or hold a single enemy piece; that piece is then removed from the board. The knight cannot move to a field on which either another piece of the current player is located, or a field where two pawns of the enemy player are located.
2. The current player then moves a pawn to the field from which the knight was just moved away. The pawn must be chosen following these rules:
   a. Use any pawn which is not placed on the board, or else, if there is no such pawn,
   b. use any pawn which shares a field with a second pawn, or else,
   c. any other pawn can be used.
3. If the field, the knight in step 1 was moved to, was empty or occupied by an enemy knight, a second pawn must be moved. Any pawn of the current player, except the pawn moved in step 2, can moved from its current field to any field which is either empty or occupied by a single pawn of the current player.

After these steps the other player makes his/her move. If a player cannot move any of his/her knights that player loses the game. Knights removed from the board can never enter the game again. If both knights of a player are removed from the board, that player has lost the game.

Extensions

Date: 8. Sept. 2011

The following extensions are available to change the behavior of the game. The final rules might include some of these:

1. Neighbor Attack: If a knight is moved to a field one which neighboring fields an enemy knight is placed, and if this enemy knight is not moved in the next turn of the enemy player, the current player can attack that knight in his/hers next turn, by moving the own knight to this neighboring field. Step 2 and 3 are then performed normally.
2. Switch-Move: As alternative move to steps 1 and 2 the knight can switch the field with two pawns of the same player occupying a field together. One of the pawns is moved to the field the knight was placed on; the other one is removed from the board. Step 3 is not performed.
3. Single-Pawn Blocks: Even fields occupied with a single enemy pawn are blocked for the knight moving in step 1, similar to fields occupied by two pawns.
4. Doubled Free-Pawn Moves: If a pawn can be moved in step 3 (concerning the other rules), the player may perform step 3 two times in a row before the other player starts his/her turn.