

dipole Game instructions / game rules

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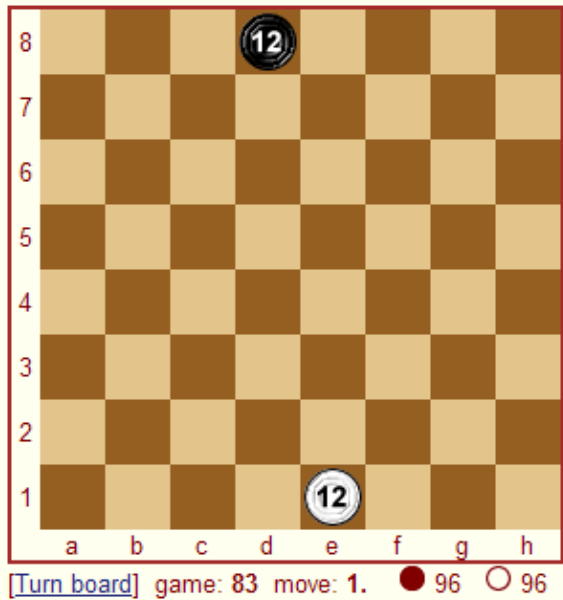
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dipole

Spielregeln

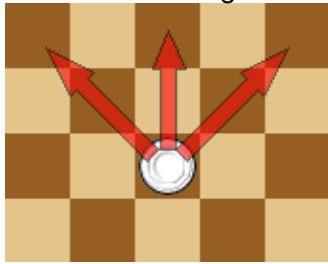
Introduction and Object of the board game

Dipole is played with a Checkers set. Only the dark squares are used. The board game starts with two stacks of 12 checkers, one white and one black, as shown in the figure below. Draws cannot occur in Dipole. Mark Steere invented Dipole in May 2007. To win, all of your opponent's checkers must be removed from the board. White makes the first move of the board game.

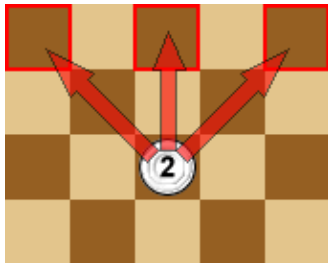


Basic moves

Players take turns moving stacks of their own checkers, one stack per turn. You can move an entire stack or just a portion of one (also called a stack here). This holds true for merging and capturing moves as well. See below. Basic moves can only be made in the forward or diagonally forward directions. The figure below shows the basic move directions available to the white stack.



The number of squares a stack is moved must equal the number of checkers in the moved stack. This holds true for merging and capturing moves as well. Even though only the dark squares are used, white squares must be included in the count. In the figure below, White can move his two-stack to any of the squares indicated. Directly forward moves can only be made with even numbered stacks.

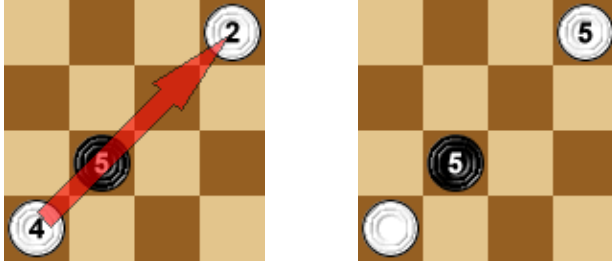


If you move a stack out of bounds, you must remove that stack from play. When moving a stack out of bounds pretend the board squares extend outward far beyond the boundaries, and make a basic move accordingly. Stacks can only be removed in the forward or diagonally forward directions. Players typically remove singletons from their far row because they have nowhere else to go.

If you have no moves available, you must sit the board game out until you do have a move available. If you have any moves available, you must move. There will always be a move available to one player or the other.

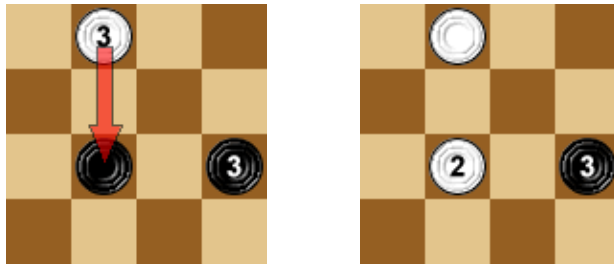
Merging moves

Stacks can be moved onto other, like-colored stacks. In the figure below, White takes three checkers from his four-stack and merges them onto his two-stack. Note that the white stack jumped over the black 5-stack. Stack movement is never obstructed by intervening stacks, regardless of size or color. This holds true for basic and capturing moves as well. Merging moves can only be made in the forward or diagonally forward directions..



Capturing moves

Capturing moves can be made in any of eight directions. A stack can capture only an entire enemy stack, which must be of an equal or smaller size than the capturing stack. In the figure below, White takes two checkers from his three-stack, and captures Black's one-stack. Basic, merging, and capturing moves must be made in a straight line.



Board Game end

The first player that has no more checkers on the board loses the board game.