

DIPOLE

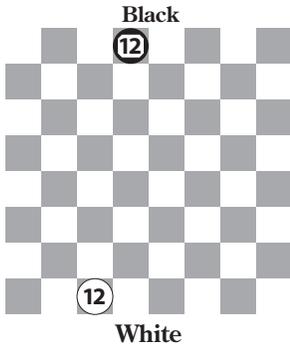


Fig. 1: Initial Setup

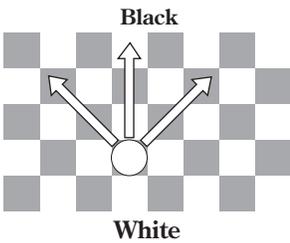


Fig. 2: Non-capture Directions

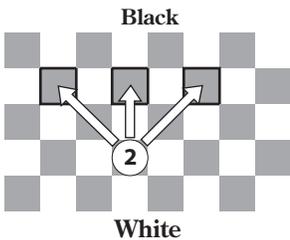


Fig. 3: Move 2-Stack Two Squares

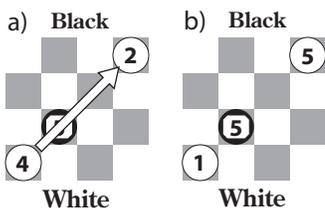


Fig. 4: Merging 3-Stack with 2-Stack

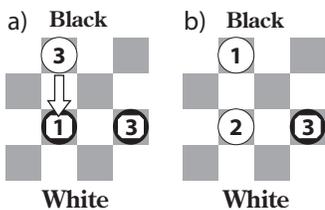


Fig. 5: 2-Stack Capturing 1-Stack

INTRODUCTION Dipole is played with a Checkers set. Only the dark squares can be occupied. There should be a dark square in your lower left corner.

The game starts with two stacks of 12 checkers, one white and one black, as shown in Figure 1. Note the asymmetric arrangement with both stacks just left of center, from White's perspective. If the tall stacks prove unwieldy, you can hold the top six checkers of your stack in reserve off-board. Use your reserve checkers to maintain the maximum on-board stack height, while not exceeding six.

More advanced players may elect to play Dipole on a 10x10 board with two stacks of 20, one in each player's nearest row, and both just **right** of center from White's perspective. Keep an eight-stack onboard and hold 12 checkers in reserve.

Draws cannot occur in Dipole. Mark Steere invented Dipole in May 2007.

OBJECT OF THE GAME To win, all of your opponent's checkers must be removed from the board.

BASIC MOVES Players take turns moving stacks of their own checkers, one stack per turn. White moves first. You can move an entire stack or just a portion of it. A non-capturing move must be made forward or diagonally forward. Figure 2 shows the 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. See below.) Even though only the dark squares are used, white squares must be included in the count. In Figure 3, White can move his two-stack to any of the squares indicated. Directly forward moves can only be made with even numbered stacks.

If your move takes your stack out of bounds, then you must remove that stack from the board. Give said stack to your opponent.

If you have no moves available, you must sit the 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 Figure 4, White takes three checkers from his four-stack and merges them onto his two-stack. Note that intervening stacks, such as the black five-stack, do not obstruct moves. (This holds true for basic and capturing moves as well. See the preceding and following sections.) Merging moves are always made forward or diagonally forward.

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 Figure 5, White takes two checkers from his three-stack, and captures Black's one-stack. Keep the stacks you capture and the stacks your opponent has moved off the board for the duration of the game.

AUTHOR'S NOTE Feel free to copy, distribute, profit from, or do whatever you like with this document and the game of Dipole. However please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.