

# ***The KING O' the CASTLE!***

**A New Two Player Game for ICEHOUSE pieces**

**By Kendall Johns**

\*\*\*\*\*

Needed: -

One ICEHOUSE Stash per Player,  
each takes: -

2 Large Pieces            -       **KINGS (K)**;  
3 Medium Pieces         -       **KNIGHTS (N)**;  
4 Small Pieces           -       **PAGES (P)**;

One Coin or Counter for each player

This is their                --       **CASTLE (©)**

A 7x8 Board – (i.e. A 8x8 Chess Board with one column masked).

## **RULES**

### **Set Up**

Players sit facing each other across the board. They place their **CASTLE** in the centre of their first rank, with their two **Kings** on either side, one space apart.

The **Knights** are placed in front of these, on the second rank, with the **Pages** alternating with them.

The opening set-up should look like this: -

### **Player B**

	K		©		K	
P	N	P	N	P	N	P
P	N	P	N	P	N	P
	K		©		K	

### **Player A**

Decide on a start player then move alternately.

## Movement

There are two types of movement and each piece has a different class of movement in each type.

### a). Normal Movement

One, or more, unoccupied spaces in a straight line, diagonally and orthogonally, including backwards.

### b). Jumping Movement.

One, or more, jumps over an adjacent piece to a vacant space immediately beyond, diagonally and orthogonally, including backwards, (i.e. similar to Draughts or Checkers), but only over players own pieces or opponent's pieces that are *an equal size or smaller*. i.e. Kings can jump over all of its opponents' pieces while Pages can only jump opponents Pages.

Piece	Normal	Jumping
<b>Page</b>	1 to 3 spaces	Over all own or opponents' Pages.
<b>Knight</b>	1 or 2 spaces	Over all own or opponents' Knights and Pages.
<b>King</b>	1 space	Over all own and <u>all</u> opponents' pieces.

If a player is unable to make a legal move then they miss a turn.

## Capturing

Any opponents' pieces that are jumped over - are captured and removed from the game – this is optional.

## The Object.

The first player to get one of their **Kings** onto their opponents' **Castle** is the Winner. (N.B. If both your Kings are captured then you have lost!)

**[Note.** No piece may enter it's own **Castle** and that the **Kings** are the only pieces that may enter their opponents Castle!]

### Designers Notes

I wanted a game where the pieces had different degrees of movement power in different circumstances – strongest in one area but weakest in another etc. This was the result – hope you like it.

An optional rule, which we haven't fully tested yet, and which you might like to try. The **Castle-King** move – Once in the game, provided it has yet to move, a **King** may swap positions with the **Castle**.

Feedback, on the above, or anything, would be welcomed - [johnske@btinternet.com](mailto:johnske@btinternet.com)