

# Satan's Checkers

A Chinese Checkers derivative for 2 to 5 players by  
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## INTRODUCTION

**Satan's Checkers** is a derivative of Chinese Checkers that uses a pentagram-shaped board, fixes some of the issues of its predecessor and also includes a few more rules and goals. Its oldest ancestor, *Halma* (Jump) came from the mind of Monks, an American, around 1882. A decade later, it evolved into *Stern-Halma* (Star Halma) in Germany; 26 years after that, it was rebranded in the US to [*Hop Ching*] *Chinese Checkers*. But the *devil* is in the details, and 89 years later still, the 6-pointed star is 5-pointed, and its routes and connections are no longer congruent: Satan's Checkers has reared its horned head! Chinese Checkers warily welcomes this black *sheep* goat to the family.

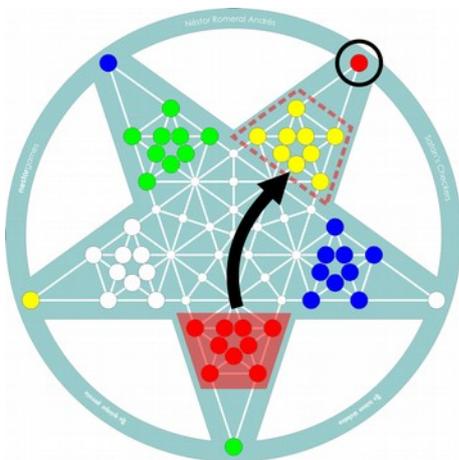
## EQUIPMENT

- Special 5-pointed-star board with holes and paths connecting them.
- 10 flames of each colour (red, yellow, blue, green, white) that can be inserted in the holes.
- One disc of each colour (as colour reminder).
- One black flame (Satan's flame)
- Carrying bag

## HOW TO PLAY

Each player has an allocated colour (red, yellow, blue, green, or white).

For a **5-player game**, set up the board as follows (for other player counts, please refer to the end of this rulebook).



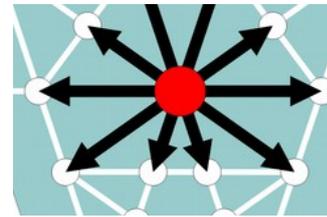
In the diagram above, the area shaded red is Red's home. The area outlined in red is Red's goal (which is also Yellow's home area) and so on. Notice that the goal area of a color is indicated by a flame placed on that point of the star (Red's "goal flame" is circled in black above). You can alter which colour starts where, but each player's home-to-goal setup must match the setup diagram for your player count.

It is **mandatory** to use Satan's Fire in 5-player games (see below).

The most sinister player goes first. Players take turns in anticlockwise order.

On your turn, make one of your flames either **move** or **jump** (but not both), as follows:

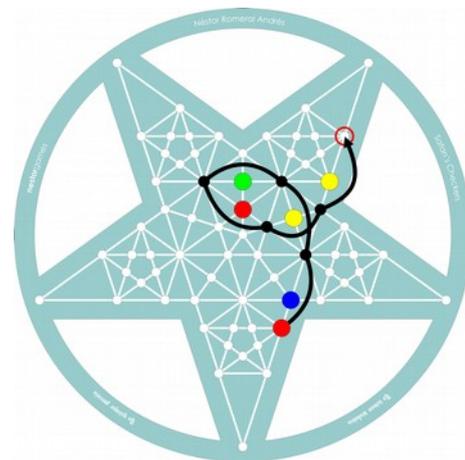
- **Move** a flame to an **adjacent** hole connected by a path.



Examples of valid moves

- **Jump**: Make a series of **one or more** consecutive **jumps** with the same flame. The flame jumps straight over an adjacent flame of any colour landing on the hole beyond. The paths connecting the starting hole, the jumped piece and the destination hole must be in a straight line.

**Note:** During a series of jumps, your flame can enter and/or exit one or more goal areas. This is totally allowed!



Example of a valid series of jumps

## EVENTS

**Extra turn:** If as a result of your turn, you manage to bring a flame newly into your goal area, you get a full **extra turn**, which itself could lead to another extra turn. You only get an extra turn if the flame began the turn outside your goal area; you don't get an extra turn by jumping a flame out of and back into the goal area.

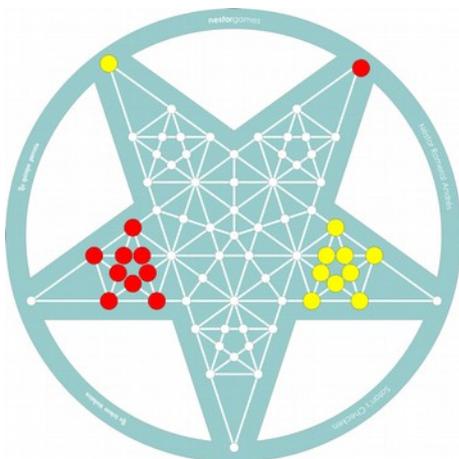
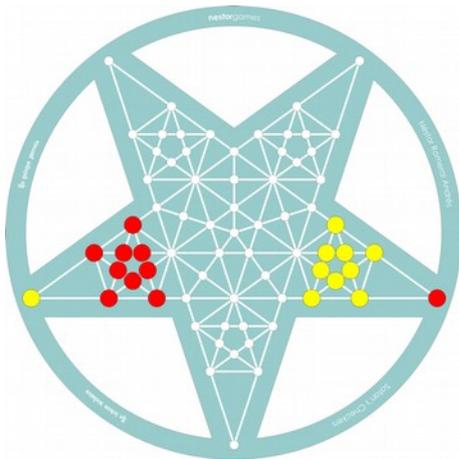
**Snuffed out:** At the end of **your** turn, if all 9 of your home holes are filled with flames of **any colours**, you are **eliminated** from the game, and all your flames are removed from the board.

**Filling the goal area:** If at the end of your turn, and after checking for 'snuffed out', all your flames are in your goal area, **you win** the game.

If, at the beginning of your turn, you opt to **resign**, all your flames are removed from the board.

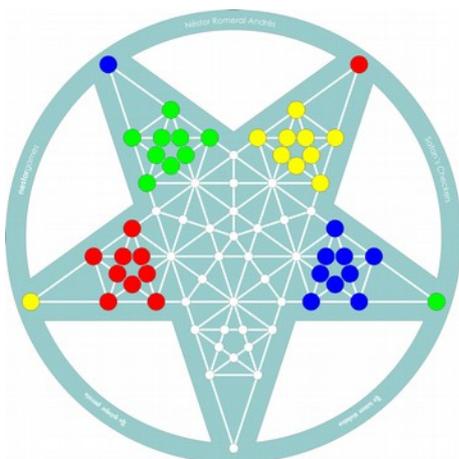
## SETUPS FOR 2 – 4 PLAYERS

For a **2-player** game, you have two options:

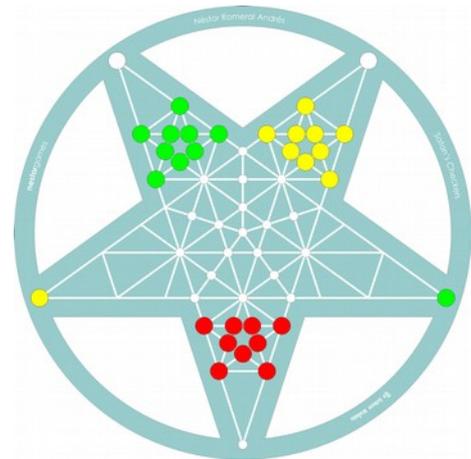


Notice that, in the second one, you win by either reaching your goal area or by making your opponent lose, filling up all his home area (even with his own flames). This makes this setup more fun to play.

For a **4-player** game, place the flames as follows:



The **3-player** game is a bit special. Setup the board as follows.



The players whose home areas are next to each other (green and yellow in the example above) have the usual goal (opposing point of the star). The third player's goal ('red' in the example above) is a bit different. If at the end of her turn all her flames are inside opponent's home areas (no matter how many flames on each area), then she wins<sup>1</sup>.

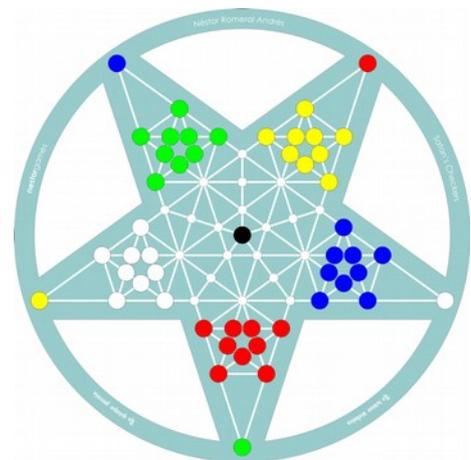
**3-player tournament mode:** Play 3 times (So on each game the 'isolated' player is different). Write down the number of flames that each player has managed to bring to the goal areas on each game (that's your score). The player that won the most games wins the tournament. In case of a tie, the player's total score is used as a tiebreaker.

## THE SATAN'S FIRE VARIANT

This option is mandatory in 5-player games, and highly recommended with other player counts.

Before starting the game, place a black flame (Satan's fire) in the center hole.

Before your normal turn, you can **move** Satan's fire if you wish (as usual, to an adjacent hole connected by a path); however, this flame can't jump. Also it is forbidden to enter Satan into a 'home area' of any player.



<sup>1</sup> This new ending condition has been added because the one in the first version of the rulebook was a bit complicated to follow.