DIABLO
by Mark Steere
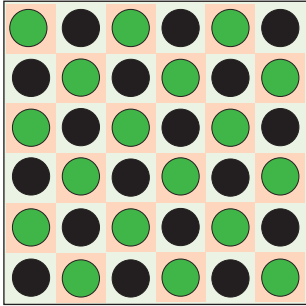

Figure 1 - Initial Setup.

INTRODUCTION Diablo is a two-player game played with two dice and black and green checkers on a checkerboard of any even size. The number of faces on each of the dice is equal to half the length of the board. For example, if playing on a 6x6 board, the dice will be 3-sided. The board is initially populated with stacks of height one as shown in Figure 1.

The two players, Black and Green, take turns rolling the dice and moving their own stacks. All moves are horizontal or vertical. Only entire stacks can be moved. Stacks cannot be subdivided. Black goes first. Mark Steere designed Diablo in September, 2022.

PLAYER TURN After rolling the dice, you will take two actions.
Possible action combinations:
   a. Move two stacks (or the same stack twice), each move driven by a different die. The two moves can be of the same type or different types (subject to restrictions explained in ACTION TYPES).
   b. Move one stack, driven by one of the dice, and remove one of your checkers from the board (subject to restrictions explained in ACTION TYPES).
   c. Remove two of your checkers from the board (subject to restrictions explained in ACTION TYPES).

ACTION TYPES
   a. **Merging move.** You may move one of your stacks onto another of your stacks at a distance indicated by one of the dice, merging the two stacks into one monocolored stack.
   b. **Capturing move.** You may capture by replacement an enemy stack of equal or smaller size at a distance indicated by one of the dice.
   c. **Move to unoccupied square.** You may move a stack to an unoccupied square at a distance indicated by one of the dice ONLY FOR ONE OF YOUR TWO ACTIONS. You can't make two moves to unoccupied squares during your turn.
   d. **Remove a checker.**
      At the outset of your turn, if you are able to make any kind of a move (merge, capture, or move to unoccupied square) you must do so. If not, you must remove any two of your checkers from the board, concluding your turn.
      If you began your turn with a move to an unoccupied square, then you must finish your turn with a merge or capture if you can. If not, you must remove one of your checkers, concluding your turn.
      If you began your turn with a merge or capture, then you must finish your turn with any kind of a move (merge, capture, or move to an unoccupied square) if you can. If not, you must remove one of your checkers, concluding your turn.

BALANCING RULE Black, on his first turn, plays only one of the two rolled dice, of his choosing.

OBJECT OF THE GAME A player wins when all of his opponent's checkers have been removed from the board.

AUTHOR'S NOTE Feel free to publish this rule sheet and to program the game of Diablo. No licensing fee or royalties are expected. 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.