

# Commander-In-Chief

First There Was Chess, Then Straight Checkers, Now Commander-In-Chief  
The Third And Final Classic One-On-One Checkerboard Game™

## Basic Training - Game Rules -

### Contents:

- 30 Playing Pieces  
(Military Toys)
- 30 Platform Bases  
(Stackable Spinning Tops / Triangle Puzzle Game Markers)
- 10 Aerial Platform Bases  
(Tic-Tac-Toe Markers)
- 1 One Minute Sand Timer
- 1 Double Sided Game Board
- 1 Game Rules
- 2 Quick Start Guides

### 2 - 4 Player Game For Ages 6+

The 30 Playing Pieces Are Military Toys And Are Designed For Play With Or Without This Board Game  
Alternate Board Games Available For Play With Included Contents: Chess & Checkers

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**Combatant Command: Armed Forces Command Edition**  
**For Additional Game Play Options And Much, Much More Visit:**

**[www.Commander-In-Chief.com](http://www.Commander-In-Chief.com)**

For Replacement Parts And Additional Orders, For New Products And Offers  
Or For Questions And Comments Visit [www.XPlusProducts.com](http://www.XPlusProducts.com)  
Write To: X Plus Products, Inc., P.O. Box 693, Gotha, FL 34734 USA Or Call Toll Free: 800-930-1814

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The X Plus Products Name And Logo, The Distinctive Design Of The Game Board With Designated Battlefields (Air, Land And Sea Areas),  
The Board Game Taglines: A Strategy War Game For The Ages & The Third And Final Classic One-On-One Checkerboard Game  
As Well As The Playing Piece / Platform Base Mounting Designs Of The Platform Bases Are Trademarks Of X Plus Products, Inc.  
For The Commander-In-Chief Board Game And Its Family Of Products.



Proof Of Purchase  
**Commander-In-Chief**  
A Strategy War Game For The Ages™  
Original Release

# Commander-In-Chief

## Object Of The Game:

To capture your opponent's Commander.

(In this version of the game, the players decide per game whether to have set time limits for each move.)

... or ...

To outscore your opponent, as determined by summing the values per side of the captured playing pieces.

(In this version of the game, each move and the overall length of the game have set time limits.)

... or ...

To force a concession of defeat from your opponent.

(A player (team) can concede defeat at any point during the game in either of the two game options listed above.)

## Board Set Up:

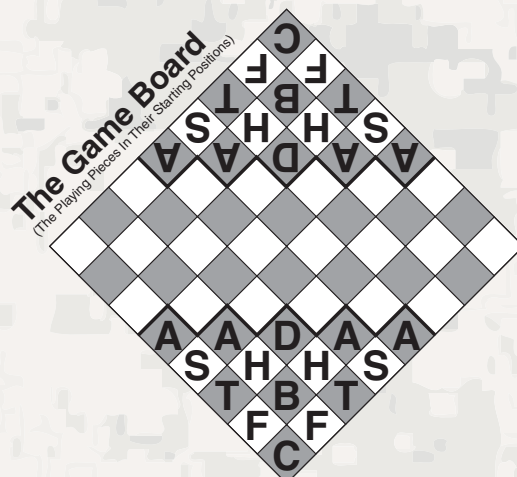
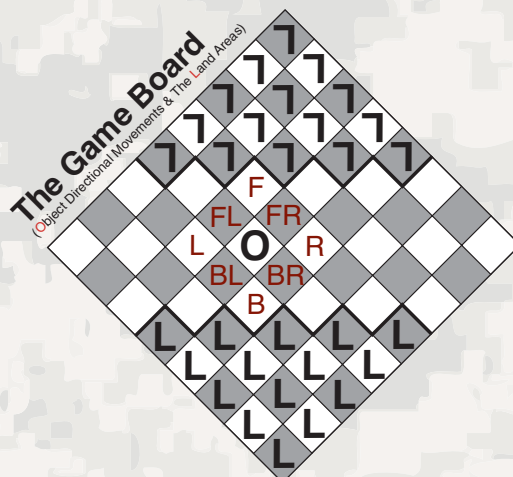
Commander-In-Chief is a game that is played warring two opposing armed forces represented by specially designed playing pieces that are mounted on Platform Bases and placed on a game board comprised of sixty four alternating dark and light colored squares arranged in eight lines of eight squares each, i.e., the traditional checkerboard. The square board is set up for play orientated in a diamond shape so that a dark colored square is always positioned at the top and bottom of the board, as the single square in the First row closest to each player's seated position. Progressing toward the center of the board, the Second row per side contains two light colored squares; the Third row per side contains three dark colored squares, and so on and so forth.

All sixty four squares on the board are given their own alphanumeric name ranging from "a1" to "h8" as defined on the included game board by the intersection of a letter and a number assigned to each line. Collectively, this nomenclature is used as a system for notating the placements and movements of the playing pieces in the game. For proper set up, the single square in the First row at the bottom of the board must be Square "a1".

Due to this unique set up of the traditional checkerboard, a brief explanation of the playing pieces' directional movements is necessary. Orthogonal player moves (Forward, Backward, Left and Right) are moves that connect dark to dark and light to light colored squares to each other across their single mating point; whereas diagonal player moves (Forward Left, Forward Right, Backward Left and Backward Right) are moves that connect dark and light colored squares to each other across their mating borderline. To summarize, the playing pieces' directional movements can be described in relation to each player's seated position via any one of the following eight independent directions: Forward, Forward Left, Forward Right, Left, Right, Backward, Backward Left or Backward Right.

The battlefields of the game are Through the Air, On Land and In the Sea (Air, Land and Sea). The playing pieces can only move within their designated battlefields. The fifteen squares per side that are occupied by the players' playing pieces at the start of the game (thirty total) represent the Land areas of the board. The thirty four squares that are unoccupied squares at the start of the game represent the Sea areas of the board. While each square uniquely represents either a Land area or a Sea area of the board, every square (Land or Sea) simultaneously represents an Air area of the board. Additionally, the game board is double sided so that the game can be played on either a dark and light colored or multicolored checkerboard.

The eight specially designed playing pieces (thirty total) are set up on the game board per side as follows: First row – Commander; Second row – Fighter, Fighter; Third row – Tank, Bomber, Tank; Fourth row – Submarine, Helicopter, Helicopter, Submarine; Fifth row – Amphibian, Amphibian, Destroyer, Amphibian, Amphibian. The two opposing armed forces are distinguishable by color, one dark and one light. The starting position of the Commander of the light colored armed forces is always Square "a1". The playing pieces are mounted on either Platform Bases (if they compete On Land or In the Sea) or Aerial Platform Bases (if they compete Through the Air); Commanders, Bombers and Destroyers are distinguished as leaders of their respective divisions within the armed forces by adding a second Platform Base underneath them. Once the board is set up, each player (team) as Commander-In-Chief of one of the two armed forces must command the services of their fifteen playing pieces toward victory.



## Game Play:

Commander-In-Chief is a strategy war game for two (to four) players. To begin play, one player (team) selects the dark and one player (team) selects the light colored armed forces to be in command of throughout the game. Each player places their playing pieces on the game board in their starting positions. When ready, the players take alternating turns moving their playing pieces one by one about the board, either to an unoccupied square or to an opponent occupied square, and in the latter case, capturing opponent's playing piece from that square as only one playing piece may occupy any given square at any single moment in time. Once a playing piece is captured, it is permanently removed from the game. The playing pieces can only move along straight, unobstructed paths, unless stated otherwise. The playing pieces that can Go Under or Go Over can jump (go around) other playing pieces. Jumping playing pieces does not result in their capture. Only one playing piece may be moved on a single turn and the player (team) with the dark colored playing pieces always moves first. The players must move on their turn. A turn is officially over when a player physically releases contact with one of their playing pieces at a new position. Play evolves, turn by turn, from the beginning of the war through the game's eventual completion with each player analyzing the current battlefield situation, adjusting their game plan accordingly and executing commands (movements of the playing pieces) in a collective effort to achieve the game's objective.

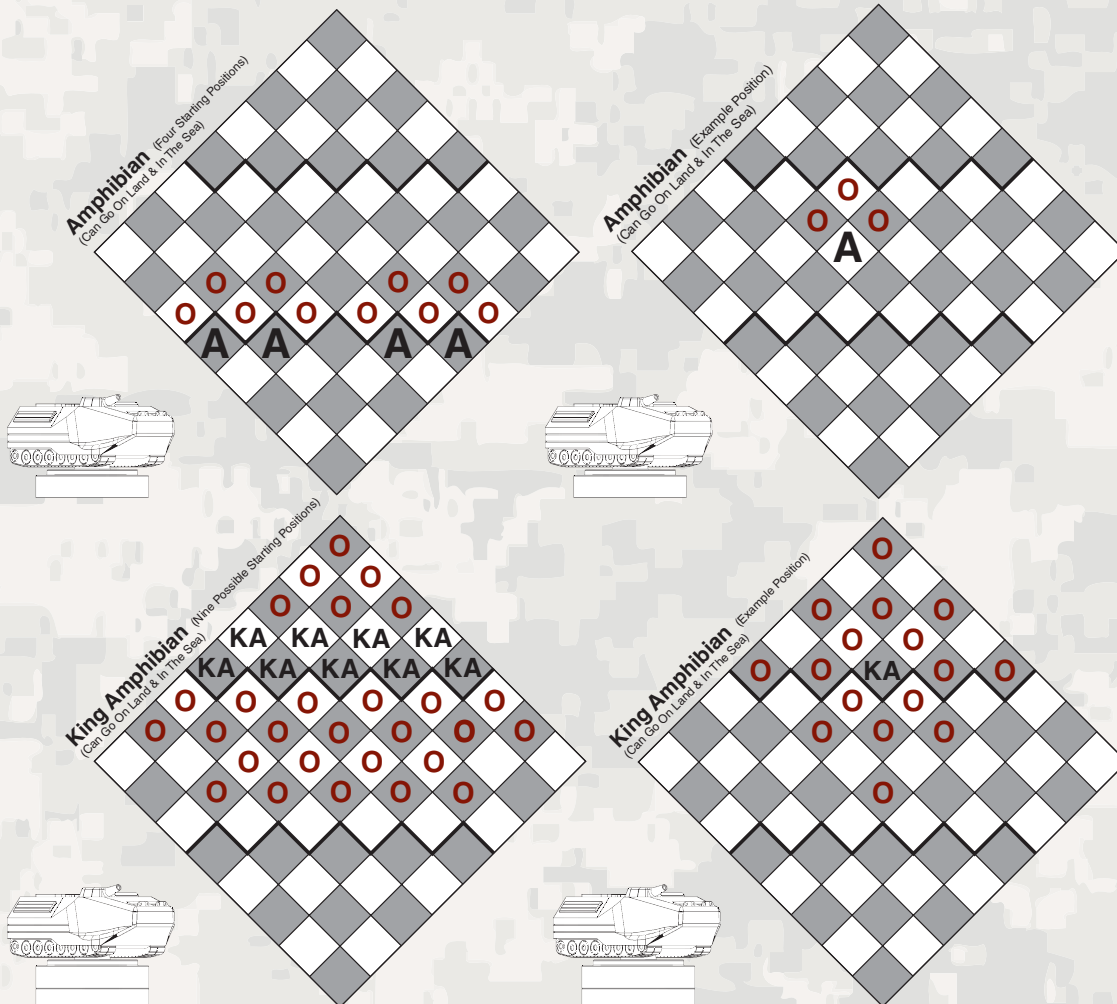
In the team version of the game, one player is in command of the five Air playing pieces and one player is in command of the ten Land and Sea playing pieces. Thus, if this game option is exercised, Commander-In-Chief can be played by three or four players if one or both sides decide to form a team. The player in command of the ten Land and Sea playing pieces always moves first. In team game play, in addition to the two armed forces alternating turns, the players within a team must alternate turns, if possible. Once play begins, teammates cannot discuss strategy.

To record point totals for scoring purposes, each player (team) adds together the values for all the playing pieces they have captured per the following point ranking system: Amphibian – 1 point, Tank – 2 points, Submarine – 3 points, Destroyer – 3 points, Helicopter – 4 points, Fighter – 4 points, Bomber – 5 points, Commander – 7 points.

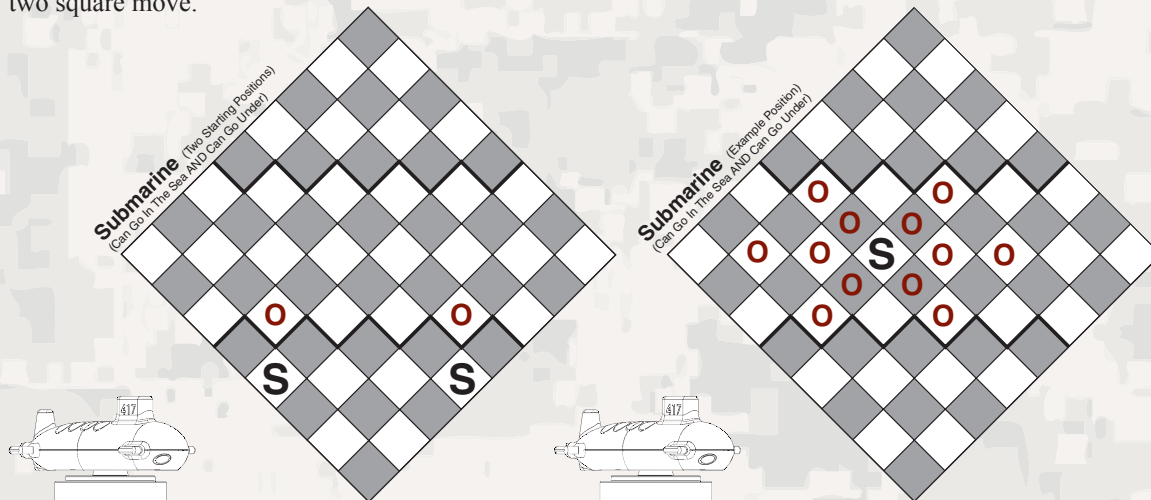
A one minute sand timer is included for play requiring time limits (per move – one minute and per game – X minutes (or turns) as arbitrarily agreed to per game by the players). From the beginning of or at any point during the game, the players can use the sand timer as a tool to enforce the per move and/or per game time limits.

## Playing Piece Moves:

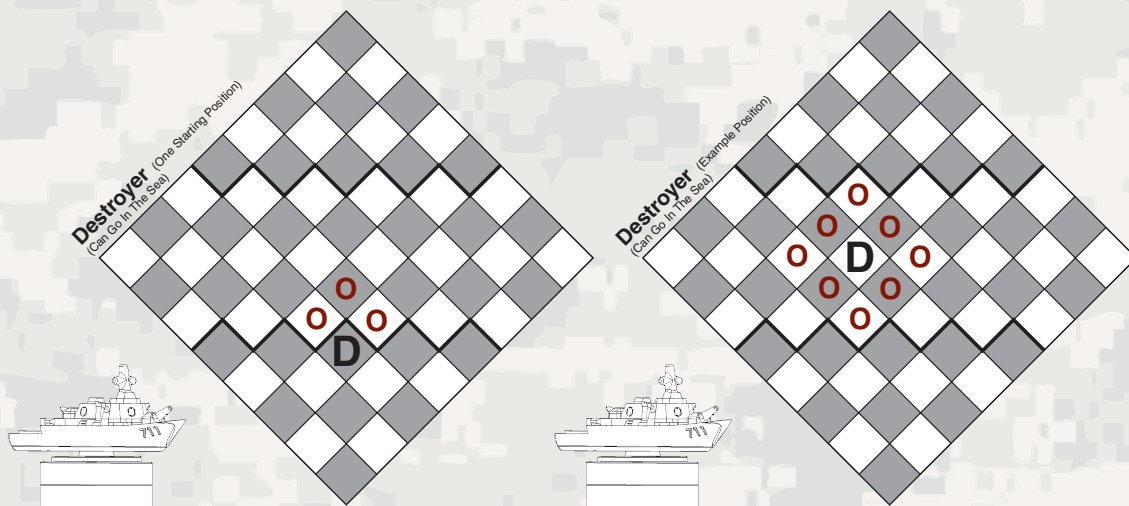
Amphibians compete – On Land and In the Sea. Amphibians can move one square in any one of three forward directions (Forward, Forward Left or Forward Right). Amphibians are unique in that if an Amphibian reaches its opponent's Land, it becomes a King Amphibian. King Amphibians are distinguished from Amphibians by adding a second Platform Base underneath them. If an Amphibian becomes a King Amphibian, its mobility changes. King Amphibians can move one or two squares in any direction along a straight path, either orthogonally to the players (Forward, Backward, Left or Right) or diagonally to the players (Forward Left, Forward Right, Backward Left or Backward Right).



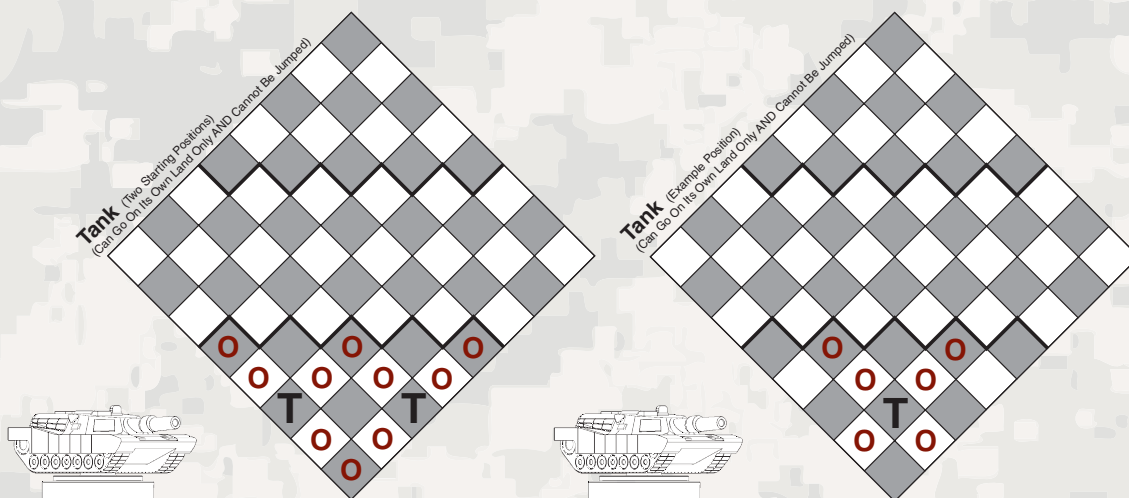
Submarines compete – In the Sea. Submarines can move one or two squares in any one of six directions along a straight path, either horizontally to the players (Left or Right) or diagonally to the players (Forward Left, Forward Right, Backward Left or Backward Right). Submarines have a restriction on their first move of the game. To launch into water, their first move of the game must be one square Forward. Submarines are submersible warships that can jump (Go Under) other playing pieces during a two square move and thus, not be blocked by other playing pieces that would otherwise obstruct the completion of a two square move.



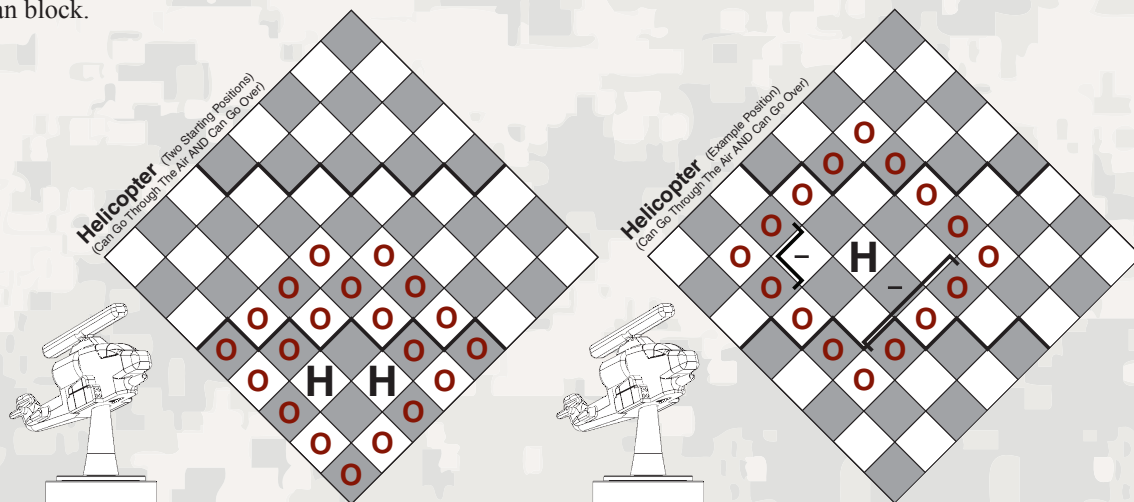
Destroyers compete – In the Sea. Destroyers, also known as Commanders of the Sea, can move one square in any direction, either orthogonally to the players (Forward, Backward, Left or Right) or diagonally to the players (Forward Left, Forward Right, Backward Left or Backward Right). Like Submarines, Destroyers have a restriction on their first move of the game. To launch into water, these surface combatant warships' first move of the game must be one square in any one of three forward directions (Forward, Forward Left or Forward Right).



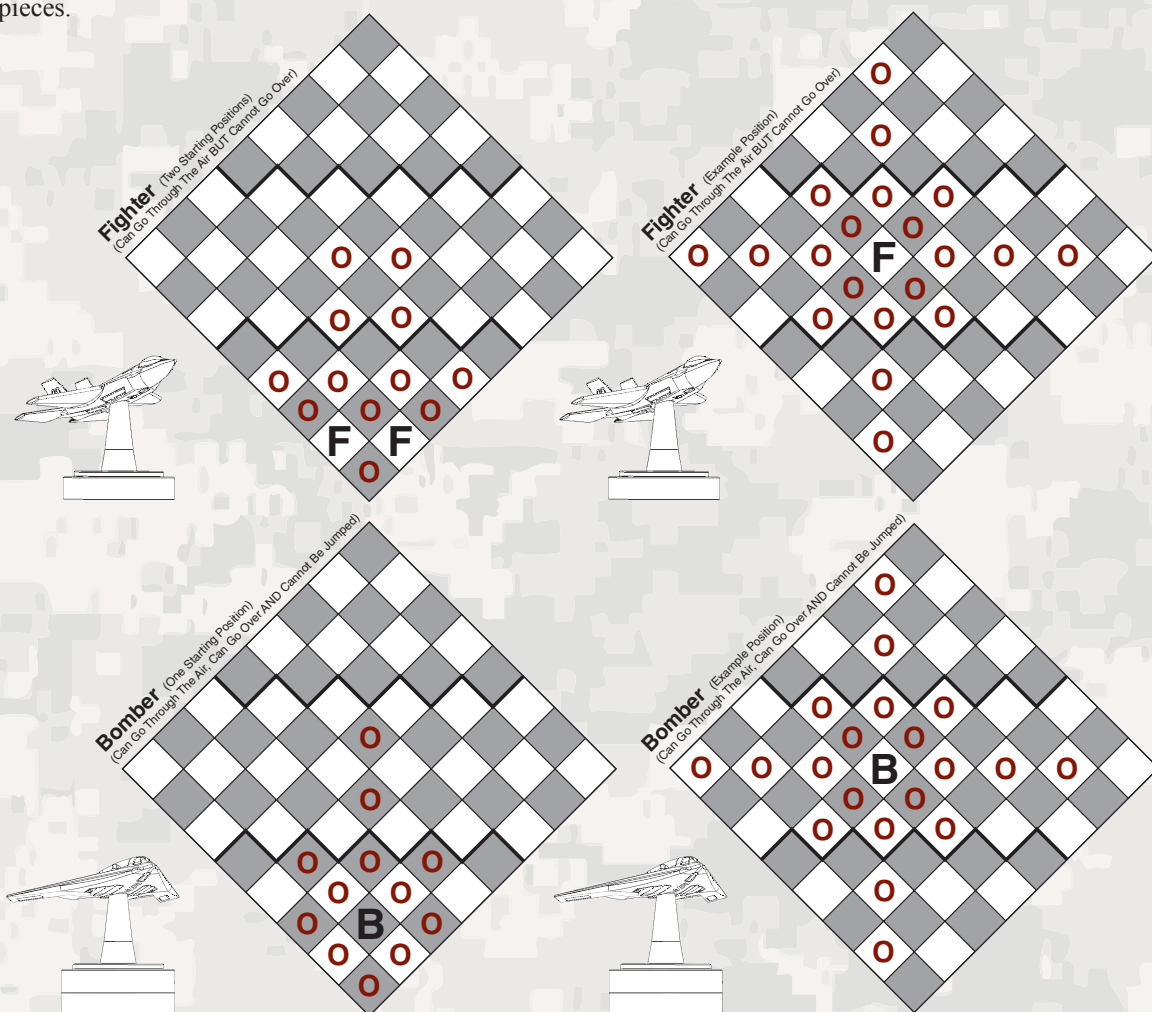
Tanks compete – On Land. Tanks can move one or two squares in any one of four directions along a straight path, diagonally to the players (Forward Left, Forward Right, Backward Left or Backward Right). Tanks can block; thus they cannot be jumped by ANY playing pieces. Tanks are restricted to movement On their own Land only.



Helicopters compete – Through the Air. While Helicopters are unique in that they are not restricted to movement only along a straight path via any one of the eight independent directions (Forward, Forward Left, Forward Right, Left, Right, Backward, Backward Left or Backward Right), they must move a distance of exactly two squares. Helicopters can move to any one of sixteen squares that are at a two square radial distance away from their previous position. Helicopters, via short range low altitude attacks, can jump (Go Over) other playing pieces during their two square move and thus, not be blocked by other playing pieces that would otherwise obstruct the completion of a two square move. The playing pieces that can block jumping prevent a Helicopter’s movement along a straight path as well as movement to the two available object squares bordering that same straight path. Two unique examples of multi-blocking are shown below where minus signs represent playing pieces that can block.



Fighters and Bombers compete – Through the Air. Both Fighters and Bombers are stealth warplanes that move in exactly the same manner, with one exception. Fighters and Bombers can move either one, two or three squares in any one of four directions along a straight path, orthogonally to the players (Forward, Backward, Left or Right) or one or two squares in any one of four directions along a straight path, diagonally to the players (Forward Left, Forward Right, Backward Left or Backward Right). The exception: Only Bombers, via long range high altitude attacks, can jump (Go Over) other playing pieces during a multiple square move and thus, not be blocked by other playing pieces that would otherwise obstruct the completion of a multiple square move; whereas Fighters can be blocked from completing a multiple square move if other playing pieces obstruct their movement. Also, like Tanks, Bombers can block; thus they cannot be jumped by ANY playing pieces.





# Commander-In-Chief

This Original Release Is Designed With The Official Tournament Commander-In-Chief Set Specifications

Below Are Detailed Descriptions Of Included Contents

With Game Size Scale Models And A Scaled Down Game Board Model:

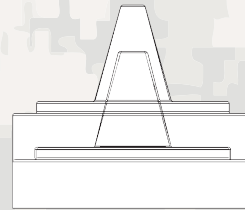
(Quantity Per Item Listed After Item Name)

(The Playing Pieces, The Platform Bases And The Primary Game Board Surface Are Black And Silver)

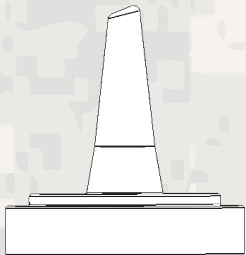
(The Secondary Game Board Surface Is Dark And Light Green For Land And Dark And Light Blue For Sea)



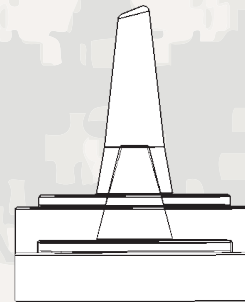
**PB - Platform Base** (x 30)  
(Pawn - In Chess, Man - In Checkers)  
(1 1/4" Diameter Base x 13/16" Tall)



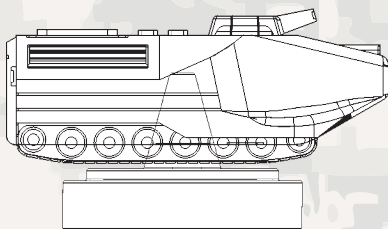
**PB Underneath PB**  
(King - In Checkers)  
(1 1/4" Diameter Base x 13/16" Tall Underneath 1 1/4" Diameter Base x 13/16" Tall)



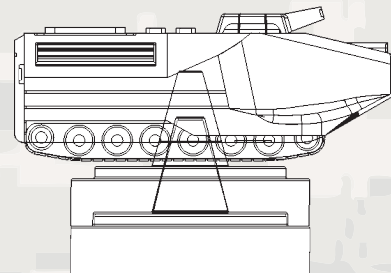
**APB - Aerial Platform Base** (x 10)  
(1 1/4" Diameter Base x 1 5/16" Tall)



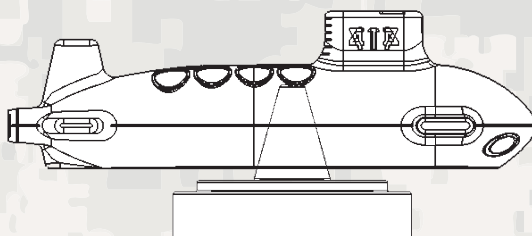
**PB Underneath APB**  
(1 1/4" Diameter Base x 13/16" Tall Underneath 1 1/4" Diameter Base x 1 5/16" Tall)



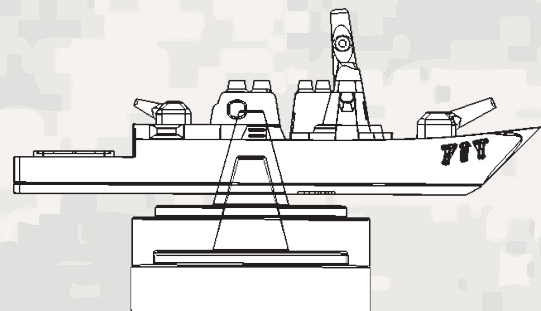
**A - Amphibian** (x 8)  
(2" Long x 1" Wide Playing Piece & One Platform Base)



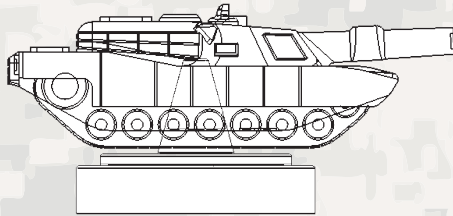
**KA - King Amphibian**  
(2" Long x 1" Wide Playing Piece & Two Platform Bases)



**S - Submarine** (x 4)  
(2 3/4" Long x 7/8" Wide Playing Piece & One Platform Base)

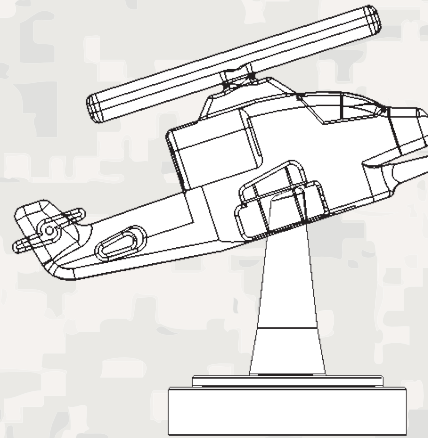


**D - Destroyer** (x 2)  
(2 3/4" Long x 11/16" Wide Playing Piece & Two Platform Bases)



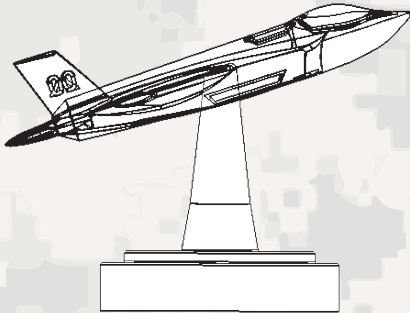
**T - Tank** (x 4)  
(Rook - In Chess)

(2 1/16" Long (+ main gun) x 1 1/8" Wide Playing Piece & One Platform Base)



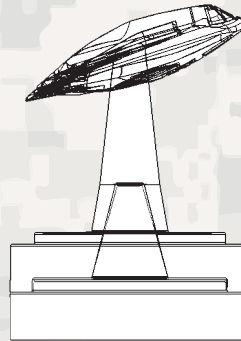
**H - Helicopter** (x 4)  
(Knight - In Chess)

(2 1/4" Long (+ tail rotor) x 9/16" Wide Playing Piece & One Aerial Platform Base)



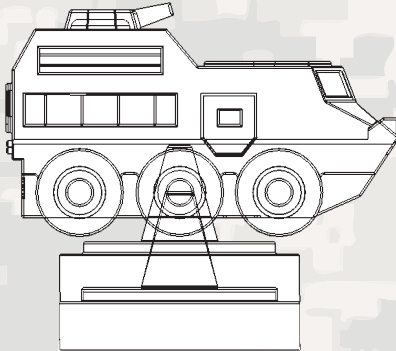
**F - Fighter** (x 4)  
(Bishop - In Chess)

(2 1/4" Long x 1 13/16" Wide Playing Piece & One Aerial Platform Base)



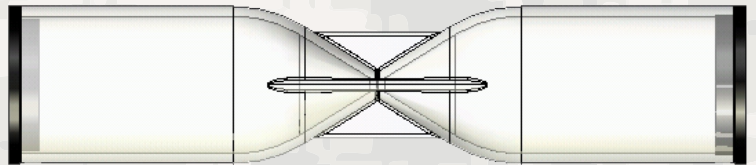
**B - Bomber** (x 2)  
(Queen - In Chess)

(1 1/4" Long x 2 1/2" Wide Playing Piece, One Platform Base & One Aerial Platform Base)



**C - Commander** (x 2)  
(King - In Chess)

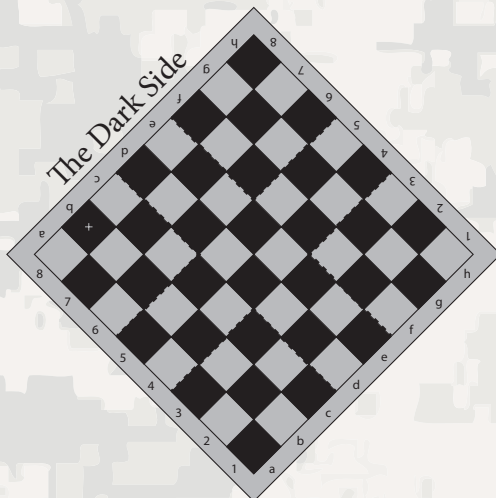
(2 1/16" Long x 1 5/16" Wide Playing Piece & Two Platform Bases)



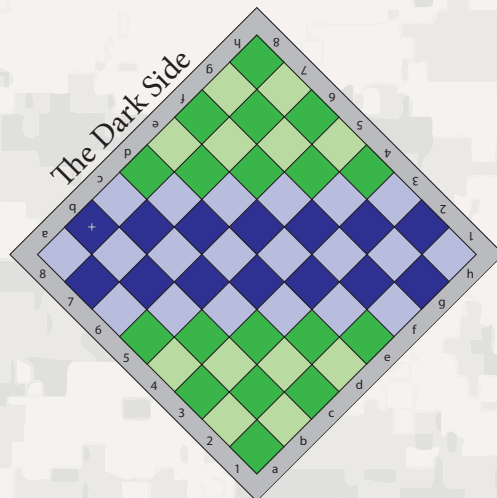
**Sand Timer** (x 1)

(One Minute Clock With White Sand And Black End Caps)

(13/16" Diameter Base x 3 13/16" Tall)



Dark And Light Colored Primary Game Board Surface - Outside Fold



Multicolored Secondary Game Board Surface - Inside Fold

**Chess, Checkers, Commander-In-Chief Game Board** (x 1)

(20" x 20" Double Sided Folding Checkerboard With 2 1/4" x 2 1/4" Squares And 1" Alphanumeric Labeled Border)